Usenet Newsgroup Archive: comp.sys.atari.st

1995-04 - 1995-06

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 1995-04-01 through 1995-06-30

Source text: comp.sys.atari.st.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 5,372

Message records with no readable body available in the source text: 20

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Re: Speed of Light 3.7

Newsgroup: comp.sys.atari.st
Date: 1995-04-01 00:00:00 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <D6DJtz.EDs@beaver.cs.washington.edu>
Source record: 168374
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Chris Gray (cgra@se.bel.alcbel.be) wrote:

: Doesn't seem to like ScreenBlaster resolutions > 640x480.
: Is that a known limitation or am I reporting a bug?

Well, maybe it doesn't like "flicker mode." Try turning it off. It works great in 800x600x256 with Falcon Screen on my Falcon. What EXACTLY does it do? Do the dialogs look right?

: 'Part from that, first impressions very positive.

Thanks!

-Stuart Denman
http://www.cs.washington.edu/homes/sdenman/

2. Re: for sale / trade

Newsgroup: comp.sys.atari.st
Date: 1995-04-01 00:00:00 UTC
From: dave@llondel.demon.co.uk
Message-ID: <796788632snx@llondel.demon.co.uk>
Source record: 168375
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.m68k

```
In article <egbert.4.0016188D@euronet.nl>
egbert@euronet.nl (Egbert_Jan_van_den_Bussche) writes:
>Hello all!
>I have several MC68882/33 in PLCC housing (leads around all four sides,
>slightly bent under), but I need a pin grid version (with all pins on the
>bottom of the housing) for my PAK/3-030 project. Anybody interested in a
>swap?? I'm quite willing to swap two PLCC's for one ceramic pin grid version
>of the same speed!
>
If you don't need low profile, you can buy adapters which will convert
PLCC to PGA. If the number of pins is small enough, a standard PLCC
socket will usually map directly onto the PGA equivalent.

Dave
--

*******************************************************************************
* G4WRW @ GB7WRW.#41.GBR.EU AX25 * *
* dave@llondel.demon.co.uk Internet * Stop the World! I want to get off! *
* g4wrw@g4wrw.ampr.org Amprnet * *
*******************************************************************************
```

3. GnuTar Manpage

Newsgroup: comp.sys.atari.st
Date: 1995-04-01 00:00:00 UTC
From: abro@amath.unizh.ch
Message-ID: <1995Apr1.091411.20526@rzu-news.unizh.ch>
Source record: 168376

Hi!

I use Gnutar 1.11; it's quite fine. But in the archive there were no
man-page and no texi-file. Where can I get them(via ftp or so)???

Ciao, Arnt

```
-------------------------------- |
Arnt Broska, Uni Zuerich, Schweiz | ----------------------------------------
-------------------------------- | Does anybody know an Email-address of God?
EMail-Adress: abro@amath.unizh.ch | ----------------------------------------
| Newest answer: GOD@cloud7.heaven.com
```

4. ACN Hardware sales---A Warning (was: Atari Transputer)

Newsgroup: comp.sys.atari.st
Date: 1995-04-01 00:00:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2f7d300e_Sven.Bornemark@p56.dada.ct.se>
Source record: 168377

Hi Annius,

> Sure, but here's a warning: I DON'T RECOMMEND BUYING ANY HARDWARE
> AT ACN.
>
> Any other people with ACN problems? It is time to take some (legal)
> action against these people.

I am the sole Swedish distributor for FastCopy PRO, and I trade directly with ACN. A must admit that they have been somewhat slow at times, but not always!

For a good personal contact, I'd recommend that you turn to Willem Hartog. He's the guy in charge of the magazine they produce, and he is a very helpful chap.

Small tip: ACN are sometimes hard to reach over the phone, but try calling between 21.00 and 01.00 - these guys work nights!

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

5. Re: ACC bombs my mste

Newsgroup: comp.sys.atari.st
Date: 1995-04-01 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3liitm$gnp@golem.wcc.govt.nz>
Source record: 168378

In article <1995Mar29.151610.215@genrad.co.uk>, hillsp@genrad.co.uk (Paul Hills) writes:
>In article <3kkrv7$hs4@gbc.gbrownc.on.ca>, (Darren King) writes:
>
>]I put a program (acc) that I had written and thought was free of bugs
>]in the root directory of C: drive on my Mega STe. I then found out
>]on re-boot that there were bugs (or bug!) in it because every time I
>]boot, my machine bombs with 2 bombs. I would remove the offending

>1. turn off the computer
>2. Disconnect the hard drive ribbon cable
>3. Turn on the computer and let it boot, either from ROM or floppy.
>4. Now the dodgy bit... Reconnect the hard drive ribbon cable.
>5. Run whichever hard drive driver software you are using from the floppy it
> came on (In my case, I ran AHDI or HDX on the disc which came with the
> Falcon), and tell it about the hard drive again.
>6. When the drive C icon appears, go into it and remove the offending
> .ACC from the AUTO folder.
>
> Normally I wouldn't recommend connect up a hard drive with the power
>on, but in this case you haven't got much choice it seems. It didn't
>damage my machine at all, but I'm not saying it won't!

This is a VERY STUPID WAY TO DO THIS, thier is a very simple way...

Get hold of DC Formator 3.3 I think it is, there is a option to make floppy
bootable boot sectors, select the one listed as BYPASS HARD DRIVE, and write
this to a floppy...

Also have on this floppy disk a copy of the Hard Disk booter, I have the ICD
one in the Auto folder and Drive Icon C: saved on this disk, Desktop.inf
file..

Its that simple...

The other way is to use a Boot Manager, if fact if you are using a Hard Drive
you Must use a Boot Manager....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

6. Re: Stfax For Papyrus

Newsgroup: comp.sys.atari.st
Date: 1995-04-01 00:00:00 UTC
From: hlazar@netaxs.com
Message-ID: <3ljjdn$c2e@netaxs.com>
Source record: 168379

Carlo Cerracchio (MC7424@mclink.it) wrote:

: Help me...
: I'm looking for the file "stfax.mod" for "Papyrus".
: Is there anybody who makes me know something about?
: Please leave message in mail. Tanks

I don't know what that file is, but I fax using Papyrus easily. I
just print with the GDOS fax printer. It works quite well.

Henry L Lazarus hlazar@netaxs.com

7. Re: ST mouse problem...

Newsgroup: comp.sys.atari.st
Date: 1995-04-01 00:00:00 UTC
From: ekholm@elixir.e.kth.se
Message-ID: <3ljm02$3p9@news.kth.se>
Source record: 168380

```
In article
<Pine.SUN.3.91.950329174729.4458A-100000@nethost.multnomah.lib.or.us>,
Frost Byte <chandler@nethost.multnomah.lib.or.us> writes:
>
>ST hardware gurus:
>
>I have problems with my 1040 ST's mouse going right when I move it
>left,
>so that no matter what I do, the pointer gets stuck on the right side
>of
>the screen. I have opened the mouse up and cleaned it and it seems to
>sporadically (50% of the time) do this, but slightly less when I
>operate
>it with the whole top half removed (not a great way to keep dust
>out!).

[some stuff deleted]

>David Chandler - chandler@nethost.multnomah.lib.or.us (503)301-3011
> grep -i casio goodwillbins >> mystudio ;
> grep -i atari goodwillbins >> mystudio ;

I have the same problem with my standard ST mouse which is, at least in my case,
caused by faulty connections where the mouse lead goes into the 9 pin (?) female
connector of the mouse. Try and move the mouse while wiggling the lead in all
directions and see if that helps.

It is possible to use PC mice provided that you install a serial mouse driver
(software), but perhaps an easier path would be to buy a new ST mouse or an
Amiga mouse. A lot of Amiga replacement mice have a switch that allows it to
be used as an ST mouse (otherwise you'll have to rearrange the wiring inside
the mouse (Two pins I think, but I don't know which! I'm sure someone in this
newsgroup can direct you to some document on the net describing this
procedure.))

Good luck and best regards,

Nils.
--
------------------------------------------------------------------------------
Nils Ekholm (Sandman) - EE student at RIT, Stockholm, SWEDEN.
ekholm@elixir.e.kth.se - http://www2.e.kth.se/~ekholm/Public/WWW/homepage.html
------------------------------------------------------------------------------
The fact that no one complains doesn't mean that all parachutes are perfect.
------------------------------------------------------------------------------
```

8. FAX and Calamus?

Newsgroup: comp.sys.atari.st
Date: 1995-04-01 00:00:00 UTC
From: mkhst4+@pitt.edu
Message-ID: <3ljvb0$evf@usenet.srv.cis.pitt.edu>
Source record: 168381

Can anyone tell me if there is a FAX program available for the ST
that will fax Calamus documents? I've not kept up with what is currently
available commercially, and I can't read German so most of the PD stuff
is unuseable to me.
Thanks in advance!

9. Re: ACC bombs my mste

Newsgroup: comp.sys.atari.st
Date: 1995-04-01 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D6D9A4.40L@cix.compulink.co.uk>
Source record: 168382

Some Hd drivers like the Protar ones allow you to select an alternative boot drive on startup. This means that once the system has booted off the floppy you have to tell the system to find the Hd (easy if you have TOS 2.06) and then rip out the offending acc.

I found that the best way was to put the prog on a floppy and use that as the boot device for testing.

I managed to do a similar thing when developing a Boot password program!!

Steve

10. FS:220V SC1224

Newsgroup: comp.sys.atari.st
Date: 1995-04-01 00:00:00 UTC
From: cyberaaron@aol.com
Message-ID: <3lkbk5$bnm@newsbf02.news.aol.com>
Source record: 168383

I have a 220V SC1224 (color monitor for those of you who don't know)
I'd like to sell, or trade for a 115V version. Any offers???

CYBERAARON@AOL.COM
"Only Amiga makes it possible, Only Commadore stood in the
way."

11. Re: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-04-01 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDBVEEAOUP@galaxy.teuto.de>
Source record: 168384

In <3le209$o79$1@perth.DIALix.oz.au> Peter Feszczur wrote:

>Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:

[...]

Peter,

I agree with you completely!

But hey, it is only Roge after all. Don't get too excited over that fella ...

He ain't worth getting in rage about it.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

12. Re: ZOO help needed

Newsgroup: comp.sys.atari.st
Date: 1995-04-01 00:00:00 UTC
From: jwatkins@cix.compulink.co.uk
Message-ID: <D6DKFJ.LK8@cix.compulink.co.uk>
Source record: 168385

>>HENSA archive. It's in .zoo format and I haven't a clue how to use the
>>zoo.ttp program. I find the manual incomprehensible
>
>From what I remember about this, I could not get it
>to work properly from the Desktop (ie entering the
>parameters into the 'request' box after double
>clicking the .ttp icon). It needs to be run from a

I use ZOO.TTP as an installed application. I set argument as '-extract '
(note the space - this is essential), the directory to 'application' and
parameter as 'full path'. Double-clicking on a 'ZOO' file then extracts
to the ZOO.TTP directory. Since I use a Falcon (and thus NEWDESK), I
can't say whether DESKTOP will allow this.

--
John Watkins.
jwatkins@cix.compulink.co.uk

13. Re: FAX: Groups and Classes

Newsgroup: comp.sys.atari.st
Date: 1995-04-01 00:00:00 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <D6CI5G.646@cix.compulink.co.uk>
Source record: 168386

Thanks for the information about Fax classes and groups, Hendrik.

I spoke too soon when I said that I had got CoMa working with my Sportster 14400. It sent a fax successfully ro one number when speed was reduced from 9600 to 7200, but still refuses to send to the fax machine at work, even with the lower speed. The problem seems to be that it establishes a connection, appears to send the text, and after the text has been sent it then times out (I kept a protocol file, which finishes with the lines

send page 1
last page end
timeout
and then vbarious modem resets).

Any ideas?

And while I'm asking, does anyone know how to use the QFax driver in That's Write 3? Every setting I've tried just gives the message "Output error".

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

14. CHEAP!CHEAP! SW, Books, 520ST!

Newsgroup: comp.sys.atari.st
Date: 1995-04-01 00:00:00 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <976_9504020106@flight.org>
Source record: 168387

I'll take the Abacus book #8 and the Compute book package.

Please send them to:

Books Plus
213 Central
Osseo, MN
55369

Send them C.O.D. please. If C.O.D. is not acceptable to you please send e-mail
on how the transfer og goods and funds can be arranged.
---------- -//- ----------
Internet: Michael.Fitzpatrick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

15. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-04-01 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3lidhv$g60@golem.wcc.govt.nz>
Source record: 168388

In article <1995Mar28.181936.14566@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk (Steve Taylor) writes:
>On Tue, 28 Mar 1995 06:50:00 GMT, Daniel Cohen wrote:
>
>CoMa will work with the sportster. It has to be set to class 2.0 and I
>think it is important whether you select 14,400 speed - although I can't
>remember which way works!
>
>Anyhow, I managed to fax someone with CoMa, but only the first 150 lines,
>which equates to about 1.5 inches were faxed, which is a limit in the
>demo. Mainly because of this restriction, and the fact tat it is about 50
>UKP to register, I ditched CoMa - although it looks like it would be
>perfect for my needs.

Yes that is the other BIG problem with COMA its cost more than a commercial program.

I thought shareware was supposed to be cheaper, farr less costs in Marketing it and no ripoff distributors...

Or is it just these gready Germans again, I do find German prices way out of line with the rest of the world...???

J-Office is way behind COMA, I would place J-Office at a 2 and COMA at a 11, and that is out of 10...:-)

But then it costs nothing to try out J-Office...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

16. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-04-01 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3lin54$kup@lastactionhero.rs.itd.umich.edu>
Source record: 168389
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- molin 129515 Mar 26 02:07 ./0ls-lR.Z
-rw-r--r-- molin 184187 Mar 14 12:19 ./Utilities/st-gui12.lzh
-rw-r--r-- molin 130825 Mar 26 02:09 ./0ls-lRc.Z
-rw-r--r-- baldrick 11898 Mar 26 01:45 ./Falcon/0index
-rw-r--r-- molin 3957 Mar 21 01:22 ./Falcon/Utilities/speakoff.zip
-rw-r--r-- molin 405558 Mar 26 02:04 ./0index
-rw-r--r-- molin 162935 Mar 26 02:04 ./0compind.Z
-rw-r--r-- baldrick 28480 Mar 27 15:24 ./Games/0index
-rw-r--r-- baldrick 43658 Mar 9 21:41 ./Games/Puzzle/bombzai.zip
-rw-r--r-- baldrick 44838 Mar 23 21:44 ./Games/Cards/xvn.lzh
-rw-r--r-- baldrick 131006 Mar 27 19:42 ./0ls-lR.Z
-rw-r--r-- baldrick 130872 Mar 27 19:45 ./0ls-lRc.Z
-rw-r--r-- entropy 7665 Mar 27 19:28 ./Programming/0index
-rw-r--r-- baldrick 13079 Mar 15 20:25 ./Programming/Gfa/picsgdos.lzh
-rw-r--r-- baldrick 5484 Mar 27 19:16 ./Programming/Stos/blitter.zip
-rw-r--r-- baldrick 12097 Mar 27 15:21 ./Falcon/0index
-rw-r--r-- baldrick 74323 Mar 23 21:45 ./Falcon/Games/sbm_08.zip
-rw-r--r-- baldrick 43444 Mar 23 21:46 ./Falcon/Info/falcon_games_list.txt
-rw-r--r-- baldrick 96503 Mar 22 20:02 ./Falcon/Programming/falclib6.lzh
-rw-r--r-- baldrick 406054 Mar 27 19:37 ./0index
-rw-r--r-- baldrick 163161 Mar 27 19:38 ./0compind.Z
-rw-r--r-- hyc 15514 Mar 29 14:33 ./Graphics/0index
-rw-r--r-- baldrick 184618 Mar 29 13:29 ./Graphics/spoflt37.zip
-rw-r--r-- baldrick 287485 Mar 29 12:11 ./Graphics/Raytrace/Pov/povsh13.zip
-rw-r--r-- baldrick 131411 Mar 29 16:29 ./0ls-lR.Z
-rw-r--r-- baldrick 7085 Mar 27 19:15 ./Utilities/autox.lzh
-rw-rw-r-- entropy 31468 Mar 29 16:06 ./Utilities/0index
-rw-r--r-- baldrick 131218 Mar 29 16:33 ./0ls-lRc.Z
-rw-r--r-- entropy 7806 Mar 29 14:52 ./Programming/0index
-rw-r--r-- baldrick 46972 Mar 27 21:45 ./Programming/Gfa/gfapa107.lzh
-rw-r--r-- baldrick 12154 Mar 29 14:29 ./Falcon/0index
-rw-r--r-- baldrick 2924 Mar 29 12:17 ./Falcon/Utilities/sleep.zip
-rw-r--r-- baldrick 406392 Mar 29 16:26 ./0index
-rw-r--r-- baldrick 163393 Mar 29 16:26 ./0compind.Z
-rw-rw-r-- weiner 9765 Mar 31 10:08 ./Applications/0index
-rw-r--r-- baldrick 104702 Mar 29 15:44 ./Applications/Other/phem2.lzh
-rw-r--r-- baldrick 78340 Mar 29 15:44 ./Applications/Other/phunit1.lzh
-rw-r--r-- baldrick 113531 Mar 11 02:20 ./Applications/Language/ruftrade.zip
-rw-r--r-- baldrick 28588 Mar 31 09:47 ./Games/0index
-rw-r--r-- baldrick 152576 Mar 19 18:30 ./Games/Space/astr_dma.zip
-rw-r--r-- baldrick 377088 Mar 19 18:32 ./Games/Space/astr_st.zip
-rw-r--r-- baldrick 21406 Mar 20 13:41 ./Graphics/view.lzh
-rw-r--r-- baldrick 32822 Mar 20 13:44 ./Graphics/ximg.lzh
```

```
-rw-r--r-- hyc 15587 Mar 31 10:20 ./Graphics/0index
-rw-r--r-- baldrick 129836 Mar 31 16:49 ./0ls-lR.Z
-rw-r--r-- baldrick 130736 Mar 31 16:53 ./0ls-lRc.Z
-rw-r--r-- baldrick 20722 Mar 9 14:38 ./Programming/olga.zip
-rw-r--r-- entropy 7858 Mar 31 10:12 ./Programming/0index
-rw-r--r-- baldrick 12225 Mar 31 09:49 ./Falcon/0index
-rw-r--r-- baldrick 934912 Mar 19 18:31 ./Falcon/Games/astr_fal.zip
-rw-r--r-- baldrick 128973 Mar 30 23:24 ./Magazines/Aeo/aeo_0404.zip
-rw-r--r-- baldrick 406884 Mar 31 16:44 ./0index
-rw-r--r-- baldrick 163563 Mar 31 16:45 ./0compind.Z
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

17. Moniterm w/1040STf?

Newsgroup: comp.sys.atari.st
Date: 1995-04-01 00:00:00 UTC
From: rcooper@r-node.io.org
Message-ID: <3lipka$q56@ionews.io.org>
Source record: 168390

I'm curious if it is possible (regardless of how much work is involved) to connect a Moniterm Viking monitor to a stock 1040ST. I've been told that a German ST magazine had an article that detailed how to connect a Mega Bus to a standard ST motherboard, which would (theoretically) allow me to use the Moniterm video card, yes?

Any information would be greatly appreciated!

Rob - <<< rcooper@io.org >>>

18. Re: Falcon Screen Capture Program Req.

Newsgroup: comp.sys.atari.st
Date: 1995-04-01 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3lj4ta$71d@prime.mdata.fi>
Source record: 168391

In article <D66AID.7KD@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>>The the snapshot util a desktop acc? If so then it's not what I require.
>>Otherwise I'll download a copy and have a look.
>
>Yes. But the snapshot.acc does not have a key comobination.
>
>>As for ImageCopy 3.5 how does that operate? Does it sit over a key
>>combination? I'd need to know before I bought the full version to save
>>wasting money on yet another image viewer.
>
>Of course it does. Imagecopy is very good at that. It's what I always use for
>my articles.

Some notes about snapshots:
I've found that grabbing frames from Cubase Audio is impossible without
XIMG.LZH (snapshot) by Eero Tamminen. It's the only one I know that can save
a big screen without using any memory (CAF takes over all the memory).
There's also a program called FRACTxxx.PRG that comes with Selectric, that
makes a protected memory area (of user defined size) for ACC's that need
sometimes more memory, but it's a messy way to do it as it does not let
any normal program use it's memory.

Thought you'd like to know,

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/
---

19. Monitors, TTL/ANALOG/what

Newsgroup: comp.sys.atari.st
Date: 1995-04-01 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <04011995.210929@empyr.dircon.co.uk>
Source record: 168392

Hi,

I've picked up a bunch (6) of monitors from an electronics junk shop. One is VGA, another EGA, two have Analogue and TTL inputs / switches, and the last two I'm not sure about.

I'm hoping that one of them might work, BUT, as I don't have a PC to plug them into, can I test them with my Atari ST ?

If so, how do I connect them up to my ST ?

I would be very grateful if anyone could help me with this.

Thanks in advance,

Kevan

Kevan@empyr.dircon.co.uk

VQWK 6.20 [Rev H - 04/04/94]

20. Re: Speed of Light 3.7

Newsgroup: comp.sys.atari.st
Date: 1995-04-01 00:00:00 UTC
From: Martin.Crommie@f79.n105.z1.fidonet.org
Message-ID: <796813365.AA07258@jina.rain.com>
Source record: 168393

```
>
> However, something has changed in 3.7 that prevents RUNLOW from
> operating correctly. As many ST users use RUNLOW to launch Speed of
> Light, I would like to devise a solution to this problem...

SOL now can run in mediun now. Thats why runlow won't work.

>
> Thanks,
>
> Anthony Watson
> Mountain Software
>
>

Martin Sysop Puddle City BBS

_____________________________________________________________
| |
| Puddle City BBS Portland, Ore and The Portland Atari Club |
| Supporting ALL Atari products 1-503-289-9429 28.8 1.2 Gig |
|___________________________________________________________|
```

21. Re: SCSI II question

Newsgroup: comp.sys.atari.st
Date: 1995-04-01 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDBSAIURUP@dksoft.ping.dk>
Source record: 168394

In <xc2Z3xB.lamarth@delphi.com> lamarth@delphi.com wrote:

>Hi-
>
>Can anyone tell me if a external SCSI I device can run on the Atari Falcon's
>SCSI II bus? I know that SCSI II is faster than SCSI I but is that the
>only limitation? If so, I would think that a SCSI I device would run on
>the SCSI II, it just wouldn't be as fast as a SCSI II device.
>

First of all. SCSI-II got nothing to do with the speed, Advanced (FAST,WIDE)
SCSI-II does though, but the Falcon doesn't support these.
SCSI-II is simply a extra set of commands, which an SCSI-II Host can read.

As far as your question goes, any SCSI device should run fine on your
Falcon, cause even though you may buy a SCSI-I device, SCSI-II is still
backward compatible.

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

22. Re: Mega STe speed

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: jfergie@xmission.xmission.com
Message-ID: <3llaie$8dn@news.xmission.com>
Source record: 168301

William Wong (wongck@ti.com) wrote:
: In article <Pine.LNX.3.91.950328083413.5453B-100000@moose.erie.net> Dennis McGuire
<mcguired@moose.erie.net> writes:

: > I recently moved up from an STe to a Mega STe. I have a utility
: >in the AUTO folder which is supposed to put the computer in 16 Mhz cache
: >mode. However, when I open the control panel, it says 8 Mhz. I
: >change the setting in the control panel to 16 Mhz with cache, then save
: >it and close the control panel. When I re-open the control panel, it
: >says 8 MHz again! Am I missing something here???

: I am also using a utility, fast.prg, that does 16MHz + cache on bootup and
: have no problems with it. You can actually see the difference running between
: 8 and 16 Mhz, so there is no need for any other programs.

: Are you using some sort of auto config selector like Xboot or Superboot? They
: will over write your newdesk.inf with their saved version. This is just a wild
: guess. Also Xboot can switch your CPU speed / blitter. My problem was my
: problem when I first used Xboot, it kept turning off my blitter.

: William

Are you perhaps using the Before Dawn screen Saver (version 1.25
and possibly even 1.39)? My Mega STe was booting up in 16mhz+cache fine
until I had installed it. Then it would keep booting in 8mhz. Before
Dawn is nice and all, but I'd prefer the speed and a crappy screensaver.

23. Re: I've got a 520st, now what?

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: jfergie@xmission.xmission.com
Message-ID: <3llc9j$8dn@news.xmission.com>
Source record: 168302

Christopher L. Goosman (goose@montego.umcc.umich.edu) wrote:
: Hi Netland,

: I just got an Atari 520st with two floppies and an SC124 mono monitor.
: It came without disks of anykind, just TOS in ROM. Since this has a MIDI
: port built into it, I'd like to get something to drive that and do some
: simple sequencing for me. I plan on getting some tone module of some kind
: but other than that what else do I need to make this puppy go? Are there
: any PD word processor/editors orterminal programs out there? Can I get
: 14.4k out of the serial port? (is it a standard serial port?) Help out a
: person getting re-aquainted with Atari. (I used to have a 1200XL years ago.)

: Thanks a ton in advance!

: Christopher
: --
: Christopher Goosman/PO Box 2871/Ann Arbor, MI/48106-2871
: goose@umcc.umich.edu

Welcome to the world of atari. To answer your questions, yes, you can
get 14.4k and higher (although higher requires a patch program because of
aweful RTS/CTS handshaking). There are plenty of PD or Shareware
Terminals (TAZ, ConNect, ANSITerm 1.90, to name some of the best and most
used) and Word processors (7up, edith, Everest.)

24. SLIP/PPP for ATARI ST ????

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: jesse@vianet.on.ca
Message-ID: <3ll94e$qb8@dragon.solect.com>
Source record: 168303

Does anybody know what if there is any SLIP/PPP software out there for ATARI ST computers, something similar to
a Windows Winsock program? Is there a comercial version? How about Web Browsers and other internet tools? I'm not at all
familiar with ATARI ST computers, so please forgive my ignorence. THANKS!!!!

****
JESSE GASTEIGER ViaNet, a division of:
jesse@vianet.on.ca Via Computer and Communications
(705)673-4473 Sudbury, Ontario
Canada
(705)560-0064
****

25. Re: What TOS?

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950402092455.10013A-100000@mars>
Source record: 168304

On 31 Mar 1995, Hutch wrote:

> BTW, if you can find a TOS 2.05 set at a very good price, go ahead
> and buy them. Even though 2.06 was a bug fix for 2.05, I used 2.05
> for a couple of years with nary a problem.

Did you find a solution for the "wraparound" bug in monochrome? I have
wrapfix.prg and it works for Cad.3D2 but unfortunately not for FS2
or MonST2C. (Kellermeister, there is a bug in my debugger! :-))

/Jens M Andreasen

26. TwiLight - Screensaver

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: m9174@abc.se
Message-ID: <3lll2q$9r1@oden.abc.se>
Source record: 168305

>>three months ago, I got hold of a demo of TwiLight - The Screensaver.
>>It's from Germany, it's modular, works perfectly with my Falcon030,
>>and it even works under Cubase! It's reliable, very compatible with
>>graphic cards and resolutions, and it's BEAUTIFUL!

> Is this shareware and/or public domain? I've been looking for a
> screensaver that works under Cubase for I-don't-remember-how-long. If
> it is, could you post/mail/upload it?

TwiLight is a commercial program and costs 70DM. Fortunately an
English version is available. I _highly_ recommend it. It's the best
screensaver I've ever seen, and I don't regret that I got it. I have a
demo of it, do you want me to UUE you a copy so you can check it out?

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

27. Re: ST mouse problem...

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3llle3$25l@golem.wcc.govt.nz>
Source record: 168306

In article <Pine.SUN.3.91.950329174729.4458A-100000@nethost.multnomah.lib.or.us>, Frost Byte <chandler@nethost.multnomah.lib.or.us> writes:
>
>ST hardware gurus:
>
>I have problems with my 1040 ST's mouse going right when I move it left,
>so that no matter what I do, the pointer gets stuck on the right side of
>the screen. I have opened the mouse up and cleaned it and it seems to
>sporadically (50% of the time) do this, but slightly less when I operate
>it with the whole top half removed (not a great way to keep dust out!).
>
>Can I use a mouse from another system with the Atari 1040 ST? Can I do
>some maintenance that with fix this problem? The mouse has been taken
>very good care of and I'm the original owner. It gradually started doing
>this 8 months ago. It sucks now, because I use the system a lot to
>record electronic music (KCS / Tiger Software) and now I can't get
>anything done!

You can get replacement cables, the old Atari agent in Wellington had them in stock and PC cable firm has them also....

You could get a better mouse, I use a Golden Image one, I did here that the Logitec Pilot mouse was also good...

Amiga mice can also be used if 2 wires are changed over.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

28. No More FALCONS...!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3lm063$3k6@golem.wcc.govt.nz>
Source record: 168307

Well before you jump on me I do sugest you go read AEO 404...

Atari has no Falcons in stock and is not making any more...

Also the German C-Labs Falcon is way way over priced
at $3000US and has very little new features or fixed,
in fact all of the features and mods can be fitted
to a standard Falcon for far less money...

To the People that tell me to upgrade to a Falcon, Atari computers
are not sold in this part of the world and have not been for 1-2 years..

Even if you did import one, thier are no shops selling Software and if it
breaks down it will have to end up in the rubish bin, Atari parts are not
easy to get hold off and no one would fix it......

For a way over priced machine that risk is far to high...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

29. Re: REGEX?? (library available?)

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: boisson@sct.fr
Message-ID: <3lme7e$e91@sct1.sct.fr>
Source record: 168308
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

```
Samy Mesbah (sasmesba@kingcong.uwaterloo.ca) wrote:
| I'm trying to compile Xrn for Mint-X, everything has now compiled
| but when I link it can't find functions re_comp and re_exec which
| I assume are from the REGEX package. Anyone know where I might
| get sources for these and/or precompiled libraries for gcc?

I don't know if you can get a precompiled regexp library somewhere,
but you should get the GNU regexp package from any GNU archive.
It compile without any problems: I am reading your message with Tin
under MiNT & MiNTnet!

Regards, Stephane.
```

30. X-Mint Install

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: russ@pgh.nauticom.net
Message-ID: <D6Ez99.KKH@pgh.nauticom.net>
Source record: 168309

Hi all,

I was able to get Mint, XFS, and all up on a 44 meg partition on my 4 meg TT. My problem is that when I try to run X it comes up using about 1/4 of my screen. I have an 'X' for a cursor but can't see or do anything. This is in TT-med resolution. I thought I read that X only ran in mono and if so how do I set up to boot MiNT in mono and get this thing running.

Russ
--
Russ Stutzman Aquatic Biologist
Atari ST/TT030/Jaguar PA DER Pittsburgh
russ@pgh.nauticom.net stutzman.russ@a1.pader.gov

31. Atari 1040 ST system for sale

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: gmen@bdt.com
Message-ID: <3lmfkk$bmd@bdt.bdt.com>
Source record: 168310

```
1040 STf upgraded to 2.5 Mb memory
ICD AdSCSI Plus ST Host Adaptor
60 MB MFM hard drive
Spectre GCR cartridge
SF 314 floppy drive
SM 124 Mono monitor
SM 1224 Color Monitor
Software Included

$500 obo
```

32. Tektronic Emulation

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950402181809.21006A-100000@mars>
Source record: 168311

Some time ago *somebody here* mentioned a terminal that could emulate
a TEK 4010 other than Uniterm. What was it? Does it work?

I have a problem with Uniterm and Tek. The vectors get corrupted "on line"
(looks scrambled) but when I zoom into the drawing everything is allright??
All lines are send and recieved with the correct coordinates.

So my server is OK, my modemconnection is OK but Uniterm is not..

Is anybody else actually using tekcode anymore? (could be great stuff for
doing that 3D game on your favourite obsolete mainframe :)

/Jens M Andreasen

33. PROFILE2 v2.12 release

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <D6F1zx.DIF@cix.compulink.co.uk>
Source record: 168312

PROFILE 2 THE system analyser for all Ataris has just got better!

This is the most comprehensive system analyser available and fully compatible with all Atari machines and TOS-based operating systems including the Falcon and GEMulator run on a PC. It is also MultiTOS, MagiC, MagiCMac and Geneva compatible.

V2.12 has been released and is available from:
CIX in the atari.st/ 2listings topic file list
HENSA (via ftp, telnet, gopher at micros.hensa.ac.uk in the /micros/atari/tos directory)
Paderborn in Germany (ftp.uni-paderborn.de in the /atari directory).
PD libraries, Nest, TurboNet, AtariNet and FidoNet networks shortly.

There are many changes, developments, bug fixes and new pages.

This version is a big improvement on v2.08 and especially important for MagiC, MagiCMac, Geneva and MultiTOS users.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

34. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D6F2Hw.EE6@cix.compulink.co.uk>
Source record: 168313

In message <D67rtI.FBH@demon.co.uk>, david@denial.demon.co.uk said:

>I had an Atari 520 STFM but I now have a Macintosh Performa 630,
>for obvious reasons. What I would like to know, is:- Does anyone
>know of an atari emulator for the mac?

MagicMac, an excellent Atari emulator which *will* run your Atari s/w
faster than your Mac will run your Mac s/w! At least, Papyrus under
MagicMac scrolled far faster than Word did.

Available from System Solutions for about £120.

Phil.

35. How to convert Postscript to ....

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: ljord@algonet.se
Message-ID: <3lmmhf$q84@aristotle.algonet.se>
Source record: 168314

My apologies if this is a FAQ.
I often find interesting files in postcript format.
Is there a program to convert these files to
asci or anything readable on my Atari available on
the net?
Please respond with full adress,path,filename etc
if possible.

Thank You! Reine Jonsson.
ljord@algonet.se

36. Re: Stfax For Papyrus

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <3lmoc6$604@brachio.zrz.TU-Berlin.DE>
Source record: 168315

In article <796580618.MC7424@mclink.it> Carlo Cerracchio <MC7424@mclink.it> writes:
>I'm looking for the file "stfax.mod" for "Papyrus".

AFAIK stfax.mod is part of newer releases of STraightFax. Maybe you
should get an update. The GDOS driver should work, too.

Christian Nieber +-----------------+
email chris@buran.fb10.tu-berlin.de | Always plan ahea|
R.O.M. logicware, the Home of Papyrus |_____________d|
Raschdorffstr. 99, D-13409 Berlin | |
Tel. ++49/30/492 41 27, FAX 491 93 67 | |
---

37. ST gear for sale.

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <796804214snz@chowgar.demon.co.uk>
Source record: 168316

Telephone number 01889 577350

I am open to offers (sensible) on all of the following.

****
* HARDWARE *
****

ICD's The Link - 30 ukp.

ICD Pro Hard Disk Utilities - 20 ukp.

Data Pulse 170MB External SCSI Hard Disk - 200 ukp.

(all 3 above for 225 ukp.)

Cumana external 3.5 inch disk drive - 30 ukp.

****
* SOFTWARE *
****

10 POUNDS EACH
****
The Ancient Art Of War In The Skies
Kingmaker
Robocop 3
Knightmare
M1 Tank Platoon
Powermonger
Sabre Team
Thunderhawk
Their Finest Hour
Megalomania/First Samurai
The Dream Team - Wrestlemania, Bart Simpson vs The Space Mutants, Terminator 2
Champions - Jahangir Khan Squash, Manchester United, World Championship Boxing Manager
Football Crazy - Kick Off 2, Final Whistle, Player Manager

(or all of the above games for 70 quid)

5 POUNDS EACH
****
Police Quest 2
Jinxter
Borodino
Iron Lord
Universe 3
Curse Of The Azure Bonds

Xenomorph
WWF European Rampage Tour
Last Ninja 3
Chronoquest 2
Lombard RAC Rally
Heroes Of The Lance
Liverpool
Colossus Chess
AFT 2
Tee Off
Super League Soccer
Italy 1990
1st Division Manager
Gary Linekers Hot Shot
Wizball
Legend Of Djel
Wolfchild
Strike Force Harrier
Galactic Conquerer
Barbarian 2 (Psygnosis)
European Super League
Legend Of Faerghal
Legend Of The Sword
Leeds United
Fire And Ice
Pirates
Treble Champions 2
Tactical Manager
Midnight Resistance
16 Bit Hit Machine - Super Cars, Skidz, Switch Blade, Axel Magic Hammer

(or 2 games for 8 quid, or 3 games for a tenner)

3 POUNDS EACH (unboxed)
****
Hostages
Operation Wolf
Thunderbirds
X-Out
Time Bandits
The Untouchables
Fantasy World Dizzy
Roadblasters
Helter Skelter

(ten pounds for the lot)

--

Simon Moore
smoore@chowgar.demon.co.uk

38. Re: FAX and Calamus?

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDCVFDAOUP@galaxy.teuto.de>
Source record: 168317

In <3ljvb0$evf@usenet.srv.cis.pitt.edu> Matthew K Heere wrote:

> Can anyone tell me if there is a FAX program available for the ST
>that will fax Calamus documents? I've not kept up with what is currently

TeleOffice (_not_ JuniorOffice!), installed as an ACC, can do this via
T_OFFICE.CPD and a tiny prg in the AUTO-folder (name has slipped my mind).

BTW, TO comes with _loads_ of drivers for all sorts of applications ...

But one could always "print" into an image, and load this *.img into ones
favourite facsilmile-application. Calamus comes with *TOIMG.CPD* which is very
helpful for such things.

For further information about TeleOffice contact TKR at their CI$-account:

100342.1702@compuserve.com

Mr. Helge Riis is the right person to talk to.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

39. Re: Any News from CEBIT show in Germany??

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDCVFDARUP@galaxy.teuto.de>
Source record: 168318

In <1995Mar23.074742.28363@rhrk.uni-kl.de> Uwe Seimet wrote:

>clausb@hpbbn.bbn.hp.com (Claus Brod) writes:
>>Chris Ridd (C.J.Ridd@cs.bham.ac.uk) wrote:
>>: All I know is that 2B released a new version of NVDI - 3.03
>>Any groundbreaking news in this version, or is this just a bugfix release?
>As far as I know it was not NVDI 3.03 but 3.02. This version runs under

Version 3.02 is the latest version publicly available.

However, I saw 3.03 running on the Mag!C-ASH-Mac @ CeBIT ...

2B have a couple of nice things planned for the next update. E. g. UNICODE, or
the ability to use the fonts installed on the MAC-side. Hence enabling
Atari-apps printing via the MAC-drivers/printers as well.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

40. Looking for Golden Image mouse

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3ln3a5$idu@hasle.oslonett.no>
Source record: 168319

Does anyone know where I can get hold of the Golden Image mouse (prefferably somewhere in Europe)?
I've been looking for it several places where they've had it before, but nobody seems to have it anymore.
Thanks.

Hallvard

--
** Hallvard Tangeraas, Oslo, Norway **
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
****

41. Re: PC power supply for ST?

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D6FH6K.264@cix.compulink.co.uk>
Source record: 168320

In message <D69xuJ.A9x@cherokee.nsuok.edu>, foltin@cherokee.nsuok.edu said:
> Could a power supply from an AT be used as a replacement for the Atari
> brick? All the voltages seem to be there, i.e. +5, +12 -12.

Well I've used an XT PSU as a replacement for a TT one. Works very well.

> I noticed that the Atari has two 5v pins on the power supply. Does
> this mean that these need to be two separate, i.e. isolated 5v
> outputs, one of them could be taken from another output plug of the
> AT power supply?

I suspect they can be taken from the same 5V supply. I can see no reason
why they should be isolated in anyway.

> I would like to hear from anyone who has done this and if there are
> any problems or pitfalls.

The only thing I found was that my XT PSU didn't regulate unless a certain
load was put on the 5V line. Therefore I wired up a resistive load and
attached its heatsink to the side of the PSU case to keep it cooler.

A modern AT PSU shouldn't have this problem - though always check voltages
before plugging anything in.

In general though - make very sure you check and double check everything.
Its easy to make an expensive mistake.

:-)

Roland.

@CiX

42. MiNT on what machine ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: polom@matrix.fdn.fr
Message-ID: <2083578@matrix.fdn.fr>
Source record: 168321

Could somebody tell me if I could install MiNT on my ST ?
I have a STe with 2 megs and let's say 15Mo on my HD.
Will it work on a "simple" STe ?
Where can I find that ?
What things are absolutely necessary to run MiNT ?
What about Minix ? Is it the same ?
Thanx in advance.

/\
/-- /\ / /\ /\|\ / /\ | / /_ /_ |/ /\ | /
/ \/ /__ \/ / \ /__ \/ |/ \ / | \/ \/
polom@matrix.fdn.fr
['lightmen': try joshua@matrix.fdn.fr] [ignorants: try wargames@tape.vcr]

Keyboard: An add-on device for entering errors in a PC>

43. Searching for POV-Editor

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2f7e83a2_Christian.Mittendorf@ostkupan.ct.se>
Source record: 168322

Hi!

In german ATARI magazine "ATARI Inside" I saw a small article about a graphical editor for the POV-Raytracer. Even though I don't think this mag is very reliant (and it was the April issue :-) I really would like to know if such a prog exists and where I could find it. BTW, it was a french program. (I know that there are lots of editors available for the pc.)

Any idea?

mvh,
christian

+++
Internet: chris@ostkupan.ct.se

(UUCP Dialup connection)

44. C help

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: kghashgh@nermal.santarosa.edu
Message-ID: <3lkpen$55d@floyd.santarosa.edu>
Source record: 168395

I've been kinda learning C from a book lately. I need a little help in regard to graphics. Is the location of video memory always the same? Basically, I'd just like to know what the address is, or how to set it, or whatever.

Also, I'm using Sozobon C, and the book that I'm using to learn C only briefly mentions how to access memory in bits rather than full bytes or more, but the method mentioned in the book doesn't seem to work in Sozobon. Any help here?

Thanks in advance

45. Book for assembly

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: kghashgh@nermal.santarosa.edu
Message-ID: <3lkphl$55d@floyd.santarosa.edu>
Source record: 168396

Can anyone reccomend a book for learning assembly on the ST? Also, I've seen lots of different shareware/PD assemblers on umich.edu, can someone reccomend one, or something?

Thanks

46. FS MegaSTe + Spectre 3.1

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: tkk@uclink2.berkeley.edu
Message-ID: <3lkqsd$9kd@agate.berkeley.edu>
Source record: 168397

Selling MegaSTe4 w/ 4megs RAM, 16mhz 68000, internal 105 Quantum HD
w/ SC1224 Color monitor

& Spectre 3.1 mac emulator

$500 obo for everything. Prefer Bay area or near.
tkk@uclink2.berkeley.edu

47. Re: Falcon Screen Capture Program Req.

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D6Dy8C.HGL@cix.compulink.co.uk>
Source record: 168398

>Some notes about snapshots:
>I've found that grabbing frames from Cubase Audio is impossible without
>XIMG.LZH (snapshot) by Eero Tamminen. It's the only one I know that can save
>a big screen without using any memory (CAF takes over all the memory).
>There's also a program called FRACTxxx.PRG that comes with Selectric, that
>makes a protected memory area (of user defined size) for ACC's that need
>sometimes more memory, but it's a messy way to do it as it does not let
>any normal program use it's memory.

Imagecopy can be set to reserve memory at boot time which gets around this
problem. WIth XIMG there's no way of grabbing dialogs or menus.

Ofir ogal@cix.compulink.co.uk
---

48. FS: Cheap misc Atari stuff

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: dtarico@OCF.Berkeley.EDU
Message-ID: <3ll81l$ks1@agate.berkeley.edu>
Source record: 168399

I have the following few Atari-related items to sell. They are collecting
dust and need a good home. The prices are just suggestions. Please feel
free to make offers! Everything will go for best offer, but I'd be really
happy if someone will take it all! Please take this stuff off my hands. :)

TOS 1.2: 2-chip set. This is the standard Mega ST TOS version. Will work
in any ST model. Offers a few new features over TOS 1.0 such as keyboard
reset and blitter support, but does not have all the features of TOS 1.4.
$5

<< SOFTWARE >>
(Note: A * by the name indicates that I don't have the documentation.)
The list format is:
Title, Vendor, Price: Description

*MichTron BBS 1.8, MichTron, $3: Electronic bulitten board host software.
Financial Cookbook, Electronic Arts, $3: Financial planning.
HabaCom 1.06, Haba, $2: Telecommunications, terminal emulator.
*Flash 1.6, Antic, $3: Telecommunications, terminal emulator, nice.
*Kermit & Remote Control accessory for Flash, Antic, $2: Adds the Kermit
file transfer protocol and remote access capabilities to Flash.

Doug Tarico
dtarico@ocf.berkeley.edu
(510)669-9839 <-- (during the day, please leave a message)

--
--------------------------+---
Doug Tarico | Witty saying to be included in next version,
dtarico@ocf.berkeley.edu | which of course will be released RSN!

49. Re: ACC bombs my mste

Newsgroup: comp.sys.atari.st
Date: 1995-04-02 00:00:00 UTC
From: jfergie@xmission.xmission.com
Message-ID: <3lla5f$8dn@news.xmission.com>
Source record: 168400

Stephen Atty (satty@cix.compulink.co.uk) wrote:
: Some Hd drivers like the Protar ones allow you to select an alternative
: boot drive on startup. This means that once the system has booted off the
: floppy you have to tell the system to find the Hd (easy if you have TOS
: 2.06) and then rip out the offending acc.

: I found that the best way was to put the prog on a floppy and use that as
: the boot device for testing.

: I managed to do a similar thing when developing a Boot password program!!

: Steve

The case of the the ACC bombing your computer should easily be fixed by
holding down control when boooting the harddrive so that none of the auto
programs or accessories boot, and then either rename or delete the
offending file. In the case of the floppy not booting, hold down
alternate and it'll boot from the floppy instead of the Harddrive.

50. Re: FS: Cheap misc Atari stuff

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.120.00096C3B@ti.com>
Source record: 168201

In article <3ll81l$ks1@agate.berkeley.edu> dtarico@OCF.Berkeley.EDU (Douglas Frank Tarico) writes:

>TOS 1.2: 2-chip set. This is the standard Mega ST TOS version. Will work
>in any ST model. Offers a few new features over TOS 1.0 such as keyboard
>reset and blitter support, but does not have all the features of TOS 1.4.
>$5

I am interested. I am at Plano, TX (zipcode 75093).
let me know postage and your address. I will mail cash.
to you.

William

+==+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

51. Re: Speed of Light 3.7

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: martinc@teleport.com
Message-ID: <3lp42g$rnh@linda.teleport.com>
Source record: 168202

In <796813365.AA07258@jina.rain.com> Martin.Crommie@f79.n105.z1.fidonet.org (Martin Crommie) writes:
>SOL now can run in mediun now. Thats why runlow won't work.
>Martin Sysop Puddle City BBS

You're so deep Crommie. I have tears in my eyes now.

MLC

--
I love it when they do that.

52. NVDI 3 + BJ10 = problem... help

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: geoffc@eve.adam.com.au
Message-ID: <3lp8bc$lc@eden.adam.com.au>
Source record: 168203

Hi all....

anyone got a set up for using a BJ10 with auto-paper feeder with NVDI 3. The driver suppled just doesn't work properly... page doesn't print from the correct top margin, sometimes get a "CJ" printed at the top of the page. The only way I can get the margins to correctly at all is to add a C/R at the end (or beginning! - can't remeber which) to the vert feed control codes using the printer driver programme, but this means that I now get blank pages between pages.

Any clues??

Regards,
Geoff

geoffc@adam.com.au

53. Re: Useful shareware

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3lp4vd$7he@sinsen.oslonett.no>
Source record: 168204

```
ArmstrongJ (armstrongj@aol.com) wrote:
: Hello. I bought a 1040STf a while ago and can't find much of a use
: for it yet except word processing. I'd like some suggestions of quality
: shareware available on the Internet for it. I would really like the
: following:

: Terminal Program

without any doubt I would recommend the shareware program "Connect"
for that. It has everything you need and more....

(a happy [registered] connect user)
Hallvard
--
** Hallvard Tangeraas, Oslo, Norway **
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
************************************
```

54. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3lp5b1$7mo@sinsen.oslonett.no>
Source record: 168205

This isn't really a continuation of the thread, but I would like to ask
a few things cocerning "Chimera".
I've already downloaded it, but I have absolutely no idea at all how to set
it up. I understand that I need MiNT (and x11 as well?), but what files
at a minimum do I need to get it working?
I don't have a hard disk yet, and although I understand that there might
be some changing of disks, is it possible to set up and tun Chimera
on a set of disks on a 2MB TOs 2.06 STE machine?
Any info regarding this will be greatly appreciated!
Thanks.
--
** Hallvard Tangeraas, Oslo, Norway **
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
****

55. Re: FAX and Calamus?

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3lp4kc$1fs@btmpjg.god.bel.alcatel.be>
Source record: 168206

StraightFax does it too.

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

---

56. Re: MOONLORD Game...

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: followel@ix.netcom.com
Message-ID: <3lp88i$h9o@ixnews4.ix.netcom.com>
Source record: 168207

In <3lnhb0$a40@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger
Sheppard..) writes:

>
>Hi is thier a FTP site that has the Game MOONLORD mentioned
>in AEO 404...
>
>
>[] MOONLORD is Moonlord ST by Clayton Walnum (the author of C-Manship
>Complete and numerous other books for the ST). This is one excellent
>game that is tough to beat (I haven't succeeded yet!). Travel about
>
>
>This was cut from AEO 404 and was also posted to Atari Binaries...
>
>
>Any one know....??
>
>
>
>**
****
>* R. W. Sheppard Internet
sheppard_r@kosmos.wcc.govt.nz *
>* +64-4298-7249 GEnie
r.sheppard5@genie.geis.com *
>**
****
>
>

Roger,

I havn't been on long enough to have checked out even a fraction of
the atari related ftp sites, however, i've got a copy of Moonlord ST...
... somewhere. If someone can't help you find it online in a few days,
let me know through email. I'll look mine up and upload it to whichever
site you want me to.

Sincerely,
- Byron Followell
followel@ix.netcom.com

57. Re: MiNA

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDDSABAFUP@galaxy.teuto.de>
Source record: 168208

In <AA7C5FD0mrn@albemuth.equinox.gen.nz> John Collis wrote:

>Okay, this is sounding interesting. Can you (or anyone else) tell us
>more about MiNA then!

The idea came from Martin Osieka (of WinX fame). I dunno who else is envolved
ATM, too.

Check *maus.gui.gem* if you can ...

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

58. Re: Tektronic Emulation

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <3lp9kl$41n@ccshst05.cs.uoguelph.ca>
Source record: 168209

Jens Andreasen (jens-and@dsv.su.se) wrote:

: Some time ago *somebody here* mentioned a terminal that could emulate
: a TEK 4010 other than Uniterm. What was it? Does it work?
CoNnect supports TEK, and it appears to work just fine...I tested it by
drawing a 3D graph with Maple V, and it worked great except...You can
also save the TEK drawings as GEM metafiles.

THeo

59. Re: X-Mint Install

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <3lpaa9$aho@batph8.bnr.ca>
Source record: 168210

In article <D6GDM7.LB@cs.vu.nl>, Kampen van F <fvkampen@cs.vu.nl> wrote:
>russ@pgh.nauticom.net (Russ Stutzman) writes:
>
>>Hi all,
>
>>I was able to get Mint, XFS, and all up on a 44 meg partition on my 4 meg
>>TT. My problem is that when I try to run X it comes up using about 1/4 of
>>my screen. I have an 'X' for a cursor but can't see or do anything. This
>>is in TT-med resolution. I thought I read that X only ran in mono and if
>>so how do I set up to boot MiNT in mono and get this thing running.
>>
>> Russ
>
>Hello,
>
>First of all, I do not have a TT so the things I am going to say about
>booting in Mono are just (calculated) guesses.
>About X: Make sure you start up X *and* the X apllications. This is done
>automaticly for you by startx or xinit (if you use xinit you have to use
>the default paths or supply them via the command line). These programs
>start X and the window manager including an xterm and an xclock.
>I recommend using the xvt and the fvwm manager form phlem.ph.kcl.ac.uk
>(save lots of memory).
>I always thought that the TT mono resolution required a special monitor
>(the 1280x1024 resolution). SO i do not know if it is possible.
>

Although I don't have my TT yet, (I will get it in and set up sometime next
week), I have tried it on my color MegaSTE with a mono emulator and it seems
to work ok. I agree that color support would be a big plus here.

Anyway, you should be able to set your TT to ST high and use it that way.
Look for some autoprog that will set your TT to that mode before MiNT runs.
Maybe someone on the net knows which program will do this, since I will be in
the same boat come next week!

BTW - I have heard that MintX in TT high is absolutely wonderful.

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

60. Supra Express 14.4 PLUS series fax/data modems

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <D6GyyF.5nw@freenet.carleton.ca>
Source record: 168211

Recently, I posted a query about the Supra Express 14.4 PLUS fax/data
modems. I originally thought that they did not come with a
Power supply, but here is the asnwer that I got directly from Supra:

MM>The unit comes with a DB 25 connector. Will it run off An Atari Mega Ste's
MM>9 pin RS232 port using an adapter plug (25 to 9 pin?)? I'm not worried
MM>about the port being able to keep up, as the Mega Ste serial 1 port is
MM>rated for high-speed use. The older, Atari compatible port can only go to
MM>19,200 (Just Like Windows!).

MM>If the unit proves to be practical, I plan on letting all the Atari
MM>Usenetters know that they have a good quality, low cost alternative to USR!

Yes, the PC version of the SupraExpress 144 PLUS will work fine
on your Atari with a 25 to 9 pin adapter. It does have an external
power supply.

-Patrick

Supra Product Support: Amiga & Other Platforms.: amigatech@supra.com
DOS/WINDOWS.............: supratech@supra.com
For prompt response Macintosh..............: mactech@supra.com
use the address that Supra DMS..............: sdms@supra.com
matches your type of FAXnetwork Software.....: faxnetwork@supra.com
hardware & software. PSI Product Support.....: psi.tech@applelink.apple.com
---
--
"Pick a card, any card at all... except THAT one!"
Mark Montreuil (613) 990-4833 (voice)
Magician
As seen on YTV's "Take Part"

61. FS: NEW Atari 1200XL

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: marquez@linguisa.engr.ucdavis.edu
Message-ID: <3lpdfb$6qm@mark.ucdavis.edu>
Source record: 168212

Hello there:

Brand new never used Atari 1200XL with AC adapter for sale
asking a firm $70. I Prefer to sell locally to avoid adding
shipping charges.

If interested email me at: marquez@linguisa.engr.ucdavis.edu

62. Re: MagiC & MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr3.191314.7711@bradford.ac.uk>
Source record: 168213

On Thu, 30 Mar 1995 15:43:42 GMT, Kim Andersen wrote:

: Who cares about Magic, it still doesn't run on the Falcon!

I know, this is a problem. However it only affects current falcon owners :-(

MagiC will run on TT's, ST's, and even Macs! (and Medusas I think)

So there is a platform which suits your power needs whatever they may be.

Steve Taylor.

63. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr3.191519.7779@bradford.ac.uk>
Source record: 168214

On 1 Apr 1995 02:25:03 GMT, Roger Sheppard.. wrote:

: J-Office is way behind COMA, I would place J-Office at a 2 and COMA
: at a 11, and that is out of 10...:-)

What do you find so wrong with Junior Office?

Steve Taylor.

64. Re: What TOS?

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504031814.AA00814@ilmen.lanl.gov>
Source record: 168215

In a previous article, Jens Andreasen <jens-and@dsv.su.se> wrtoe:

>On 31 Mar 1995, Hutch wrote:
>
>> BTW, if you can find a TOS 2.05 set at a very good price, go ahead
>> and buy them.
>
>Did you find a solution for the "wraparound" bug in monochrome?

Solution? Heck, I didn't even know there was such a BUG!

AFAIK, I never experienced this problem with any of the apps that I
used on TOS 2.05 MSTE with an Atari SM124 mono monitor.

-Hutch- @ Fair Dinkum Tech

65. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr3.195533.8590@bradford.ac.uk>
Source record: 168216

On Mon, 3 Apr 1995 06:42:53 GMT, Daniel Cohen wrote:

: Does anyone know in practice how much difference it makes what class is
: being used, as long as the software works?

I think class 1 is generally considerably slower than classes 2 and 2.0.

: Coma supports class 2 and 2.0 (though I'm still having problems getting
: it to work with the Sportster) but not 1, and I think Junior Office
: supports 1 (and maybe 2, but not 2.0).

I had CoMa working fine on my sportster, by setting it to class 2.0 and it
the 14,400 switch set.

Steve Taylor.

66. Re: MiNA (Was Re: WWW-Browser for ATARI (esp. Falcon))

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FDDTBBCLUP@cabal.shnet.org>
Source record: 168217

In <AA7C5FD0mrn@albemuth.equinox.gen.nz> John Collis wrote:

>guenther@cabal.shnet.org (Thorsten Guenther) writes:
>
>>>I think most of the problems are concerned with the AES, which usually
>>>hangs the system when something goes wrong.
>
>>That's one of the reasons for the MiNA (MiNA is not AES) project, AFAIK.
>
>>MiNT/MiNA could become a nice combination.
>
>Okay, this is sounding interesting. Can you (or anyone else) tell us
>more about MiNA then!

Sorry, not enough data available yet, but MiNA will very likely come with
all WinX features and be fully multitasking aware. Martin Osieka is busy
programming (I hope) and so I don't want to interrupt him doing so.

There's some discussion on MiNA in maus.gui.gem, but I am not quite
interested in translating.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 22. Mar. '95

67. ST/STe wanted

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: SELBYROG@MAX.CC.Uregina.CA
Message-ID: <17375C31A.SELBYROG@MAX.CC.Uregina.CA>
Source record: 168218

I'm looking buy a used Atari ST or STe with at least 1 meg RAM. Leave email.

RMS

68. "wraparound" bug in monochrome

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.122.000F39AA@ti.com>
Source record: 168219

In article <9504031814.AA00814@ilmen.lanl.gov> hutch@ilmen.lanl.gov (Hutch) writes:

>In a previous article, Jens Andreasen <jens-and@dsv.su.se> wrtoe:

>>On 31 Mar 1995, Hutch wrote:
>>
>>> BTW, if you can find a TOS 2.05 set at a very good price, go ahead
>>> and buy them.
>>
>>Did you find a solution for the "wraparound" bug in monochrome?

>Solution? Heck, I didn't even know there was such a BUG!

>AFAIK, I never experienced this problem with any of the apps that I
>used on TOS 2.05 MSTE with an Atari SM124 mono monitor.

>-Hutch- @ Fair Dinkum Tech

I saw an patch for this somewhere. I think it's in one of the large german
patches archive file.

William
+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

69. Re: FAX and Calamus?

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: jondinga@io.org
Message-ID: <3lpgnh$pji@ionews.io.org>
Source record: 168220

On 04-01-95 mkhst4+@pitt.edu wrote to ALL...
m> Can anyone tell me if there is a FAX program available for the ST
m> that will fax Calamus documents? I've not kept up with what is currently
m> available commercially, and I can't read German so most of the PD stuff
m> is unuseable to me.
m> Thanks in advance!

Matthew,

STraight FAX! v2.1 has drivers for Calamus SL, and other
versions as well, I think. I use the TW3 drivers to perfection.

Jon

* (QW|{ 2.6 *

70. PORTFOLIO GOES ON LIVING!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: Jan Sedlak <sedlakj@pedf.cuni.cz>
Message-ID: <3lp8j1$hta@dec59.ruk.cuni.cz>
Source record: 168221

There are many new things for the old good Portfolio.

If you are interested, e-mail to Jan Sedlak

sedlakj@pedf.cuni.cz

4/3/95

71. Re: Help me please!!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D6H6x6.2KE@cix.compulink.co.uk>
Source record: 168222

>Here in the UK, our standard used
>to be 240v +/- 10%, but is now the European standard of 230v which is
>encompassed in the range we used to have. Therefore nothing had to change
>and we can still run French 220v appliances on our mains.

I know that its not directly related but in the UK the voltage is now 230V
+10% -6% which means we can go upto 253volts and down to 217volts whereas
in France to voltage is 230 +6% -10% (243 and 203volts respectively). So
we can both share a common voltage but do not have to change anything.

Ah the wonders of European law!

Steve (whose voltage has stayed at 242 volts for the past 18 months)

72. Re: TwiLight - Screensaver

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: russ@pgh.nauticom.net
Message-ID: <D6H8Jp.J0C@pgh.nauticom.net>
Source record: 168223

Carl Lofgren (m9174@abc.se) wrote:
> >>three months ago, I got hold of a demo of TwiLight - The Screensaver.
> >>It's from Germany, it's modular, works perfectly with my Falcon030,
> >>and it even works under Cubase! It's reliable, very compatible with
> >>graphic cards and resolutions, and it's BEAUTIFUL!

> > Is this shareware and/or public domain? I've been looking for a
> > screensaver that works under Cubase for I-don't-remember-how-long. If
> > it is, could you post/mail/upload it?

> TwiLight is a commercial program and costs 70DM. Fortunately an
> English version is available. I _highly_ recommend it. It's the best
> screensaver I've ever seen, and I don't regret that I got it. I have a
> demo of it, do you want me to UUE you a copy so you can check it out?

> Carl L. - Zero-X beta-tester.

> ---
> * Kivi 1.30 *

Carl,

Is it possible you could post the demo version on FTP somewhere so we all
could give it a try.
Thanks
Russ

--
Russ Stutzman Aquatic Biologist
Atari ST/TT030/Jaguar PA DER Pittsburgh
russ@pgh.nauticom.net stutzman.russ@a1.pader.gov

73. Re: X-Mint Install

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: russ@pgh.nauticom.net
Message-ID: <D6H8yx.M7x@pgh.nauticom.net>
Source record: 168224

Kampen van F (fvkampen@cs.vu.nl) wrote:

> Hello,

> First of all, I do not have a TT so the things I am going to say about
> booting in Mono are just (calculated) guesses.
> About X: Make sure you start up X *and* the X apllications. This is done
> automaticly for you by startx or xinit (if you use xinit you have to use
> the default paths or supply them via the command line). These programs
> start X and the window manager including an xterm and an xclock.
> I recommend using the xvt and the fvwm manager form phlem.ph.kcl.ac.uk
> (save lots of memory).
> I always thought that the TT mono resolution required a special monitor
> (the 1280x1024 resolution). SO i do not know if it is possible.

> Good Luck

> Florentijn

Ok, thanks for the help. I don't think I had the startups going so thats
something. If anyone knows how to boot up MiNT in ST Hi on a TT let me
know. Of course that is if it will work in ST Hi, maybe someone could
tell me that also.:')

Thanks
Russ

--
Russ Stutzman Aquatic Biologist
Atari ST/TT030/Jaguar PA DER Pittsburgh
russ@pgh.nauticom.net stutzman.russ@a1.pader.gov

74. Re: Can I run Falcon without fan

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3loh4bEd6m@uni-erlangen.de>
Source record: 168225

Just want to let you know, that my Falcon is running without a fan for
more than a year now without any problems...

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

75. Re: .au files on STE?

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3loh75Ed90@uni-erlangen.de>
Source record: 168226

thomah@ifi.uio.no (Thomas Hansen) writes:

>Is it possible to listen to .au files (often found on the Web...) with my STE at home?

You can use the program '525' (available at different ftp sites)
to convert them to any format you want.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

76. C-Lab Falcon MK II

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: lars.reynold@midinet.ct.se
Message-ID: <ftn_2.200.128.0_f808cb0e_Lars.Reynold@midinet.ct.se>
Source record: 168227

Does anybody knows who much it is for a "standard" C-Lab Falcon in Britain or Germany? As far as I know it has been released just recently!

/Lars
(UUCP Dialup connection)

77. Re: TwiLight - Screensaver

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: sos@sos.shn.com
Message-ID: <FDDXCFAIUP@sos.shn.com>
Source record: 168228

In <3lll2q$9r1@oden.abc.se> Carl Lofgren wrote:

>>>three months ago, I got hold of a demo of TwiLight - The Screensaver.
>>>It's from Germany, it's modular, works perfectly with my Falcon030,
>>>and it even works under Cubase! It's reliable, very compatible with
>>>graphic cards and resolutions, and it's BEAUTIFUL!
>
>> Is this shareware and/or public domain? I've been looking for a
>> screensaver that works under Cubase for I-don't-remember-how-long. If
>> it is, could you post/mail/upload it?
>
>TwiLight is a commercial program and costs 70DM. Fortunately an
>English version is available. I _highly_ recommend it. It's the best
>screensaver I've ever seen, and I don't regret that I got it. I have a
>demo of it, do you want me to UUE you a copy so you can check it out?

There is a module for Twilight that speeds up a Falcon to 170%.
That's no joke! And it's really beautiful. I have 112 (!) modules
for it. i use 83 of them...

>Carl L. - Zero-X beta-tester.

SOS - Twilight beta-tester

PS: Sorry for my bad english.

--
Forgot a smiley somewhere? Sorry. :-) :-)) :-(:-}
PGP key available on request.
--
*** UPOINT 'medium' ***

78. Re: MiNT and Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3lppss$gd1@newsbf02.news.aol.com>
Source record: 168229

> Doesn't Freedom work with Geneva?

Yes, Freedom works with Geneva, and it's a modeless item selector. But
it's not the *Geneva* item selector, that's all I meant.

Al Fasoldt, Systems Editor, Syracuse Newspapers

79. Re: MiNT and Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3lpptf$gd7@newsbf02.news.aol.com>
Source record: 168230

Thanks, Stu. Small world, eh?

Al

80. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3lpq18$ge2@newsbf02.news.aol.com>
Source record: 168231

> Unfortunately, most journalists couldn't tell the difference between Mint and > MultiTOS, so Mint has got tarred with the same brush :-(

Here's one journalist who knows. <g>

Al Fasoldt, Systems Editor, Syracuse Newspapers

81. Re: gpib

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: tapp@phys.UVic.CA
Message-ID: <1995Apr3.203222.17009@sol.UVic.CA>
Source record: 168232

In article <3kuj5j$12@whitbeck.ncl.ac.uk>, Craig Graham <Craig.Graham@ncl.ac.uk> writes:
|>
|>In article <3kud5q$i1f@m1.cs.man.ac.uk>, lais@cs.man.ac.uk (S94) writes:
|>>In article <W_Ens-2403950242290001@tof2.physics.umanitoba.ca>, W_Ens@UManitoba.CA
(Werner Ens) writes:
|>>> Is there a gpib board available for the TT030?
|>>
|>>What on earth is this?!
|>
|>General Peripheral Interconnect Bus (IEE488.1) also reffered to as HPIB
|>(Hewlett Packard Interconnect Bus). It's usually used for connecting up
|>automated test gear. Most modern logic analysers & digital scopes have this
|>interface. I don't think there is one for the atari, but designing one would
|>be very simple (I designed one to bolt onto an 8031 microcontroller last
|>summer, and that was straightforward).
|>
|>Craig.
|> __ _
|> | \ | | / | Makers of CLA Logic
|> |_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
|>-------------------------------- o ----------------------------
|> Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
|> WWW: http://www.ncl.ac.uk/~n08z7
|>

A company called VSI was making them here in Victoria. Their telephone
number is (604)595-9578. Address: VSI, Cardiac Development Laboratory,
Royal Jubilee Hospital, Victoria, B.C., Canada V8R 1J8.

Bob Tapp, University of Victoria tapp@uvphys.phys.UVic.CA

82. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: keiths@pavilion.co.uk
Message-ID: <3lpukn$e0c@fitzherbert.pavilion.co.uk>
Source record: 168233

dcohen@cix.compulink.co.uk ("Daniel Cohen") wrote:

>I'm at present trying to get the demo version of Coma to work. I've
>probably set something wrong, as it connects to the remote fax and appears
>to send, but nothing came out at the remote end. I noticed that I had to
>set Coma to 2.0, not 2, before it even got that far.

I would persist with CoMa. It works very well when you get it set up
but it will only send the first 500 scan lines in a message so if you
put a large space at the top of you text that might be the only thing
that came out. Failing that I had the same problem when I had the
wrong paths selected. When you pay you will get a non crippleware
version which sends and recieves with no probs and if you have it set
up as an ACC can be used to send from a wordprocessor or whatever and
will automatically detect and recieve faxes when you are in another
programme. I have registered and I am pleased. Hope you get on all
right. CoMa is cheaper than STFax BTW. Some people are having some
success with Junior Office which is not crippleware but only has
German docs. There are English docs in CoMa 1.27

Keith
Kenny
Raza

83. PC Ditto II and IB Drive For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: gaglenn@ix.netcom.com
Message-ID: <3lpvf3$pm6@ixnews4.ix.netcom.com>
Source record: 168234

I have sold my Mega ST and have removed the PC Ditto II that had been installed and successfully used for years. Has been used with DOS 5.0 and WordPerfect 5.1 for DOS so is very compatible and particularly useful for those who need to bring their work home from the office where PC's are used. I also have a mint condition IB Drive (5 1/4 inch) also that connects to drive 2 port. IB Drive includes original box. If you would like to add cheap PC emulation to your ST [needs to be 64 pin, rectangular 68000], please e-mail with your offer.

Gordon

84. Re: ZOO help needed

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3lpuk2$kvs@golem.wcc.govt.nz>
Source record: 168235

In article <Pine.SUN.3.91.950330160736.17486A-100000@resun03.roe.ac.uk>, Andrew Thackrah <at@roe.ac.uk> writes:
>
> Help! I'm a complete novice trying to uncompress some software from the
>HENSA archive. It's in .zoo format and I haven't a clue how to use the
>zoo.ttp program. I find the manual incomprehensible so if any one could
>send me a step-by-step idiots guide to extracting a .zoo file from a

Get hold of DCX220C that works OK with ZOO files and is very very easy to use..

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

85. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: alpldbia@w255zrz.zrz.tu-berlin.de
Message-ID: <3lq0cp$551@brachio.zrz.TU-Berlin.DE>
Source record: 168236

In article <3lidhv$g60@golem.wcc.govt.nz>,
Roger Sheppard.. <sheppard_r@ix.wcc.govt.nz> wrote:

>Yes that is the other BIG problem with COMA its cost more than a commercial
>program.

Well, as far as I know CoMa _is_ a commercial program.

--
Andre Leistner
UseNet: alpldbia@w250zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

86. GDOS fax driver

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: alpldbia@w255zrz.zrz.tu-berlin.de
Message-ID: <3lq0oj$5iq@brachio.zrz.TU-Berlin.DE>
Source record: 168237

In article <3lmoc6$604@brachio.zrz.tu-berlin.de>,
Christian Nieber <chris@buran.fb10.tu-berlin.de> wrote:

>should get an update. The GDOS driver should work, too.

Where can I get the GDOS fax driver from?

--
Andre Leistner
UseNet: alpldbia@w250zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

87. Re: Corrupted Disks: need hel

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950403Z215140.258barheath@heathen.demon.co.uk>
Source record: 168238

In article <2ae_9503312139@tor250.org>
Andrew.Oyama@balmybeach.gryn.org "Andrew Oyama" writes:

: I have two several corrupted disk (how? I'm not sure) and I was
: wondering if they are salvagable. I've tried re-formatting the disks,
: and also un-formatting then formatting...but they still have I some
: corrupted sectors. What can I do about them?
:
If you are seriously talking about floppy disks, then I suggest that you bin them. This is the physical equivalent of dragging them to the Trashcan. Eventually your trash collectors will come along and remove them, and your problems. Then you can go and buy some shiny new ones.

Floppies do not last for ever. Eventually the magnetic coating gets worn, distorted, falls off and a hundred other things,but it all means that it doesn't work. Once this happens there is no cure. Throw them away and get some new ones, They're cheap enough for god's sake.
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - 0 0 0 0 0 0 *
| ------------------- ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_________________| |_____________| |_____| |_________| |
_________o_o__________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

88. Re: SLIP/PPP for ATARI ST ????

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950403Z220552.923barheath@heathen.demon.co.uk>
Source record: 168239

In article <3ll94e$qb8@dragon.solect.com>
jesse@vianet.on.ca "jesse gasteiger" writes:

: Does anybody know what if there is any SLIP/PPP software out there for
: ATARI ST computers, something similar to
: a Windows Winsock program? Is there a comercial version? How about Web
: Browsers and other internet tools? I'm not at all
: familiar with ATARI ST computers, so please forgive my ignorence. THANKS!!!!
:
:

I use NOS from Demon Internet. It's ported over from the PC, but it works,
sort of, most of the time. Well, the main bit does, it's the odds and sods
with the bugs.
get it from ftp.demon.co.uk in /pub/atari as STS110.zip (I think) you'll
also find nos042.zip which is the current version of the core code.
sts110s.zip will be the source if it's there (I haven't looked lately)
The Demon archives contain loads of material, sources and docs, on Internet
access software; look around in the atari and pc archives for NOS, KA9Q,
STMH, etc. Look in the /docs directories for the relevant info on the
sources etc.

AFAIK there is no stand alone web browser YET. Several are being written,
and there is apparently one that runs under MagiC, MinT and the rest of
that shebang. Ask a mintoe for info on that - I have enought trouble woth
what I've got :-)
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - 0 0 0 0 0 0 *
| ------------------- ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_________________| |_____________| |_____| |_________| |
_________o_o___________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

89. Re: Atari Games

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <RgydIAN.ckormos@delphi.com>
Source record: 168240

Please specify if you are looking for ST games or 8-bit games. If it is 8-bit then I have virtually every one and I can help you out.
Charley

90. Re: Help me please!!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: cyberaaron@aol.com
Message-ID: <3lq54q$jp6@newsbf02.news.aol.com>
Source record: 168241

OK, I replaced (built a new) power supply for the ST2, but I'm still stuck on the monitor... There's no switch or anything, and everything on it's in German (I think...) Consider this a FOR SALE/ MAKE OFFER message for the monitor...

****
****
CYBERAARON@AOL.COM *
****
****
* "Only Amiga makes it possible, Only commadore stood in the way." *
****
****

91. Gemini 1.99

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: beavis@dnaco.net
Message-ID: <beavis-0304952325100001@uhura-15.dnaco.net>
Source record: 168242

Is there an english version of Gemini 1.99 and where can I find it??

--

"I should have Listen to what my mother Said when I was growing up!" Why what did she say??
"I don't know because I didn't Listening!"
Thank the Gods for Candace Gingrich Beavis@dnaco.net(finger me!)
http://www.dnaco.net/~beavis

92. Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: valisman@delphi.com
Message-ID: <Be8-gYO.valisman@delphi.com>
Source record: 168243

I just got a fax modem...I tried the j-ofice thing, but not being able to read German myself, I can't get it to work....is STFax a commercial program or not??? If you can answer any of these questions, please email me!

93. Re: Mega STe speed

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950403135153.2818B-100000@moose.erie.net>
Source record: 168244

On 2 Apr 1995 jfergie@xmission.xmission.com wrote:

>
> Are you perhaps using the Before Dawn screen Saver (version 1.25
> and possibly even 1.39)? My Mega STe was booting up in 16mhz+cache fine
> until I had installed it. Then it would keep booting in 8mhz. Before
> Dawn is nice and all, but I'd prefer the speed and a crappy screensaver.
>

No, I'm not using Before Dawn either, but something seems to put
the computer back at 8 Mhz. This happens even if I just exit the control
panel and re-open it!

94. Re: TTL Moniterm on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-FDDTAGUU@ttgk.textlitho.nl>
Source record: 168245
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <D6B9DA.53p@news.hawaii.edu> John Perez wrote :

>A Moniterm (Viking) 19" mono monitor just became available to me - I
>understand it accepts a digital/TTL signal, and I was wondering if there
>might be any way to coax this into working on a Falcon. Is there any type
>of analog to digital IC that could be fashioned so as to convert the
>VGA/Falcon signal into something that the Moniter can understand?
>
> Please - this 12" monochrome is killing me!!!!!!!!!
> Help!

Well, I'm using a Moniterm Viking too, but then again I have a TT... Too bad, the Falcon can not create the high frequencies which this monitor needs (71 Hz vertical refresh and about 70 kHz line frequency) The dot clock frequency is more than 100 MHz (!) and finally the video signal has to be ECL level (two wires a '+' and a '-')

But I suggest you try selling this monitor to a TT user (Linux and X-Windows is great on this tube !!) and buy a good VGA monitor (15" or better 17"). With Blowup you can do high resolution and have color too.

Gert

--

-- --
Atari TT-Point
-- --

95. Re: PC power supply for ST?

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199504032151.a20255@iz.maus.de>
Source record: 168246

BF>Could a power supply from an AT be used as a replacement for the Atari
BF>brick?

Yes.

BF>All the voltages seem to be there, i.e. +5, +12 -12.

-12V isn't required, it's generated on the mainboard using a TL497.

BF>I noticed that the Atari has two 5v pins on the power supply. Does
BF>this mean that these need to be two separate, i.e. isolated 5v outputs

No, you only need 3 wires of the PC power supply.

BF>I would like to hear from anyone who has done this

My STE is located in a PC tower housing and powered by a 300W PC power
supply.

BF>and if there are any problems or pitfalls.

No.

cu, Ole

96. Re: MOD player (not STe)

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199504032154.a20256@iz.maus.de>
Source record: 168247

AO>I'm looking for a simple MOD player (not STe just plain old ST)

I suggest using PAULA V2.6 and PETRA (sound driver for non-DMA sound STs).

AO>that runs with a command line (ie .ttp) so you can access it from a
AO>program.

The PAULA archive contains mp.ttp which sends a play command to the PAULA
accessory.

AO>If anyone has one could they send it binary (uunencoded) to me

Sorry, the Usenet gateway limit is 64kB/day. You can find it on several
BBS', on MAUS IZ2 (+49 4821 4691), for example, but MAUS BBS' have got
a German user interface.

cu, Ole

97. Re: SLIP/PPP for ATARI ST ????

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199504032158.a20257@iz.maus.de>
Source record: 168248

JG>Does anybody know what if there is any SLIP/PPP software out there for
JG>ATARI ST computers, something similar to a Windows Winsock program?

MiNT, MiNT-Net and the SLIP/PPP driver.

JG>How about Web Browsers and other internet tools?

There are 2 WWW browsers available for MiNT-Net: lynx (ASCII browser w/o
graphics) and Chimera (X11 browser, X11R5 required).

cu, Ole

98. Re: TCP/IP for the Atari (Mega?) ST?

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199504032202.a20258@iz.maus.de>
Source record: 168249

PG>Hello all, I just got asked if there's such a beast that allows an
PG>Atari ST to run a SLIP/PPP connection over a serial line (modem).

MiNT, MiNT-Net and the SLIP/PPP driver contained in the net-xxx.tgz archive.
You also need some clients (telnet, ftp etc.).

PG>Anybody got any information? Home page sites? Etc?

ftp.uni-muenster.de

cu, Ole

99. Re: 56001 DSP

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: jason@jbaker.async.csuohio.edu
Message-ID: <jasonznfsyyhnnm9c@jbaker.async.csuohio.edu>
Source record: 168323
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.next

>>>>> "Chris" == Chris Gray <cgra@se.bel.alcbel.be> writes:
In article <3lgoek$pjc@btmpjg.god.bel.alcatel.be> cgra@se.bel.alcbel.be (Chris Gray) writes:

Chris> I think the 56001 can also only make one external memory
Chris> reference per cycle, so one of your two MOVE instructions
Chris> would have to be on-chip, e.g. between a register and
Chris> on-chip RAM/ROM. Or am I deluded? --

I was under the impression that the 56001 had 3 busses to
external memory. I thought that NeXT's had 3 16k word busses for
their 56k's. The 21xx in my pc works as described above. If the 56k
treats external memory the same way, would someone tell me before $800
falls from the sky and I buy a used falcon.

Jason

100. Speed of Light 3.7 RELEASE B

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <D6G76L.FEJ@beaver.cs.washington.edu>
Source record: 168324
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

That's right folks! There is yet another release of SOL 3.7, release B.

This fixes another serious bug that prevents a select few registered users from registering with their old keycodes. Release B works fine with these, but older versions would reject a very few of the keycodes accidentally.

So, you can get release B from my WWW Home page:

http://www.cs.washington.edu/homes/sdenman/

or from some ftp sites, but it probably won't be out yet. I'll post a small list later on.

If I could have everyone's help to replace all those old versions with this new release B, that would be great! Somebody could upload it to a bunch of ftp sites, and Genie, Compuserve, CIX, etc.

Please also Email me if you would like a uuencoded copy mailed to you.

Sorry about all these bugs, I'm just glad I can fix them so quickly.

-Stuart Denman
sdenman@cs.washington.edu

101. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D6FpBv.G8J@cix.compulink.co.uk>
Source record: 168325

```
>I had an Atari 520 STFM but I now have a Macintosh Performa 630,
>for obvious reasons. What I would like to know, is:- Does anyone
>know of an atari emulator for the mac?

Yes, where have you been? MagiC Mac, available from System Solutions is the UK
0181 693 3355.

------------------------------
Ofir ogal@cix.compulink.co.uk
------------------------------
```

102. MOONLORD Game...

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3lnhb0$a40@golem.wcc.govt.nz>
Source record: 168326

Hi is thier a FTP site that has the Game MOONLORD mentioned
in AEO 404...

[] MOONLORD is Moonlord ST by Clayton Walnum (the author of C-Manship
Complete and numerous other books for the ST). This is one excellent
game that is tough to beat (I haven't succeeded yet!). Travel about

This was cut from AEO 404 and was also posted to Atari Binaries...

Any one know....??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

103. WTB:ARABESQUE,MEGAPAINT

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: af366@cfn.cs.dal.ca
Message-ID: <D6FuuL.GBA@cs.dal.ca>
Source record: 168327

```
--
i'm looking for ARABESQUE &MEGAPAINT drawing programs for 1040 or falcon
e-mail af366@cfn.cs.dal.ca thanks dick nova scotia canada
```

104. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <D6G5BI.9pz@cix.compulink.co.uk>
Source record: 168328

In message <032_9503300232@centron.com>,
Frank.Charlton@256-510-2.centron.com said:

> STraight FAX! 2 does support Class 1, and does support the Sportster.
> No argument here, since I use it with a Sportster :>

So I guess that what SS meant was that it does not support class 2.0 yet.
It's only since the recent post that someone made that I have understood
the differences between the classes.

Does anyone know in practice how much difference it makes what class is
being used, as long as the software works?

Coma supports class 2 and 2.0 (though I'm still having problems getting
it to work with the Sportster) but not 1, and I think Junior Office
supports 1 (and maybe 2, but not 2.0).

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

105. Re: ZOO help needed

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3lo72r$du5@golem.wcc.govt.nz>
Source record: 168329

In article <3lh0ia$4kk@ccuf.wlv.ac.uk>, ps1908@scitsc.wlv.ac.uk (Steve H. Ridd) writes:
>In article
><Pine.SUN.3.91.950330160736.17486A-100000@resun03.roe
>..ac.uk>, at@roe.ac.uk says...
>
>>HENSA archive. It's in .zoo format and I haven't a
>clue how to use the
>>zoo.ttp program. I find the manual incomprehensible

Well all I use now for ZOO files is DCX220C and seems
to work 100% with ZOO files..

NOTE: Thier are 2 ZOO programs that I know off, the one on A.A. has better
support for the Atari, the other I think a German Unix port is not so good....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

106. Re: ZOO help needed

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: mms02bj@loqi.elka.pg.gda.pl
Message-ID: <3lo7au$oga@sunrise.pg.gda.pl>
Source record: 168330

Andrew Thackrah (at@roe.ac.uk) wrote:

: Help! I'm a complete novice trying to uncompress some software from the
: HENSA archive. It's in .zoo format and I haven't a clue how to use the
: zoo.ttp program. I find the manual incomprehensible so if any one could
: send me a step-by-step idiots guide to extracting a .zoo file from a
: .ttp command line thingy then I'll be eternally grateful and may even
: name my children after you...
: fingers crossed,
: Andrew.

Sure, why not.
So:
In .ttp parameters line you write:

e drive_letter:\<folder(s)\>your_zoo_file

<> means optional. (Don't write it!)

Path should be in capitals.

OR:

Use dcsea.prg - it will make a self-extracting file from your zoo, arc, lzh
or zip file. It is great. (It is somewhere on The Net, but I don't remember
where.... ;-)).

That's all.

Banan

(About children - please don't, he/she will be unhappy to death! :-)).

107. Re: X-Mint Install

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: fvkampen@cs.vu.nl
Message-ID: <D6GDM7.LB@cs.vu.nl>
Source record: 168331

russ@pgh.nauticom.net (Russ Stutzman) writes:

>Hi all,

>I was able to get Mint, XFS, and all up on a 44 meg partition on my 4 meg
>TT. My problem is that when I try to run X it comes up using about 1/4 of
>my screen. I have an 'X' for a cursor but can't see or do anything. This
>is in TT-med resolution. I thought I read that X only ran in mono and if
>so how do I set up to boot MiNT in mono and get this thing running.
>
> Russ

Hello,

First of all, I do not have a TT so the things I am going to say about
booting in Mono are just (calculated) guesses.
About X: Make sure you start up X *and* the X apllications. This is done
automaticly for you by startx or xinit (if you use xinit you have to use
the default paths or supply them via the command line). These programs
start X and the window manager including an xterm and an xclock.
I recommend using the xvt and the fvwm manager form phlem.ph.kcl.ac.uk
(save lots of memory).
I always thought that the TT mono resolution required a special monitor
(the 1280x1024 resolution). SO i do not know if it is possible.

Good Luck

Florentijn

--
+---+
| Florentijn van Kampen fvkampen@cs.vu.nl fvk@bavo.home.cs.vu.nl |
| http://www.cs.vu.nl/~fvkampen Bavo Music Lab. We Compose The Future... |
+---+

108. Re: ACC bombs my mste

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3loj4i$80t$1@perth.DIALix.oz.au>
Source record: 168332

Paul Hills (hillsp@genrad.co.uk) wrote:
: In article <3kkrv7$hs4@gbc.gbrownc.on.ca>, (Darren King) writes:

:]I put a program (acc) that I had written and thought was free of bugs
:]in the root directory of C: drive on my Mega STe. I then found out
:]on re-boot that there were bugs (or bug!) in it because every time I
:]boot, my machine bombs with 2 bombs. I would remove the offending
:]program but it won't boot for me. Also for some strange reason, my
:]machine (TOS 2.05) won't boot from the floppy but I have known this
:]for years.
:]
:]Any help would help...

: I had a similar problem with my Falcon. In the end I did this:
: 1. turn off the computer
: 2. Disconnect the hard drive ribbon cable
: 3. Turn on the computer and let it boot, either from ROM or floppy.
: 4. Now the dodgy bit... Reconnect the hard drive ribbon cable.
: 5. Run whichever hard drive driver software you are using from the floppy it
: came on (In my case, I ran AHDI or HDX on the disc which came with the
: Falcon), and tell it about the hard drive again.
: 6. When the drive C icon appears, go into it and remove the offending
: .ACC from the AUTO folder.

: Normally I wouldn't recommend connect up a hard drive with the power
: on, but in this case you haven't got much choice it seems. It didn't
: damage my machine at all, but I'm not saying it won't!
: Good luck.
: Paul Hills

The above method is **VERY** dangerous to both the drive & the MSTE....

If all fails 'read the manual' !!!!! All that is needed to bypass the hard
drive is; after you have switched on your machine, hold down the ALTERNATE
key AFTER the floppy light comes on for the first time and hold it down until
your machine starts to boot from drive 'A'...

Then run the driver software... as per steps in items 5 & 6 above....

Good luck
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

109. Re: for sale / trade

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Apr3.090130.224@genrad.co.uk>
Source record: 168333
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.m68k

In article <egbert.4.0016188D@euronet.nl>, egbert@euronet.nl (Egbert_Jan_van_den_Bussche) writes:

>I have several MC68882/33 in PLCC housing (leads around all four sides,
>slightly bent under), but I need a pin grid version (with all pins on the
>bottom of the housing) for my PAK/3-030 project. Anybody interested in a
>swap?? I'm quite willing to swap two PLCC's for one ceramic pin grid version
>of the same speed!

You may have already considered this, in which case just ignore
me, but can't you get a PLCC socket which has pins in PGA form? RS
components in the UK sells them. They are easier to get hold of than
the surface mount type sockets.
Paul Hills

110. SM124 Wanted

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: sfc-a@minster.york.ac.uk
Message-ID: <796915725.2@cs.york.ac.uk>
Source record: 168334
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
Wanted: SM124 monitor. Preferably YORK area.

Stu
```

111. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3lpt76lNNr7e@duncan.cs.utk.edu>
Source record: 168335
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

112. Re: NVDI 3 + BJ10 = problem... help

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <796941870snz@chowgar.demon.co.uk>
Source record: 168336

In article <3lp8bc$lc@eden.adam.com.au>
geoffc@eve.adam.com.au "geoff camp" writes:

> Hi all....
>
> anyone got a set up for using a BJ10 with auto-paper feeder with NVDI 3.
> The driver suppled just doesn't work properly... page doesn't print from
> the correct top margin, sometimes get a "CJ" printed at the top of the
> page. The only way I can get the margins to correctly at all is to add a
> C/R at the end (or beginning! - can't remeber which) to the vert feed
> control codes using the printer driver programme, but this means that I
> now get blank pages between pages.
>
> Any clues??
>
> Regards,
> Geoff

I had the same problem with the "CJ" being printed. I got around it by setting
the printer to LQ mode with the dip switches and installing the LQ driver in
NVDI and it works fine.

Regards.

--

Simon Moore
smoore@chowgar.demon.co.uk

113. Re: FAX and Calamus?

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3lokf0ccd1@perth.DIALix.oz.au>
Source record: 168337

Matthew K Heere (mkhst4+@pitt.edu) wrote:
: Can anyone tell me if there is a FAX program available for the ST
: that will fax Calamus documents? I've not kept up with what is currently
: available commercially, and I can't read German so most of the PD stuff
: is unuseable to me.
: Thanks in advance!

Yep, StarFax, part of the STarCall package... It's German But VERY easy to use
The following are details of the latest update....

we have now fixed the 38400 bps -Bug and support HSMODEM.
The current Version is 2.0-C.
Other news:
- New english version of FAX and Terminal.
- English documentation available soon. (I hope before 20.April....)
- Color Icons for Falcon
- New configuration menue with icons.
- a STATUS-Window informs about Fax+Modemcalls
- some other bugs fixed

Greetings, Ingo Linkweiler.
ICC-Mailbox: (STarCall-Support) 02363 2610 , online11-23 Uhr.
eMail address: Ingo_Linkweiler@do.maus.ruhr.de

Regards

--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

114. Partition software

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: pi92pob@pt.hk-r.se
Message-ID: <1995Apr3.105112.25048@nomina.lu.se>
Source record: 168338

Hi.

Does anybody know what partitionsoftware that supports changing the settings for one partition without changing (affecting the others).

/PO
~~~~~~
pi92pob@pt.hk-r.se | Villa Flora | Musicians have more fun?!?
+46 (0)457 26165 | S-372 36 Ronneby |
~~~~~~
~~~~~~~~~~~~ WWW homepage http://www.pt.hk-r.se/~pi92pob ~~~~~~~~~~~~
~~~~~~~~~~~~

115. FORSALE: Atari ST/TT Software & Magazine Disks

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <3lokfp$qfq@canopus.cc.umanitoba.ca>
Source record: 168339
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
=====================================================================
SOFTWARE
=====================================================================
OSS Personal Pascal.............$ 24.00 (no box)

Night Shift.....................$ 11.00 (cute fun Lucasfilm platform/action)
Firezone........................$ 5.00 (strategic war game)

Michtron BBS....................$ 1.00 (classic bbs software, no box&docs)

=====================================================================
MAGAZINES
=====================================================================

Atari Interface Disks of the Month:
Oct'91 - Oct'92
*** 14 disks total with a wealth of useful & fun programs ***
Note: these are only the disks, not the magazines, all
documentation is on disk, though
Only $14 + shipping!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Other items FORSALE! For a list, send e-mail with the *subject* "SEND INDEX"
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will give first
priority to those offering my asking prices. If you are interested in any of
the items, please reply via e-mail as soon as possible. Questions are
welcome. All prices are in US dollars. Buyer pays shipping. Shipping costs
are non-negotiable. Volume discounts available.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--
<Trevor_Cordes@umanitoba.ca> $ Atari TT030/8 48Mhz $ cds,comics,s/wr,videos,
3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with
University Of Manitoba, Canada $ DrWho SCTV Unix AvT $ the subject: SEND INDEX
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

116. Re: Teradesk w/ TOS 1.00...

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Apr3.100904.225@genrad.co.uk>
Source record: 168340

In article <1995Mar31.193915.9134@bradford.ac.uk>, (Steve Taylor) writes:

>Of course, the biggest difference is that MagiC is a new Operating System,
>whereas Geneva is not. When you buy MagiC, it does not matter which TOS
>version you start off with. With Geneva it makes a difference.

It does matter... if you've got TOS v4.xx on a Falcon!

117. Re: Help me please!!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Apr3.103648.226@genrad.co.uk>
Source record: 168341

In article <3lidae$t6q@newsbf02.news.aol.com>, cyberaaron@aol.com (CYBERAARON) writes:

> I recently purchased a MEGA ST2. When I bought it, I was told that
>the Monitor and the Disk drive were 220V... When I recieved it, I found
>out that the disk drive was 115V and the CPU and Monitor were 220V
>needless to say (I live in the US.) I can't use any of it. Could someone
>tell me where I can get a replacement power supply for both of these, or
>if it's not to be had. would someone like to buy it?

A lot of equipment uses a universal PSU which is configured for
the various worldwide power line standards. Your monitor may well have a
small coin-type switch for different mains voltages, which can be flicked
over with a screw-driver.
As for the ST itself, have you opened it up and looked at the power
supply. I don't know what it looks like, but it may well be easily convert-
able, either by a switch or wire links. Maybe someone else with a 110v
ST2 can post a description of the links on the PSU so this user can check
his?
As for the disk drive, 115v will work fine on your 110v mains
(assuming that's your mains voltage). Here in the UK, our standard used
to be 240v +/- 10%, but is now the European standard of 230v which is
encompassed in the range we used to have. Therefore nothing had to change
and we can still run French 220v appliances on our mains.

Hope this helps a little. US 110v ST2 owners please help this guy!

Paul Hills

118. Re: PC power supply for ST?

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Apr3.104453.227@genrad.co.uk>
Source record: 168342

In article <D69xuJ.A9x@cherokee.nsuok.edu>, foltin@cherokee.nsuok.edu (Bela Foltin) writes:

] Could a power supply from an AT be used as a replacement for the
] Atari brick? All the voltages seem to be there, i.e. +5, +12 -12.

Only if you have your Atari in a large case like the Desktopper.
PC power supplies are big. Refer to my previous posting about this a
week ago.

] I noticed that the Atari has two 5v pins on the power supply.
] Does this mean that these need to be two separate, i.e. isolated
] 5v outputs, one of them could be taken from another output plug
] of the AT power supply?

I assume one of these is for the IC's and the other for something
that pulls more current, or does so in nasty bursts which would otherwise
cause drops on the IC's 5v line. Therfore, they should be kept separate
from the PSU to the board. I very much doubt if they are isolated from
each other, so don't worry about that, they will be isolated on the board,
but not in the PSU. As far as I can remember, the PC power supply has
plenty of feeds from it, so use a separate 5v wire for each of the two
feeds to the board.

Paul Hills

119. ST MIDI-player ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: myllea@rsd.bel.alcatel.be
Message-ID: <3lom1l$61@btmpjg.god.bel.alcatel.be>
Source record: 168343

Hi, Atarists,

Does anybody know if a MIDI-player exists for a ST/E, similar to the Windows' one. I've never seen it. I would like to sort loads of midifiles without loading them one by one in a sequencer...

Do you know if this exists and where I can find it ?

Andre

<myllea@rsd.bel.alcatel.be>

120. FS: Commodore 1084s/ST cable/books

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950403044122.6731C-100000@PEAK.ORG>
Source record: 168344

Commodore 1084s monitor - Hooks to about anything. Works great; no screen burn-in whatsoever. This FABULOUS display is the best possible for hooking to the Atari 8-bit computer - with "split" composite (sep. chroma/luminance inputs), as well as regular composite (VCR), digital RGB, analog RGB (ST, Amiga, Jaguar). Includes cables for (1) 8-bit Atari, (2) Atari ST, (3) Amiga. You can hook it to an ST/Amiga *and* 8-bit Atari (or VCR) and switch between sources with a slider on the front! Asking $100 - a bargain with all the cables.

Also: forgot to list a couple of books in my long post: (soon to revise and incorporate, however)

The 68000: Principles and Programming - $2

Compute's 1st Book of Atari ST - $5

Don't like the price? Want to make an offer? Want a package deal? ***I'M ALL EARS*** Send me email. buyer to pay shipping.

jamesw@peak.org

121. Re: MagiC & MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.796912118@gen-off-2>
Source record: 168345

kim@dksoft.ping.dk (Kim Andersen) writes:

>Who cares about Magic, it still doesn't run on the Falcon!
IIRC he said he had an STFM, so MagiC might well be the best choice.
--
For information about the JET project dial http://www.jet.uk/
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

122. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3loqk3$7s@news.iesd.auc.dk>
Source record: 168346

Can anyone give me, some cool addresses for WWW-pages for Atari computers ???

Thanx in advance...

Keep Cool and Flying...

ChainXOR...

123. Re: Atari--->Mac or DOS

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3lou99$1fs@btmpjg.god.bel.alcatel.be>
Source record: 168347

In article <14@stamford.win-uk.net>, awright@stamford.win-uk.net (Andrew Wright) writes:

> As I said, it's a sick joke <g>. IMO of course. I can't ask
> contributors to submit copy in TeX format can I?

If it's free and runs on every platform under the sun: why on earth not?

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

---

124. Re: Atari Transputer

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3loval$1fs@btmpjg.god.bel.alcatel.be>
Source record: 168348

In article <egbert.2.0015C2F9@euronet.nl>, egbert@euronet.nl (Egbert_Jan_van_den_Bussche) writes:
> Even your old 'Toko' in Vianen is dumping
> broken ST/STe/TT boards.

Toko???

Hm, what do I fancy? Nasi AJAX? MFP Goreng? RAMdang?

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

---

125. Useful shareware

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: armstrongj@aol.com
Message-ID: <3lp3bf$bpn@newsbf02.news.aol.com>
Source record: 168349

Hello. I bought a 1040STf a while ago and can't find much of a use
for it yet except word processing. I'd like some suggestions of quality
shareware available on the Internet for it. I would really like the
following:

Terminal Program
Audio Program (Midi and/or my stereo system)
C or BASIC compiler
Desktop Enhancement (other than NeoDesk, that costs money)
A good high-res mono emulator (I have a SC1224 monitor)
Info on HD pinouts

Any help is greatly appreciated. Thanks!
E-mail me or leave a message here. Whatever.

Jeff Armstrong
JBA Software Laboratories
Armstrong/Irving-Irving Software
Software for the IBM, Rainbow, ST, and XL/XE

126. Re: Help me please!!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-03 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.119.000959FF@ti.com>
Source record: 168350

In article <3lidae$t6q@newsbf02.news.aol.com> cyberaaron@aol.com (CYBERAARON) writes:

> I recently purchased a MEGA ST2. When I bought it, I was told that
>the Monitor and the Disk drive were 220V... When I recieved it, I found
>out that the disk drive was 115V and the CPU and Monitor were 220V
>needless to say (I live in the US.) I can't use any of it. Could someone
>tell me where I can get a replacement power supply for both of these, or
>if it's not to be had. would someone like to buy it?

> CYBERAARON@AOL.COM

I used to own an 110V MSTE4 (I have just 'sold' it). The power input label
at the bottom of the computer stated 115-220V which means that it is an auto
transformer in the unit. I am not sure of your MST but if the label states
115-220V then you should be able to use it in the US. Try calling Atari and
ask them (or open up your MST and check the transform).

William
+===+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

127. Re: C-Lab Falcon MK II

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDEXCIWLUP@dksoft.ping.dk>
Source record: 168250

In <ftn_2.200.128.0_f808cb0e_Lars.Reynold@midinet.ct.se> Lars Reynold wrote:

>Does anybody knows who much it is for a "standard" C-Lab Falcon in Britain or
>Germany? As far as I know it has been released just recently!
>

Hi Lars.. Nice to hear from you again!

I know this wasn't your question, but in Denmark the price will be around
30.000 Dkr. which in my opinion is the same as stealing the money from
the costumors.

Greets
Kim

Ps. have you got a new modem yet ? 8)

--

```
/-------------------------------------------------------------------------\
-/-------------------------------------------------------------------------\-
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
| The scandinavian board when you | 5 Atari computers including a Falcon. |
| have Atari problems or requests. | Modem handle 19200 Zyxel baud. |
| CD-Roms online Free download limit.| Many years of experience. |
-\-------------------------------------------------------------------------/-
\-------------------------------------------------------------------------/
```

128. Speed of Light 3.7 RELEASE B

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: sdenman@lynx.cs.washington.edu
Message-ID: <D6I2GB.Cut@beaver.cs.washington.edu>
Source record: 168251
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

April 3, 1995

Speed of Light Image Processor version 3.7 release B
(spolt37b.zip) has been uploaded to the following ftp sites:

atari.archive.umich.edu /atari/Graphics
ftp.uni-regensburg.de
HENSA in the UK (148.88.8.84)
ftp.cnam.fr
unix1.hials.no

It can also be found on my WWW Home Page:
http://www.cs.washington.edu/homes/sdenman/
you can also Email me and I will be happy to mail a uuencoded copy to you.

Feel free to upload this original shareware ZIP file to other sites
and online services of your choice.

-Stuart Denman
Email: sdenman@cs.washington.edu
WWW: http://www.cs.washington.edu/homes/sdenman/

129. Re: 56001 DSP

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3lr9rf$25d@btmpjg.god.bel.alcatel.be>
Source record: 168252
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.next

SFAIK the 56k has only one _external_ memory bus, and hence can only fetch one external word at a time. p554mve@mpirbn.mpifr-bonn.mpg.de (Michael Elst) explained it to me like this:

\begin{quotation}
In comp.dsp you write:
>(all addresses off the top of my head, on-chip ROM/RAM omitted for
>simplicity). My question is: does this imply that the DSP will only
>be able to reference one of X, Y and P per instruction cycle?

No. Independent of address mapping you will find that external memory can only be accessed serially (there's just one bus anyway). If an instruction accesses several memory spaces then _one_ access can happen on the external bus without any penalty, multiple external accesses will need extra cycles (and there's a fixed priority in which pending accesses are finished, I think that's X and then Y and then P).
\end{quotation}

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

---

130. Re: MiNA (Was Re: WWW-Browser for ATARI (esp. Falcon))

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D6I3AM.J5A@sci.kun.nl>
Source record: 168253

In <FDDTBBCLUP@cabal.shnet.org> guenther@cabal.shnet.org (Thorsten Guenther) writes:

>In <AA7C5FD0mrn@albemuth.equinox.gen.nz> John Collis wrote:

>>guenther@cabal.shnet.org (Thorsten Guenther) writes:
>>
>>>>I think most of the problems are concerned with the AES, which usually
>>>>hangs the system when something goes wrong.
>>
>>>That's one of the reasons for the MiNA (MiNA is not AES) project, AFAIK.
>>
>>>MiNT/MiNA could become a nice combination.
>>
>>Okay, this is sounding interesting. Can you (or anyone else) tell us
>>more about MiNA then!

>Sorry, not enough data available yet, but MiNA will very likely come with
>all WinX features and be fully multitasking aware. Martin Osieka is busy
>programming (I hope) and so I don't want to interrupt him doing so.

>There's some discussion on MiNA in maus.gui.gem, but I am not quite
>interested in translating.

Can we check out MAUSnet via internet? Or could you simply post the
most interesting (even if German :-) articles from there? I'm sure
we're all interested and would gladly pull our dictionaries off the
shelf to read it... :-)

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

131. Re: PC power supply for ST?

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3lqvke$qde@golem.wcc.govt.nz>
Source record: 168254

In article <D69xuJ.A9x@cherokee.nsuok.edu>, foltin@cherokee.nsuok.edu (Bela Foltin) writes:
>Could a power supply from an AT be used as a replacement for the
>Atari brick? All the voltages seem to be there, i.e. +5, +12 -12.

Atari PSU are very simple to fix, their are a few things that fail, but after replacement they should last for many many years...

Why get a New PSU when you can fix your old for Cents....???

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

132. INTERFACE RSC Editor?

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: nickf@cadence.com
Message-ID: <NICKF.95Apr4094629@fleet.cadence.com>
Source record: 168255

Can anyone give me some information about this RSC editor. Is it
shareware/pd or commercial? Where can I find it?

Thanks in advance,

Nick.

--

Nick Forde, nickf@cadence.com
NVision Group, 9 Wemyss Place, Edinburgh, EH3 6DH, Scotland.
Cadence Design Systems. Tel. +44 131 225 3434 (ext 112) Fax. +44 131 225 5167

133. Re: Redirecting printer to file

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950404093455.27146G@bull.mimuw.edu.pl>
Source record: 168256

On Fri, 31 Mar 1995, Reinhold Fiedler wrote:

>
> Hi Atari fans,
>
> Does anyone out there know about a AtariST utility for redirecting the
> printer-output to a file?
>
> Thanks for all information

You can find in ftp.cnam.fr archive spool* with TSR file and CPX. One of
the options is redirection of prn output to RS/CENTRINICS/FILE.

> FiRe

Simon.

134. Problems with MagiCMac and Comms

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.796990185@gen-off-2>
Source record: 168257

I'm having big problems getting my Mac (running MagiCMac) to talk to my
modem. I have installed MACM1.PRG, DRVIN.PRG and SCC.PRG into the
AUTO folder. DRVIN runs OK, MACM1 runs OK, but SCC.PRG causes an exception.

If I run MACM1 before DRVIN it gives an error (something like "MAPT_OVE error")

Any ideas out there?

--
For information about the JET project dial http://www.jet.uk/
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

135. Re: Mega STe speed

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: jfergie@xmission.xmission.com
Message-ID: <3lr2l5$e6i@news.xmission.com>
Source record: 168258

Dennis McGuire (mcguired@moose.erie.net) wrote:

: No, I'm not using Before Dawn either, but something seems to put
: the computer back at 8 Mhz. This happens even if I just exit the control
: panel and re-open it!

Try changing your auto programs and your accessories. Or it may
even be because you have certain CPX's loaded. I ran into the problem
again, but I haven't bothered trying to find the problem because I have
the Speed Switcher program in my auto folder (it seems to work really
well, and you just press control+alternate and either + for 16mhz w/cache
or - for 8 mhz without cache. You can get it at nic.switch.ch in the
Ste folder.

136. Re: Falcon030: 80 columns at bootup?

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: Michael Papadopoulos <mps@athena.compulink.forthnet.gr>
Message-ID: <Pine.SCO.3.91.950404011909.540A-100000@athena.compulink.forthnet.gr>
Source record: 168259

On 30 Mar 1995, Craig. Graham wrote:

> On a related note, I need a program to change to 80 column mono mode
> at boot up - yes, I know it can be set from NVRAM, but my boot selector
> program only works in 16 colour's or better, so I'd like to leave things
> setup as colour. But when I use MiNT-X, you need to boot in mono, so it means
> farting about with the NVRAM settings every time I want to use X, then
> setting them back so I can reboot & use my boot selector again.
>
You could stop using the fileselector or start using Linux.
There are fileselectors that work in mono (like selectric).
Linux works in 768x480 16/256 colour modes (at least with my machine!)
and X windows run in both these modes.
(well I have some memory problems, but I am using a swap partition.)
I have to find xvt and chimera for Linux and I'll be the happiest man on
greece...

Michael.

/---+--------\
| e-mail: mps@athena.compulink.forthnet.gr | ||| |
| | / | \ |
\----ATARI FALCON/4MB/HD 420MB-JAGUAR------+--------/

137. [HELP] Hardsdisk problems

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: eems@nlr.nl
Message-ID: <3lqsqj$a46@liberator.et.tudelft.nl>
Source record: 168260

Hi,

I have a real problem with my atari Falcon 030 (4mb , 80MB IDE, 240 SCSI-2).
Recentley my G:-partition (60MB on SCSI-2) ran full. I copied a file bigger
then the space left on the G:-partition on it. The next thing I know is that
my H:-partition (60MB on SCSI-2) is not accesible anymore. THE FILE WAS
WRITTING OVER THE FAT'S OF THE H:-PARTITION?. All of my data on H: is lost.
No utility is capable of reading my H:-Partition anymore! All that was left to
do was backup the rest of my SCSI-2 drive and reformat and repartition it.
Yesterday I tryed MinixFS on my (clean) I:-paritition (60MB on SCSI-2) and it
failed (don't know why yet, no time to seek answer). I then copied a file
to my G:-partition and AGAIN my h:-partition is no longer accessible !
I got realy frustrated and started to backup the rest of my SCSI-2 (120MB left)
to my internal 80MB IDE. I didn't look at the space left on my D:-partition
(+/- 30MB on IDE). I wrote a file there that was greater than the space left
(I think) , result : E:-partition (+/- 30 MB IDE) not accessible anymore !!

WHAT is doing this. I use a Falcon 030, 80MB IDE , 240MB SCSI-2, tos 4.04
AHDI 6.01. It happend the first time running Multitos and the second time
with only blowup and NVDI 2.5 active (no multitos or plain MiNT).

--
Pieter
eems@nlr.nl

Geek Code 2.1 : GCS/S d-- H s+++;+++ g+ p0 !au a- w+ v C++ UO+ P? L 3 E- N+ K-
W---(--)(!) M+ !V -po+ Y+ t+ 5+@ !j R+++ G''''(''') tv+ b+ D- B? e+>++ u(+) h-
f r-- n- y?

138. SC 1224 for sale (Germany)

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: gerald@rz.ruhr-uni-bochum.de
Message-ID: <gerald.45.796995593@rz.ruhr-uni-bochum.de>
Source record: 168261

```
Hi!

I have a color monitor SC 1224 for sale.
It's been used very few times.

I don't really know the actual prices for out-of-date hardware ;-)
so I start with 200DM (US$150) OR BEST OFFER.
(i.e. price is highly negotiable...)

Please reply to

Gerald.Struck@rz.ruhr-uni-bochum.de
```

139. Re: "wraparound" bug in monochrome

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGART.DE
Message-ID: <3lr2o0$16s7@info4.rus.uni-stuttgart.de>
Source record: 168262

In <wongck.122.000F39AA@ti.com> wongck@ti.com writes:

> I saw an patch for this somewhere. I think it's in one of the large german
> patches archive file.
Read the GDOS FAQ.

Regards,
Gerd

gerd@theo2.physik.uni-stuttgart.de G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

140. Re: Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3lrfal$6u4@matrix.fwi.uva.nl>
Source record: 168263

valisman@delphi.com wrote:

:I just got a fax modem...I tried the j-ofice thing, but not being able to
:read German myself, I can't get it to work....is STFax a commercial pro-
:gram or not??? If you can answer any of these questions, please email me!

I have a fax modem, but never got my st to work with it :-(.
But it seems that 1Mb ram is not much for fax purposes anyhow.

--
Martijn Dekker |
University of Amsterdam | under construction:
Math department | telnet matrix.fwi.uva.nl 4001
E-mail: mdekker@fwi.uva.nl|

141. WTB: Atari STE or Mega STE w/ 4MB ram

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: jasst104+@pitt.edu
Message-ID: <3lrgpj$a7e@usenet.srv.cis.pitt.edu>
Source record: 168264

I am interested in buying one of these machines. Either STE or Mega STE
with 4MB ram. This is worth $125 to me, maximum. If you are intersted
then please email me about this.

Joe
jasst104+@pitt.edu

142. Re: Seek simple .WAV player for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: bjgrier@bnr.ca
Message-ID: <3lrh2n$4q0@brtph500.bnr.ca>
Source record: 168265

Chris,
I tried to send you a copy of my WAVe file player, but your email address (cgra@se.bel.alcbel.be) bounced. Could you send me your correct email address. Or if you live in Research Triangle Park Area call me at (919) 991-7225.

Brian

143. QUES: Where to find CD rec

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: gbar@mcs.com
Message-ID: <gbar-0404952023400001@gbar.pr.mcs.net>
Source record: 168266

I saw, in the latest AEO, a reference to a program making the BBS rounds called CD REC - it records from a music CD digitally. Anyone suggest a place on the net where I can grab a copy?

Thanks and have fun! - Bob

--
Any opinions are those of the poster and not G-Bar Limited Partnership.
gbar@mcs.com

144. FOR SALE-CHEAP!

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: "David E. Anderson" <danderso@student.med.harvard.edu>
Message-ID: <3lrgic$1es@decaxp.harvard.edu>
Source record: 168267

```
For Sale:

Monichrome SM124 Monitor- $50
Color SM1224- $50
Citizen 120D Dot Matrix Printer- $40
Atari 1040Stf computer- $40
+shipping on all items
Dungeon Master, Chaos (its sequel) and Elvira II- $20

If interested, send replies to:

danderso@student.med.harvard.edu

Thanks,

Dave
```

145. Re: ST mouse problem...

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: timbe@lsl.co.uk
Message-ID: <1995Apr4.133820.5263@lsl>
Source record: 168268

Re: ST mouse problem...

The The problemb is that there is a dry joint in the mouse somewhere, best to simply replace the mouse... The same happened to mine once.

With skill and a soldering iron you might be able to fix it, but it is a lot of work trying to find out where the problem is and the chances are it wont work anyway.

Good luck

Tim

146. Free FAX s/w

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: andrew@minster.york.ac.uk
Message-ID: <797002521.0@cs.york.ac.uk>
Source record: 168269

Isn't there a program called pbmtog3, and g3topbm which is available from GNU?
It will generate Group 3 fax code which you can then send to any modem, not just a
fax modem. It will also convert the data coming into the modem from a fax
to a graphic image. I would try it but I don't have a modem.

Has anyone tried using this program for making some freeware ST fax software?
I fancy having a go when I can get a cheap modem (pref. 14400bps).

--
Andrew Hague -- D.Phil Research into Motivation in Human-Computer Interaction
Department of Computer Science,University of York, YORK, England. YO1 5DD
Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk
WWW - http://dcpu1.cs.york.ac.uk:6666/andrew/ (including Atari Jaguar page)
Prospective interactive entertainment developer - I'm available for interview

147. x-boot, retraction

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.211.0008FFF9@cfcsc.dnd.ca>
Source record: 168270

Just to correct some misinformation on my part. In a previous post I'd
mentioned that the setting for the *.acc's in the paramteres dialog did not
work. I expected this setting to allow *.acc's to be loaded from the c:\accs
folder without the use of , for example, acc.prg in the auto folder. I was
mistaken. *.acc's will not be loaded from the c:\accs folder without acc.prg.
Geneva however will load *.acc's from the c:\accs folder if that is the
setting in the gem.cnf file.
this from Dan Wilga at ACE'95
is this yet another case of RTFM?!
-ken

148. NVDI -> NPRNCONF.CPX

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.213.0009F3A8@cfcsc.dnd.ca>
Source record: 168271

I've looked here for info on NVDI, but haven't seen anything yet that deals with my problem.
I purchased NVDI 3.02 at ACE'95, and installed it last night on my 4 meg 1040STe.Seems to work fine in general, but there are two difficulties I've encountered maybe someone could help me with.
1). when I go to nprnconf.cpx My drivers for SLM804, and EpsonColourStylus are there, but the configuration panels under general(dpi, letter/legal size, orientation, etc) and under options are grayed out and I cannot change them. My SLM804 apparently has a 600dpi rating! I have tried deleting all the files installed, which is difficult as I do not know exactly what files were installed, and re-installing, with no luck. Has anybody had a similar problem?
2). This is a minor thing, but indicative- Running GemBench4.02, it hangs on the GDOS font test.
If I had my manual here I would e-mail the 2B's directly, I will probably do so some time this week, but I wondered if anyone had experienced similar difficulties
Thanks/merci
-ken

149. Re: Atari Games

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504041332.AA00943@ilmen.lanl.gov>
Source record: 168272

In a previous article, ckormos@delphi.com wrote:

> Please specify if you are looking for ST games or 8-bit games. If it
> is 8-bit then I have virtually every one and I can help you out.
> Charley

Wow! If you have 'virtually every' game for the 8-bit then you must
have invested a small fortune in all that original software, eh?

Of course, you wouldn't be talking about illegal copies in this public
forum because that would be admitting to the world that you were scum.

Thank goodness you are not, eh? ;-)

-Hutch- @ Fair Dinkum Tech

150. Re: [HELP] Hardsdisk problems

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3lrtkl$m9r@sphinx.Gsu.EDU>
Source record: 168273

Eems , J.P. van der (eems@nlr.nl) wrote:

: I have a real problem with my atari Falcon 030 (4mb , 80MB IDE, 240 SCSI-2).
: Recentley my G:-partition (60MB on SCSI-2) ran full. I copied a file bigger
: then the space left on the G:-partition on it. The next thing I know is that
: my H:-partition (60MB on SCSI-2) is not accesible anymore. THE FILE WAS
: WRITTING OVER THE FAT'S OF THE H:-PARTITION?. All of my data on H: is lost.

That certainly is a problem... The one to blame is AHDI 6.01. It's a shame there hasn't been enough information available of this nasty bug. If I understood this correctly, the only AHDI-version that works correctly on Falcon, without writing over partition borders, is 6.061. Or let's say: that version works correctly - no matter what the previous versions do. Since it's free (sorry, I haven't got it here now so I can't send it to you), and available on many FTP sites, I think you should get it as soon as possible.

The hard disk drivers seem to be a bit strange things to handle. It isn't uncommon to find out that one driver works perfectly with SCSI-drives, and with some IDE-drives, but not all.. Or something like that. HDDRIVER seems to be as reliable as AHDI 6.061, and has some extra features with it. It is a commercial driver, sold with Outside 3 virtual memory program, and I think, alone too.

Good luck!

Tommi

151. Re: Problems with MagiCMac and Comms

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: damms002@acpub.duke.edu
Message-ID: <3lrulk$lg0@news.duke.edu>
Source record: 168274

Hi,

just one thought:

Check the order in which the files are carried out. Drivin.PRG should
be started before the others.

Thomas Damms
damms002@acpub.duke.edu

David Stevenson (djs@jet.uk) wrote:
: I'm having big problems getting my Mac (running MagiCMac) to talk to my
: modem. I have installed MACM1.PRG, DRVIN.PRG and SCC.PRG into the
: AUTO folder. DRVIN runs OK, MACM1 runs OK, but SCC.PRG causes an exception.

: If I run MACM1 before DRVIN it gives an error (something like "MAPT_OVE error")

: Any ideas out there?

: --
: For information about the JET project dial http://www.jet.uk/
: Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

: ==
: The above article is the personal view of the poster and should not be
: considered as an official comment from the JET Joint Undertaking
: ==

152. MagicMac

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: damms002@acpub.duke.edu
Message-ID: <3lrvpp$mlo@news.duke.edu>
Source record: 168275

Could somebody post the ftp site where one can download the
demo of MagiCMac again ?

Thomas Damms
damms002@acpub.duke.edu

153. printer-output router

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: jahronch@koptss03.delcoelect.com
Message-ID: <3lruql$1im@kocrsv08.delcoelect.com>
Source record: 168276

I found one just last week at the umich.edu archive. There were several to choose from, but the one that seems to work best is

barrel.arc

This allows you to re-direct printer output to a file, etc.

Jim

154. Minix on MiNT and Linux

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: BorekLupomesky@kvt.ujep.cz
Message-ID: <BorekLupomesky.15.000AAA96@kvt.ujep.cz>
Source record: 168277

Hi all!

When I take Minix diskette formatted under MiNT, it won't read under
Linux/PC - and vice versa. What is the problem?

Bye Borek

155. Re: C help

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D6Ix8y.H77@cix.compulink.co.uk>
Source record: 168278

In message <3lkpen$55d@floyd.santarosa.edu>, kghashgh@nermal.santarosa.edu said:

>I've been kinda learning C from a book lately. I need a little help in
>regard to graphics. Is the location of video memory always the same?
>Basically, I'd just like to know what the address is, or how to set it, or
>whatever.

To change the screen use:-

```
void Setscreen(void *log, void *phys, int mode);
```

Your bindings may be different (long instead of void) so look it up in
your Sozobon docs.

log is the logical screen, where all drawing actually occurs.
phys is the physical screen, what actually appears on the screen.
mode specifies the screen rez (you can find it by using Getrez).

If log and phys are the same, drawing is done on screen.

If you put -1 for log, phys or mode their original values are unchanged.

From experience on a Falcon, when changing the values it is necessary to
use Setscreen(-1,-1,-1) _afterwards_ to get it to work.

BTW, if you are using a Falcon it is a little more complex.

Also,

```
void *Physbase(void);
```

This returns a pointer to the base of the physical screen.

```
void *Logbase(void);
```

This returns a pointer to the base of the logical screen.

Hope this helps.

Phil.

156. Stoop 1.04

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D6Ix91.H80@cix.compulink.co.uk>
Source record: 168279

To all Falcon owners,

I have released the latest version of Stoop, this is a shareware Falcon boot manager which runs on S/VGA and RGB monitors. While many features have been crippled, the unregistered version is very useable - it can do most things you'll want from a boot manager.

If you are already a registered user, you can send me a disk with padded envelope plus stamp (if inside the UK - otherwise I'll pay postage especially if the disk contains some new PD).

Since, Stoop is now keyware I can just send you a key, if you can get a copy from elsewhere.

New in version 1.04

Stoop can :

- Be booted in any resolution on a RGB or VGA monitor.

- Display folders instead of files in a board, this is primarily for moving folders of fonts in and out of NVDI 3's font directories, which means that you can choose which fonts to use at boot up.

- Protect your system with a password.

- Now wait for a set period and then, if not used, it will set up a default configuration and exit.

- Swap preset buttons around.

- Show an unlimited number of files and folders in the fileselector in a single directory, it is now only limited by available memory.

- Merge and remove file names with/from preset configurations.

- Change the speaker volume and balance.

- Turn off the keyclick and the system bell sounds.

- Change the colours used by Stoop.

- Select an auto-booting program for a one-off configuration more easily.

Phil.

157. Mega ST (4 Meg) for sale

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: ctg001@bga.com
Message-ID: <3ls7gd$mef@giga.bga.com>
Source record: 168280

I have a Mega ST 4 w/ color monitor, 20 meg HD and tons of software for sale. Make offer + S&H. (all equipment like new and in original boxes. The monitor is not in original box.)

Send offer to ctg001@bga.com.

158. Re: X-Mint Install

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: smithic@cix.compulink.co.uk
Message-ID: <D6J79K.1vM@cix.compulink.co.uk>
Source record: 168281

In message <3lpaa9$aho@batph8.bnr.ca>, troyc@bnr.ca said:
> In article <D6GDM7.LB@cs.vu.nl>, Kampen van F <fvkampen@cs.vu.nl>
> wrote:

> > > read that X only ran in mono and if so how do I set up to boot
> > > MiNT in mono and get this thing running.

You have to change your NVRAM settings using a suitable program, I think
there's one called BOOTCONF somewhere . . . Set to two colours - it kicks
in before running auto programs - well, it's already there.
Your screen will then extend magically to its proper form :)
Regards,
Ian.

159. Re: MagiC & MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDEOCJUUUP@dksoft.ping.dk>
Source record: 168282

In <1995Apr3.191314.7711@bradford.ac.uk> Steve Taylor wrote:

>On Thu, 30 Mar 1995 15:43:42 GMT, Kim Andersen wrote:
>
>: Who cares about Magic, it still doesn't run on the Falcon!
>
>I know, this is a problem. However it only affects current falcon owners :-(

Which is me plus a lot of other people.

>
>MagiC will run on TT's, ST's, and even Macs! (and Medusas I think)

So, they still intent to support the good old ST, the damn expencive TT
not to mention the Medusa, and then Mac... Great job.. Not!

>
>So there is a platform which suits your power needs whatever they may be.
>

Nope, if i can't use my Falcon for anything, my next choice is a Pc.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

160. Re: MagiC & MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDEOCJUXUP@dksoft.ping.dk>
Source record: 168283

In <djs.796912118@gen-off-2> David Stevenson wrote:

>kim@dksoft.ping.dk (Kim Andersen) writes:
>
>>Who cares about Magic, it still doesn't run on the Falcon!
>IIRC he said he had an STFM, so MagiC might well be the best choice.

Yep.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

161. Re: I've got a 520st, now what?

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D6JA1F.9Fq@cix.compulink.co.uk>
Source record: 168284

In message <3lhpjr$eer@montego.umcc.umich.edu>, goose@montego.umcc.umich.edu
said:

> programs out there? Can I get 14.4k out of the serial port? (is it
> a standard serial port?) Help out a person getting re-aquainted with

Its a very standard serial port that runs up to 19200.

It generally helps to be running a patch (like HSMODM06) to cure the bugs
in the handshaking and increase the size of the buffers.

Suitable, if not perfect for a 14.4 modem.

:-)

Roland.

@CiX

162. Re: C help

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D6JA1G.9GF@cix.compulink.co.uk>
Source record: 168285

In message <3lkpen$55d@floyd.santarosa.edu>, kghashgh@nermal.santarosa.edu
said:
> I've been kinda learning C from a book lately. I need a little help

:-)

> in regard to graphics. Is the location of video memory always the

Nope. It varies in location, size *and* format.

Actually you want to aviod playing directly with the video memory if you
can as it is very had to write code that will work on the different types
of Aatri out there.

The VDI and AES system are easier if slower.

:-)

Roland.

@CiX

163. Cubase Audio Modifications?

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D6HHtD.Bwu@news.hawaii.edu>
Source record: 168286

If there is anyone out there that has Cubase Audio Falcon, I would
greatly appreciate if you could scan or photocopy the appendix regarding
audio modifications to the Falcon (removing bass boost, lowering mic
input to line level). I am currently debating whether to modify my
Falcon and purchase Cubase (since Atari indicates that the modifications
are only necessary for Cubase compatibility). I need to have my
technical personnel have a look at the appendix in order to find out how
much it will cost to make the modifications. Please E-mail me if you
think that you can help, and I'll get my address to you (or you can
e-mail the modification instructions in UUencoded form).

Thanks,
The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Falcon030 - STacy - Portfolio - 2600 - Lynx - Jaguar - 400 - 800 - 130 XE
---

164. Re: Partition software

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3lqq9o$85o@cville-srv.wam.umd.edu>
Source record: 168287

PerOlof Bengtsson (pi92pob@pt.hk-r.se) wrote:
: Hi.

: Does anybody know what partitionsoftware that supports changing the settings
: for one partition without changing (affecting the others)?

I use IDE utilities, and it does what you are asking for and then
some... it's really excellent software.
--Lunatic

165. Re: Useful shareware

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3lqqis$85o@cville-srv.wam.umd.edu>
Source record: 168288

ArmstrongJ (armstrongj@aol.com) wrote:
: Hello. I bought a 1040STf a while ago and can't find much of a use
: for it yet except word processing. I'd like some suggestions of quality
: shareware available on the Internet for it. I would really like the
: following:

: Terminal Program
VanTerm or Gemterm - both are great...

: C or BASIC compiler

GFA Basic is pretty good. It's been a long time since I got it,
though, and I don't know about freeware

: Desktop Enhancement (other than NeoDesk, that costs money)
So does shareware, if you use it. We have too many people on
this group blatantly stealing shareware... I'm not accusing you of this,
I just got the impression you wanted to use all these shareware programs
for free...

--Lunatic

: Jeff Armstrong
: JBA Software Laboratories
: Armstrong/Irving-Irving Software
: Software for the IBM, Rainbow, ST, and XL/XE

166. Seek simple .WAV player for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: cgra@se.bel.alcbel.be
Message-ID: <3lqorr$j0r@btmpjg.god.bel.alcatel.be>
Source record: 168289

Can anyone point me in the direction of a .WAV player for the Falcon
which could be used by just installing it as an application for *.WAV?
Should be able to handle 8-/16-bit mono/stereo without manual inter-
vention.

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

---

167. Re: Multisyn monitor question

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: tpearson@newsserver.trl.oz.au
Message-ID: <3lqm6d$7q@newsserver.trl.OZ.AU>
Source record: 168290

Rhett Shain Brown (rhett@bigwpi.WPI.EDU) wrote:

> I believe there was a post on this question earlier, if so, please
> forgive me, but i would like info (a list, possibly) of multisync
> monitors that will work equally well with a Mega4STe and a 486.
> any and all help is highly appreciated.
> rhett@wpi.wpi.edu

There are No monitors that I know of that will scan at the SVGA
frequencies used for IBMs and still work at ATARi LOW res frequency. The
old NEC 3D was a good choice if you want atari low res, Hi res and VGA only,
or nearly all the later multisyncs can be used at SVGA and ATARI Hi Res
Mono, but will not give Atari low res color. Either way you will need a
cable adapter.

Trevor.

168. Re: Redirecting printer to file

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: stchip@delphi.com
Message-ID: <Zo++wEI.stchip@delphi.com>
Source record: 168291

Reinhold Fiedler <rfiedler@wst.edvz.sbg.ac.at> writes:

>Hi Atari fans,
>
>Does anyone out there know about a AtariST utility for redirecting the
>printer-output to a file?
>
>Thanks for all information
>
>
>
>FiRe

Yes and it is called Magic Spooler. It's a printer spooler and a WHOLE
lot more.

Jon O:}

169. Re: Canon BJ10e & Stylus 800

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: mms02bj@loqi.elka.pg.gda.pl
Message-ID: <3lqscg$ah9@sunrise.pg.gda.pl>
Source record: 168292

Banachowicz Jaroslaw (mms02bj@loqi.elka.pg.gda.pl) wrote:

: I have bought BubbleJet recently. I have one problem with it - no Polish
: characters. I can buy EPROM, but it's rather expensive. Can somebody let
: me know how to make any downloads for this printer? Manual is rather
: mysterious about it. I have STe 4MB, TOS 2.06/1.62, HDD, mono/color.
: Another question: my friend has bought Stylus 800. It is a great printer,
: but he desperatly needs drivers for Calamus, 1st Word Plus and other
: programs.
: Please help us, my e-mail is:
: mms02bj@loqi10.elka.pg.gda.pl
: Thanks.

Now I know more about Stylus. It can work with drivers for Epson SQ 870 or 1170.
Please, help!

Banan.

170. Re: X-Mint Install

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D6JA1H.9H0@cix.compulink.co.uk>
Source record: 168293

In message <3lpaa9$aho@batph8.bnr.ca>, troyc@bnr.ca said:

> Anyway, you should be able to set your TT to ST high and use it that

Yep - that works.

> BTW - I have heard that MintX in TT high is absolutely wonderful.

But this is *much* better of course!

:-)

Roland.

@CiX

171. ST stuff for sale (package)

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3lstqi$q9r@news2.delphi.com>
Source record: 168294

I am selling the following as a package:

2 QuikNet Localtalk to Phone cord adapters (hook up MSTE/TT/F030)
Magic Sac + with book & disks & apple ROMS
Introducing Atari ST Machine code book & disk
Space Ace disks & manual
Turbo ST 1.84 & manual
Defender of the Crown disks & manual
Road Raider disks & manual
Tass Times in Tonetown disk, box & manual
Atari ST Assembly Language Workshop book & manual
Airball disk, box & manual
Devpac ST 2 disk & manual
Laser C disks & book
Programmer's Guide to GEM book
Music Construction Set manual, disk & box/sleeve
GFA BASIC 3.0 disk, box & book
Wercs disk
NewDesk Icon CPX disk
King's Quest disks
Revolver disk
Spectre 128 cart (no ROMS) & disk
Font Factory Pub Partner disk
Publishing Partner disk (mono)
Laser DB disk
HippoBackgammon disk
Dead ST mouse (cord damaged)

All for $25 + shipping. I cannot guarantee all the software as I have no ST
to test it on. This package is as is.

I also have a bunch of original ST manuals and language disks & such if
you want them with the above stuff.

-Bry

172. Re: How does MagiCMac work on the Mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3lr863E67k@uni-erlangen.de>
Source record: 168295

In comp.sys.atari.st you write:

>has anyone tried out the operating system "MagiCMac" that runs ST software
>on the Apple Macintosh series computers?
>How does it work/compatibility/pros/cons/comments...

I have tested in on Performa 475 (25Mhz, 68040) with 12 MB - that's
one of the smaller Macs today...

It's about 5 times faster on that machine than on my Falcon - although it
works there with 256 colours and multitasking, while my Falcon has
normally 16 colors and just TOS.

The speed is almost incredible: Imagine Speedo vektorfonts just popping
on the screen, Pure C compiling so fast you can't even read the
compiling messages...

I have tested it with various programs. So far most work (sometimes
small redraw problems or minor color problems that should be
solved already in the newer version). What did not work was Calamus 1.09
and a program (written in out group at the university) that does not
even work on a TT or Falcon...

There are probably some unsolved problems like printing in an easy way and
also sound is not working in that version. Also it's not completely MTOS
compatible. But these are things that should work in the future.

MidiCom already works, so you can even connect the Apple via it's
serial interface to any ST or even the faster TT/Falcon ports to
use their drives. Very nice...

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

173. USENET READERSHIP SUMMARY REPORT for Mar 95

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199504040754.a13630@a2w.maus.de>
Source record: 168296

```
This is an extract from a monthly posting series from the Network Measurement
Project at the DEC Network Systems Laboratory in Palo Alto, California.

This survey is based on a sample of data taken from various USENET sites.

The following is an extract of atari newsgroups:

+-- Estimated total number of people who read the group, world wide.
| +-- Actual number of readers in sampled population
| | +-- Propagation: how many sites receive this group at all
| | | +-- Recent traffic (messages per month)
| | | | +-- Recent traffic (megabytes per month)
| | | | | +-- Crossposting percentage
| | | | | | +-- Cost ratio: $US/month/rdr
| | | | | | | +-- Share: % of newsrders
| | | | | | | | who read this group.
V V V V V V V V

53000 263 77% 2313 3.4 2% 0.05 0.4% comp.sys.atari.st
30000 152 76% 512 0.7 12% 0.02 0.2% comp.sys.atari.st.tech
29000 152 73% - - - - 0.2% comp.binaries.atari.st
27000 173 60% 3463 6.5 5% 0.16 0.3% rec.games.video.atari
21000 106 76% - - - - 0.2% comp.sources.atari.st
10000 118 34% 484 0.7 11% 0.02 0.2% alt.atari-jaguar.discussion
9300 65 54% 4 0.0 0% 0.00 0.1% comp.sys.atari.announce

--
Ian_Taylor@a2w.maus.de The hidden secret of life is
```

174. Re: PORTFOLIO GOES ON LIVING!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3lr42q$du0$1@mhade.production.compuserve.com>
Source record: 168297

>There are many new things for the old good Portfolio.

Why not post the info to the whole group..? I'd be interested in reading about any new applications or hardware addons, and I'm sure a lot of other people would too...

BobR

175. Re: Useful shareware

Newsgroup: comp.sys.atari.st
Date: 1995-04-04 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3lr4df$du0$2@mhade.production.compuserve.com>
Source record: 168298

Re: looking for good Shareware for the ST...

If you can locate an Atari users' group near you, they'd probably be the best source of programs and opinions. Most users groups have a club software library of non-commercial programs available for a nominal fee to members.

Incidentally, if the objection to NeoDesk as a replacement desktop is that it costs money, you don't want to look for Shareware, as IT costs money too..

At least, it's supposed to...

BobR

176. Re: formatting pc-format disks with ST

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3lu3ud$qt3@mailer.fsu.edu>
Source record: 168101

Teppo Pihlajamaki (teppo@bbs.dream.fi) wrote:
> How do I make pc-formatted disks with my Atari ST?
> With some little program?

Most PD/Shareware formatters will do this, but my personal favorite is a program called ps2form.tos on atari.archive.umich.edu. It formats disks that will work even on old PS/2 and NEC PCs (which were extremely picky, and often didn't work with floppies formatted on other PC clones). I have been using it for years with no problems.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

177. Re: Mega STe

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3lu4ta$qt3@mailer.fsu.edu>
Source record: 168102

Dennis McGuire (mcguired@moose.erie.net) wrote:

> I recently moved up from an STe to a Mega STe. I have a utility
> in the AUTO folder which is supposed to put the computer in 16 Mhz cache
> mode. However, when I open the control panel, it says 8 Mhz. I
> change the setting in the control panel to 16 Mhz with cache, then save
> it and close the control panel. When I re-open the control panel, it
> says 8 MHz again! Am I missing something here???

Pretty weird. I use the utilities written by Atari (or at least, an Atari employee) to set speed by hand. Also, you can create a boot sector for your boot floppy disk (of course you have one, to speed hard drive boots, right?) that will set 16mHz, thus making your bootup time as short as possible. Check out the Ste/Mega directory on atari.archive.umich.edu for these goodies (bootsie might be in /Disk). I cannot remember ever looking at the speed indicator in the control panel, so I can't help you there.

> Also, is there any utility which provides a visual indication in
> the menu bar of the speed the computer is currently running at. I'm
> never sure. The ICD AdSpeed I had previously came with a utility which
> showed an 8 or 16 in the menu bar for the speed setting. I'd like to
> have that since I'm never sure what speed it's running at.

I have not seen one. Basically, I leave it set to 16mHz w/cache for everything except games. To get games to come up at 16mHz, you can try a 16mHz booter utility (in the above mentioned directory).

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

178. Re: ST mouse problem...

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3lu5j7$qt3@mailer.fsu.edu>
Source record: 168103

Frost Byte (chandler@nethost.multnomah.lib.or.us) wrote:
> ST hardware gurus:
> I have problems with my 1040 ST's mouse going right when I move it left,
> so that no matter what I do, the pointer gets stuck on the right side of
> the screen. I have opened the mouse up and cleaned it and it seems to
> sporadically (50% of the time) do this, but slightly less when I operate
> it with the whole top half removed (not a great way to keep dust out!).

This is a problem with one of the three Atari mouse designs. The other
two don't seem to have this problem. The best of the Atari mice (IMHO) are
the Japanese ones with the large nylon sleeves on the rollers and the
circular "ball door". Yours probably has thin metal rollers and a sliding
door. I think the problem is related to the cable, so you might try
remelting the solder from the cable on the board. Good luck!

> Can I use a mouse from another system with the Atari 1040 ST? Can I do
> some maintenance that with fix this problem? The mouse has been taken
> very good care of and I'm the original owner. It gradually started doing
> this 8 months ago. It sucks now, because I use the system a lot to
> record electronic music (KCS / Tiger Software) and now I can't get
> anything done!

Toad Computers has a nice selection of mice, including the super cool (looking,
at least) cordless/charging-stand mouse. I recommend that you stay away
from Beetle mice, as they seem to break very easily (both of the ones I have
seen died after only a few weeks of use). I have read that Amiga mice can
be converted for Atari use by switching two wire-plugs inside the case, no
cutting or soldering necessary.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

179. Re: Redirecting printer to file

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3lu68c$qt3@mailer.fsu.edu>
Source record: 168104

Reinhold Fiedler (rfiedler@wst.edvz.sbg.ac.at) wrote:
>
> Does anyone out there know about a AtariST utility for redirecting the
> printer-output to a file?

There are several on atari.archive.umich.edu. My favorite is a .CPX module
whose name eludes me, but I think there is only one .CPX based one on the
archive.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

180. Sacramento Atari Expo... When?

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: faanes@ix.netcom.com
Message-ID: <3lsrmi$suf@ixnews4.ix.netcom.com>
Source record: 168105

I saw a posting awhile back about the Sacramento Atari Expo. I seem to remember it saying it was to be held on April 22nd. Can someone send me the details (location, etc) about the show?

Thanks!

Bill Faanes
faanes@ix.netcom.com

181. MintOS PATH variable

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <3luchr$fr2@ccshst05.cs.uoguelph.ca>
Source record: 168106
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

OK, I have (fairly successfully) installed MiNTOS 1.4, and am using tcsh 6.03 pl3 and the GNU file utilities. I have the file utilities installed in a directory in my /usr/bin directory for ease of maintenance. The problem is, I can't figure out where the PATH environment variable is set. I can set it easily enough from the tcsh command line, but I'd like it to be set automatically to include /usr/bin/fileutils-3.9. I've looked all over the place, in all the csh.* files and rc.* files, and there's no indication of where the PATH (or any of the other variables) are set. I don't thing mint.cnf does the trick either.

Note that I'm logging in as root, and my home directory is completely empty.

THeo

182. WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D6KwDK.EwB@watserv3.uwaterloo.ca>
Source record: 168107
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello all,

With all the fuss about WEB browsers, etc. I think I'll tackle the job of writing one (well, when I get more of my thesis finished). The thing is I don't want to rewrite all the networking stuff avaialable under MiNT/MintNet like SLIP,PPP interfaces and the approriate daemons and even the 'chat' program. This stuff already works (and very well I might add)

So what this amounts too is a WEB browser that only runs under some GEM system over Mint - ie MultiTOS (and Geneva as soon as Dan gets the Mint compatibility out there). I don't have Magic - does anyone know if Magic runs over Mint? I would like to write something accessible to all Atari users - is it reasonable to expect most Atari users have one of these OS's to use? GDOS would also be a requirement as there is again no need to re-invent the wheel. I think most Atari owners have access to GDOS and some fonts.

After showing people Chimera under Mint-X at TAF's ACE '95 show it is obvious to me that there is an incredible amount of interest for a WEB browser - most Atari owners I talked to had reasonable systems (ie 4meg of RAM and a decent hard disk). Most, howver, would rather not set up an X-windows system.

Let me know what you all think... when I have some time I will start developing a strategy for coding. I would like to write something that's relatively efficient so 8Mhz ST owners can enjoy browsing the WEB and 48Mhz TT owners (like myself) can show off how much faster our WEB browser is than those on other home platforms. (hey calamus wins hands down for DP speed compared to anything on any platform).

Sam

183. Re: NVDI 3 + BJ10 = problem... help

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950405114133.7506A@bull.mimuw.edu.pl>
Source record: 168108

On 3 Apr 1995, geoff camp wrote:

> Hi all....
>
> anyone got a set up for using a BJ10 with auto-paper feeder with NVDI 3.
> The driver suppled just doesn't work properly... page doesn't print from
> the correct top margin, sometimes get a "CJ" printed at the top of the
> page. The only way I can get the margins to correctly at all is to add a

I have the same problem,

Simon.

184. Re: Minix on MiNT and Linux

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <schwabznfpyungylh7@issan.informatik.uni-dortmund.de>
Source record: 168109

In article <BorekLupomesky.15.000AAA96@kvt.ujep.cz>, BorekLupomesky@kvt.ujep.cz writes:

|> Hi all!
|> When I take Minix diskette formatted under MiNT, it won't read under
|> Linux/PC - and vice versa. What is the problem?

This is because of different byte ordering. Either use the msdos
filesystem or tar/cpio to exchange data.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

185. Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: az822@FreeNet.Carleton.CA
Message-ID: <D6KBAq.2Io@freenet.carleton.ca>
Source record: 168110

Has anyone heard anything about Magic for the Falcon? Have they delayed
it because of the MagicMac project?

Thanks for any info!

Angus Armstrong

186. Re: IOMEGA ZIP Drives...

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D6KC3o.Lpo@news.hawaii.edu>
Source record: 168111

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
: Has any one tried these IOMEGA ZIP Drives yet
: on a Atari..

I believe that this thing has power without the price written all
over it. I'm going to try one in a couple of days. This is what I've
been waiting for.
Iomega Zip Drive
1) SCSI
2) 100meg per disk
3) $20 diskettes
4) Almost as fast as a hard drive
5) Self-contained, portable device
6) $200 retail!

No More Floppy Disks!!! - Ahem, not so darned many anyway...

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Falcon030 - STacy - Portfolio - 2600 - Lynx - Jaguar - 400 - 800 - 130 XE
---

187. IOMEGA ZIP Drive Info..

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3lu27n$btm@golem.wcc.govt.nz>
Source record: 168112

Well here is the Info on the 100meg IOMEGA ZIP Drive,
you can also find more about this firm at HTTP://WWW.IOMEGA.COM

I found out about this firm from reading a Amiga News Group...

ZIP DRIVE PRODUCT INFORMATION

What is it?
The Zip Drive is Iomega's new removable disk drive.
For $199.99 the Zip Drive offers you additional storage for your PC or
Mac, and additional Zip Disks are available in 100MB -$19.95, and 25MB
-$9.95 capacities.

The Zip Drive is a SCSI II device that has two SCSI connectors,
switchable termination, and switchable SCSI ID address. The access
time on the drive is 29 milliseconds, and the sustained transfer rate
is up to 1.25MB a second. -However if you really want a good example
of the drives performances, run the Zip Tour demo that comes included
with the drive. This is a multimedia demo.

The Zip Drive is also available in a Parallel Port version for the PC.
This model lets you connect to any PC or PC LapTop instantly. The
drive also offers a printer pass-though feature so you can still use
your printer while the Zip is connected.

The GUEST software that is included lets you connect and access the
drive without the need to modify the system setup (ie config.sys).
GUEST is a special utility that runs from the command prompt and
assigns the Zip a drive letter. After you are finished and have
removed the drive, then you can reboot to remove the GUEST from
memory. A real "plug-and-play" device.

Additional useful information on Zip:

Technical specifications

Frequently Asked Question (FAQ)

Zip Accessories (the cool stuff!)

Zip Drive press release

ZIP Frequently Asked Questions (FAQ)

WHEN WILL THE ZIP DRIVE BE AVAILABLE?
The Zip drive is scheduled to start shipping in late March 1995.

WHAT IS THE PRICE FOR THE DRIVE?
The street price for the drive will be about $199.99. A 100MB starter disk is included with this price. Additional 100MB disks will have a street price of about $19.95 for each 100MB disk.

WHY IS IT CALLED ZIP?
The Zip name is descriptive of the products key attributes; speed, mobility, simplicity, and security.

IS COMPRESSION USED WITH IN THE ZIP DRIVE?
The Zip drive works similar to a normal hard drive. It does not automatically perform any data compression during write or read operations. However, popular compression software, such as Stacker, should be compatible. Also, backup software with compression works with the Zip drive.

IS AN INTERNAL ZIP DRIVE AVAILABLE?
The ZIP drive is an external drive only. There are two models, a SCSI model and a Parallel Port model. There is currently no internal model available but it is being considered by Iomega development.

WHAT ZIP DRIVE MODELS ARE AVAILABLE?
A Zip SCSI model and a Zip Parallel Port model. The SCSI model can be used with Macintosh or a PC that is using a ZIP compatible SCSI adapter. The SCSI model has two 25 pin SCSI ports (for chaining), a SCSI ID switch, and a SCSI termination switch. The Parallel Port model can only be used with a PC and connects to the computers Parallel Port.

DOES ZIP USE BERNOULLI TECHNOLOGY?
NO, Zip uses a new design which leverages Iomega's 15 years of experience with high capacity removable storage.

WHAT IS INCLUDED WITH THE ZIP DRIVE?
The Zip solution comes complete with drive, cable, power supply, operating software, and a starter 100MB disk with Zip tools software.

WHICH SCSI ADAPTERS CAN BE USED WITH THE SCSI ZIP MODEL?
Iomega provides a optional low cost SCSI adapter called the Zip Zoom Accelerator. Other ASPI compatible SCSI adapters can be used in conjunction with Iomega SCSI driver software.

WHAT OPERATING SYSTEMS ARE SUPPORTED?

DOS 4.x or greater, DR/NOVELL DOS 6.0 or greater, Compaq DOS 3.31 or greater, and Windows 3.1.

OS/2 version 2.0 or greater, with the purchase of the optional Iomega OS/2 driver software package (OAD For OS/2 version 2.33 or greater).

Macintosh System 6.0.7 or greater (System 7 is required for full functionality).

WHAT ARE THE SYSTEM REQUIREMENTS FOR MY COMPUTER?

IBM PC And Compatibles: DOS 4.x or greater, 640K RAM, Windows requires a minimum 2MB RAM (4 or greater is recommended).

Macintosh: System 6.0.7 or greater (System 7 is required for full functionality), 4MB of RAM, MAC SE or greater.

DOES THE PARALLEL PORT MODEL ALLOW PRINTER CONNECTION?
Yes, the Parallel Port ZIP model has a second port that lets you connect to your printer.

IS THERE A SPEED DIFFERENCE BETWEEN THE SCSI AND PARALLEL MODELS ON PC'S?
The SCSI model is 2-5 times faster, depending on your system configuration, however, the parallel port model is easily connected to any PC.

WILL THE ZIP DRIVE RUN IN BOTH HORIZONTAL AND VERTICAL POSITIONS?
Yes, the drive has rubber feet on it to support both horizontal and vertical positions.

IS THE ZIP DRIVE COMPATIBLE WITH REGULAR FLOPPY DISKETTES?
No, Zip disks have much greater capacity, performance, and durability.

ARE THE DISKS RUGGED?
The disk are very rugged. They can withstand a 1000Gs shock (an 8 foot drop) without any harm to your data.

HOW LONG IS THE DISK MEDIA SHELF LIFE?
Zip disks have a long 10 year shelf life.

ARE HIGHER CAPACITY ZIP DRIVES POSSIBLE?
Zip technology is capable of higher capacities in the future.

WILL THE ZIP DRIVE BE COMPATIBLE WITH POWERBOOK MACINTOSH?
Yes, a optional cable adapter is needed for attachment.

CAN THE ZIP DRIVE BE CHAINED WITH OTHER SCSI DEVICES?
Yes, The SCSI model can be put in a SCSI chain just like any SCSI device.

HOW IS POWER PROVIDED TO THE ZIP DRIVE?
It uses a AC power adapter.

HOW TO I GET THE ACCESSORIES FOR THE ZIP DRIVE?
Call Iomega at 1-800-MY-STUFF.

ZIP DRIVE TECHNICAL SPECIFICATIONS

Works like a hard drive...

Max Sustained transfer rate up to 1.4MB/second
Average Seek time 29 milliseconds
Buffer size 32K
SCSI throughput up to 60MB/minute
Parallel throughput up to 20MB/minute
Average start/stop time 3/3 second
Drive long format time (surface verify) 15 minutes
Drive short format time 5 seconds
Drive auto spin down Software selectable

No fail reliability...

Drive data bit transfer (hard errors) 10 errors in 10(13) bits
Disk drop height/shock tolerance 8ft/1000Gs
Disk estimated shelf life 10 years
Disk storage capacity 100MB or 25MBs;

The Zip drive read/writes 100MB or 25MB disks.

Operating system compatibility DOS, Windows, MAC, and OS/2
Drive temperature tolerances: Operating 50' to 90' F(10' to 32'C)
Storage -8' to 126' F (-22'to 52' C)
Shipping -40' to 140' F(-40' to 60' C)
Drive operational modes fixed or removable

Drive orientation horizontal or vertical
Drive service life 5 year
Warranty 1 year warranty on drive
Limited Lifetime warranty on disks

Dimension: Zip Drive Zip Disk
Height 1.5 in .25in
Width 5.35 in 4in
Length 7.26 in 4in
Weight 1.05 lbs .09 lbs

Interfaces Available SCSI or Parallel Port
Drive power requirements 5V, 1Amp continuous, 1.7 Amp peak

*All specifications are preliminary and depend on your system.

Can some one get the Image file and post it some place..

Thanks......

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

188. Re: WWW-Browser for ATARI (esp. Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3lu5u0$pv3@percy.cs.bham.ac.uk>
Source record: 168113

dsb@cs.duke.edu (Scott Bigham) writes:
>>>>>>BTW, how does a classical Accessory
>>>>>>read an environment variable under out-of-box TOS 1.4?
>
>Out-of-the-box TOS 1.4 doesn't _have_ environment variables. Which
>means that if a program or accessory you're using requires them, then
>you _need_ MiNT or MagiC (I assume) or NeoDesk or Geneva or an
>auto-folder environment installer --- all of which, notice, run before
>the accessories are started (or in the case of the desktops, start the
>accessories themselves), and thus getenv() works.

No, TOS programs have had environment variables all the way back to
TOS 1.0.

Desk Accessories are never given any environment variables by any
version of GEM.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

189. Re: What Defragger ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.214.00096FD5@cfcsc.dnd.ca>
Source record: 168114

>kevan@empyr.dircon.co.uk (Kevan Winch) writes:
>Hi, can anyone recommend a good hard drive defragmenter. I have been
>using Atari's CHKDSK up until now, but I have a suspicion that it does not
>work too well with my ICD HD driver software. I have a couple of bad
>sectors on my drive, and whilst they are marked bad in the FAT, chkdsk
>seems to ignore this and keeps trying to use them, resulting in 'Data on
>Drive <n> is damaged' alerts.
>I cannot understand German or French, so English language programs would
>be a definite plus. (I'm certainly not going to try _anything_ with my HD
>unless I am 100% sure what it means :-))
>Thanks in advance.

Well you could use ST Tools2, which apparently has a hard disk defragmenter,
and is in the language of the Eng's. I've heard of Blitz(?) but I think that
is from the land of the men who are Ger. I myself use Oregon Softwares Diamond
Edge(just upgraded to ver. 2) and think it is pretty darn good, even if it
is by people who are perpetually in a State of Unitedness.(not puritans these)
later/plus tard
(from the land where people speak out of both sides of their mouths, ben oui!)
-ken

190. Re: Minix on MiNT and Linux

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: gerco@cs.vu.nl
Message-ID: <D6KF23.AC2@cs.vu.nl>
Source record: 168115

schwab@issan.informatik.uni-dortmund.de (Andreas Schwab) writes:

> In article <BorekLupomesky.15.000AAA96@kvt.ujep.cz>, BorekLupomesky@kvt.ujep.cz writes:

> |> Hi all!
> |> When I take Minix diskette formatted under MiNT, it won't read under
> |> Linux/PC - and vice versa. What is the problem?

> This is because of different byte ordering. Either use the msdos
> filesystem or tar/cpio to exchange data.

The version 2 of the minix fs should take care of the byte swap, or
at least it does in Minix. I don't know if either Linux or MinixFS
support V2 and/or the swapping stuff.

Gerco.

--
----------------------------------v----------------------------------
G.C. Ballintijn | Oh, Fortuna
Email: gerco@cs.vu.nl | Velut luna
http://www.cs.vu.nl/~gerco/ | Statu variabilis.....

191. Re: What TOS?

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950405143227.12466A-100000@mars>
Source record: 168116

> In a previous article, Jens Andreasen <jens-and@dsv.su.se> wrtoe:
>
> >Did you find a solution for the "wraparound" bug in monochrome?

On 3 Apr 1995, Hutch wrote:

> Solution? Heck, I didn't even know there was such a BUG!
>

No? It's the only bug *I* know of (what are the others ?)

except for this one:

The first time I started my brand new german MSTE, I looked around for new
features and found a dialogue where I could choose screen resolotion.

```
--------------------------------

|ST-low| |Mittel| |Hoch|

|TT-hi| | VGA |

--------------------------------
```

I've forgotten the exact labelling but I think you get the idea.

Of course I was surprised, but why not try it out I thought?
I chose the VGA option hoping for a little less black bordering and...
Nothing happened.

This dialogue has never appeared again. I wonder what it was

/Jens M Andreasen

192. Re: Atari Games

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504051357.AA01210@ilmen.lanl.gov>
Source record: 168117

In a previous article, mdekker@fwi.uva.nl (M. Dekker) wrote:

>hutch@ilmen.lanl.gov (Hutch) wrote:
>
>:Of course, you wouldn't be talking about illegal copies in this public
>:forum because that would be admitting to the world that you were scum.
>
>My god, Hutch, aren't we proud of ourselves today! and so politically
>correct! ;-)

I don't know about being proud of myself but yeh, I thought I was fairly
tactful with this one.

I probably should have just come out and called him a scum sucking thief
but hey, I was in a good mood so forgive me this one time. :)

I'd hate to see this newsgroup become another comp.sys.atari.8bit forum
for 'warez' collectors.

-Hutch- @ Fair Dinkum Tech

193. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504051403.AA01213@ilmen.lanl.gov>
Source record: 168118

In a previous article, ab164@yfn.ysu.edu (tom lamparty) wrote:

> Has anyone had any experience using one of the new Iomega Zip
> Drives with an ST or TT. Since the thing is advertised in the Mac
> Warehouse catalog I assume it is a scsi drive!

I think very few people have actually had much experience with these new drives because they are so heavily backorderd, AFAIK. The specs certainly do look good, but remember the 21Mb flopticals looked good when they first came out too. ;-) Even so, I think the Zip units will be a big success if they can gear up production to meet demand. It might drive Syquest 270Mb prices down, too.

And yes... they are SCSI II devices.

-Hutch- @ Fair Dinkum Tech

194. Re: Seek simple .WAV player for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3ltr0uE9ev@uni-erlangen.de>
Source record: 168119

In comp.sys.atari.st you write:

>Can anyone point me in the direction of a .WAV player for the Falcon
>which could be used by just installing it as an application for *.WAV?
>Should be able to handle 8-/16-bit mono/stereo without manual inter-
>vention.

You could use the program '525' to convert the wav-files to anything
you want (like avr or aiff). 525 is available from many ftp sites.

You could use the program 'fortune' to play many different sound files
like wav, au, avr, snd, dvsm, hsn. Fortune is also available at many
places (or from me, too).

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

195. Re: Stoop 1.04

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3lu0n0$6q8@epsilon.qmw.ac.uk>
Source record: 168120

Phil Hodgkins (phodgkins@cix.compulink.co.uk) wrote:
: To all Falcon owners,

: I have released the latest version of Stoop, this is a shareware Falcon

And this has already been on HENSA or a day. :-)

Danny
--
.signature.signature

196. Re: Minix on MiNT and Linux

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3lua6o$ivq@epsilon.qmw.ac.uk>
Source record: 168121

BorekLupomesky@kvt.ujep.cz wrote:
: When I take Minix diskette formatted under MiNT, it won't read under
: Linux/PC - and vice versa. What is the problem?

Different types of file systems...

you can only read minix disks from an Atari on a PC running Minix...and likewise an Atari Linux disk can only be read on a PC runing Linux.

--
.signature.signature

197. FS: Atari 520ST

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: Bob Stevens <bobbyk@arlut.utexas.edu>
Message-ID: <Pine.SUN.3.91.950405124407.5821A-100000@stingray.arlut.utexas.edu>
Source record: 168122

```
FORSALE

Atari 520ST original
512K, RF modulator, mouse
SM124 mono monitor
2 SF354 drives
Still have original boxes and manuals

$200/obo you pay shipping

email bobbyk@arlut.utexas.edu
```

198. Re: No More FALCONS...!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3lulmj$ei3@sphinx.Gsu.EDU>
Source record: 168123

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:

: Atari has no Falcons in stock and is not making any more...

No wonder, since they sold their manufacturing plant to C-Lab (or so I understood it)... Still, they do have newer computer models in their R&D labs, more or less ready for production. They don't officially admit it - but people have actually seen those, so they are not just rumours. What Atari plans to do with them, is another thing. Right now they can't do anything, because Jaguar needs all the money there is, if not more.

: Also the German C-Labs Falcon is way way over priced
: at $3000US and has very little new features or fixed,
: in fact all of the features and mods can be fitted
: to a standard Falcon for far less money...

In the beginning, they certainly are over priced - just like the original Falcon was when it came to market. If demand is high, then the prices will drop, though. And what I've read about C-Lab Falcon II, it isn't a bad choice for musicians at all. They have fixed all the critical design flaws, and especially the 19" rack model should well interest very many musicians.

But for the "rest of us", I think there are two more interesting alternatives. One is MacMagic, of course. I have doubts about whether a Mac can ever replace e.g. a Falcon - the design of Macs (keyboards, mouse, strange disk drive, flickering 640x480 display, etc.) just doesn't make me happy at all. And too many programs seem to have problems with MacMagic, as well. Some people, besides, love MacOS - but I rather hate it. It's as stupid as a cow. Easy, but stupid.

The REAL alternative may well be the Eagle. A German TT-clone, twice as fast as a TT, and very easy to upgrade with 68040, or even 68060. Just yesterday I read (from German MausNet) some experiences from one Eagle owner there. He was extremely pleased. The thing has proved to be more stable than Falcon, and the support from GE-Soft (manufacturer) is good. As Eagle uses the same PC-standard graphics card system as Medusa, and (AFAIK) Falcon's Barracuda-040 accelerator, it's very easy and cheap to get Super-VGA resolutions and True Color 24-bit graphics to use. I think, this is the way to go; TT's ET-4000 graphics cards started this trend, and hopefully in near future all new Atari-compatible computers share the same high quality graphics capabilities.

What Atari needs, is some kind of standardization. It's easier to port e.g. PC CD-ROM games for Atari platform, when 1) Atari computers all have enough horsepower to handle complex games, and 2) they all use e.g.

ET-4000 compatible graphics which makes possible to use the PC-graphics directly. One problem Falcon faced, was the nice, but non-standard graphics engine. Many games developers said it wasn't easy to write games for Falcon, since the screen memory war ordered completely differently from PCs and most other computers. Falcon's graphics controller isn't very fast, either. ET-4000 W32 is.

: To the People that tell me to upgrade to a Falcon, Atari computers
: are not sold in this part of the world and have not been for 1-2 years..

: Even if you did import one, thier are no shops selling Software and if it
: breaks down it will have to end up in the rubish bin, Atari parts are not
: easy to get hold off and no one would fix it......

: For a way over priced machine that risk is far to high...

Those times are over, when people bought Atari as a "cheap" alternative to something else. Today, only those people buy Atari-compatible computers, who WANT to use GEM instead of Windoze or MacOS. People who are willing to pay more to get what they want. That's why I'm an Atari user still, too - despite the fact that in my home country, Finland, every computer dealer only cares about PCs and Macs. Well, we have large user groups who can help a lot. Always _somebody_ knows how to find the spare parts, or software dealers, or whatever is needed. I think, all the Atari users should form such groups - because after that, you really don't feel you're "alone in the big, frightening PC-world.." !

Cheers,

Tommi

199. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: ab164@yfn.ysu.edu
Message-ID: <3luogi$pim@news.ysu.edu>
Source record: 168124

>In a previous article, ab164@yfn.ysu.edu (tom lamparty) wrote:
>
>> Has anyone had any experience using one of the new Iomega Zip
>> Drives with an ST or TT. Since the thing is advertised in the Mac
>> Warehouse catalog I assume it is a scsi drive!
>
>I think very few people have actually had much experience with these
>new drives because they are so heavily backorderd, AFAIK. The specs
>certainly do look good, but remember the 21Mb flopticals looked good
>when they first came out too. ;-) Even so, I think the Zip units will
>be a big success if they can gear up production to meet demand. It
>might drive Syquest 270Mb prices down, too.
>
>And yes... they are SCSI II devices.
>
>-Hutch- @ Fair Dinkum Tech
I have to agree with you on the 21M Flopticals! Do you think that the
6.55 version of ICD Pro utilities will be able to handle the Zip drive,
or will we have to hand feed them the parameters of the drive. As you
say the Zip drive is kind of new! Maybe so new that the specs aren't
included in the Pro Utilities, since they came out before the drive
was available.
Tom Lamparty (ab164@yfn.ysu.edu)
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

200. Re: TwiLight - Screensaver

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3luuuc$gdr@golem.wcc.govt.nz>
Source record: 168125

TwiLight is a commercial program and costs 70DM.

70DM for a screensaver?! People pay this kind of money just so they can
get pretty pictures flying around the screen while they're out of the
room?

Have a look at "Darklord" and "Before Dawn".

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

201. Re: Bad News: TOS 5

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: jeremyh@needa
Message-ID: <3lv0sg$rrh@ftp.amcc.com>
Source record: 168126

Hutch (hutch@ilmen.lanl.gov) wrote:
: In a previous article, John Townsend <John_Townsend@taligent.com> wrote:

: > Right now, the former TOS Group is busy putting the final touches on their
: > first game: HoverStrike. Look for it in a store near you soon! <grin>

: All right!!! Can't wait. Under whose label?

Atari's label, for the Jaguar.

--
Jeremy Hansen jeremyh@amcc.com
Technology Group
Applied Micro Circuits Corp.

202. Re: MiNA (Was Re: WWW-Browser for ATARI (esp. Falcon))

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <AA82F384mrn@albemuth.equinox.gen.nz>
Source record: 168127

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>>Okay, this is sounding interesting. Can you (or anyone else) tell us
>>more about MiNA then!

>Sorry, not enough data available yet, but MiNA will very likely come with
>all WinX features and be fully multitasking aware. Martin Osieka is busy
>programming (I hope) and so I don't want to interrupt him doing so.

>There's some discussion on MiNA in maus.gui.gem, but I am not quite
>interested in translating.

This sounds very interesting and something that probably should have
been tackled before now! :-)

Please pass on my best wishes for one, to Martin.

Cheers,
John
-=-=-=-=-=-=-=-=-=-=- John Collis at home -=-=-=-=-=-=-=-=-=-=-
john@albemuth.equinox.gen.nz or john@southern.co.nz
John Collis at 3:770/105.7@fidonet or 51:801/1.7@atarinet

203. Re: X-Mint Install

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D6KvBC.EID@watserv3.uwaterloo.ca>
Source record: 168128

In article <3lpaa9$aho@batph8.bnr.ca>, Troy Carpenter <troyc@bnr.ca> wrote:
>Anyway, you should be able to set your TT to ST high and use it that way.
>Look for some autoprog that will set your TT to that mode before MiNT runs.
>Maybe someone on the net knows which program will do this, since I will be in
>the same boat come next week!
I would love to find such a beast too. Note the ICD utils allow you to
boot up in whatever rez you want. I only have TT hi but I have an
auto folder emulator for the other rezs. The reason I want to switch rezs
is because I am trying to make some Mint-X distribution disks and I
want to boot mint in ST-hi sometimes to test what I'm doing in that rez
as well (so as not to alienate all the non-TThi owners :-) An auto-folder
program that switches rezs would be lovely.

>
>BTW - I have heard that MintX in TT high is absolutely wonderful.

It certainly is! I can't live without it anymore. I've had moderate success
with linux but my files ALWAYS end up getting trashed with the ext2 file
system. And I sync the disks before I try anything dangerous! I think
I'll go back to the minix filesystem and try linux again. For now,
Mint-X is FAR more stable than linux (in my experience).

Sam

204. Spectre GCR; Discovery Cartridge; & Video Key 4 Sale

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: gaglenn@ix.netcom.com
Message-ID: <3lv4f8$l3c@ixnews3.ix.netcom.com>
Source record: 168129

Spectre GCR, with Mac ROMS, and version 3.0 of software. Listed by Toad Computers for $349 new, I will sell for $135.00, plus shipping.

Discovery Cartridge by Happy Computing, I will sell for $35.00, plus shipping.

Video Key by Practical Peripherals. Allows ST computers without RF to play on TV in either low or medium rez mode. Also provides base line audio/video outputs for better resolution that RF. Will sell for $35.00 plus shipping.

All above with original boxes and docs. All in excellent shape.

Send e-mail to gaglenn@ix.netcom.com

Gordon

205. Re: FAX and Calamus?

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: gruber@austin.ibm.com
Message-ID: <D6L1x7.17DH@austin.ibm.com>
Source record: 168130

In article <3ljvb0$evf@usenet.srv.cis.pitt.edu>, mkhst4+@pitt.edu (Matthew K Heere) writes:
> Can anyone tell me if there is a FAX program available for the ST
> that will fax Calamus documents? I've not kept up with what is currently
> available commercially, and I can't read German so most of the PD stuff
> is unuseable to me.
> Thanks in advance!
>
>

STraightfax 2.2 Will do what you want -- can get it at Toad Computers in Maryland, USA

Scott

206. Re: Minix on MiNT and Linux

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D6L4BH.IHM@cix.compulink.co.uk>
Source record: 168131

In message <BorekLupomesky.15.000AAA96@kvt.ujep.cz>,
BorekLupomesky@kvt.ujep.cz said:
> Hi all!
>
> When I take Minix diskette formatted under MiNT, it won't read under
> Linux/PC - and vice versa. What is the problem?

The MINIX-ST and MINIX-PC disk formats are incompatible - or at least they
were for all the time I used MINIX-ST.

I've tried this as well - and can confirm it doesn't work :-(

Roland.

@CiX

207. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <D6Jtyz.EpK@cix.compulink.co.uk>
Source record: 168132

Several people seem to have CoMa working with the Sportster, but none of the suggestions they have given make a difference.

I connect without problem, and CoMa appears to send the message, but after that it times out, rather than giving a connection time. I seem to be able to send messages to some machines but not to others.

I am using the latest demo version, 2.70. It's definitely at the end of the sending where trouble occurs, and I think it may be due to problems with the minimum scantime.

I have switched on the "protocol" mode, so I have a copy of the messages going between modem and computer, and I will probably send it to Siegfried to see if he can solve the problem.

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

208. Re: TwiLight - Screensaver

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: mike@medsun.unige.ch
Message-ID: <1995Apr5.071514.22344@news.unige.ch>
Source record: 168133

>>There is a module for Twilight that speeds up a Falcon to 170%.
>>That's no joke! And it's really beautiful. I have 112 (!) modules
>>for it. i use 83 of them...

Would you be able to post these somewhere? Perhaps at Hensa?

>>>Carl L. - Zero-X beta-tester.

>> PS: Sorry for my bad english.

Bad? Don't worry! Have you heard us English in foreign languages?

Mike Morris

****
Division of Medical Genetics tel (Switzerland) (22) 702.56.94
CMU, University of Geneva fax (Switzerland) (22) 702.57.06
Geneva, Switzerland email mike@medsun.unige.ch

209. Re: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDFRCEAIUP@galaxy.teuto.de>
Source record: 168134

In <3l64kl$ire@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>Just like a OZZ can't make Yachts or make it in Bed...

[FX: Shabba Ranks] "Mr. Loverman"

ROTFL.

>Yes we had names for people like you when I lived over there,
>we called them White Abos...

Stick your racist comments up your a**.

>Iif you can't post some thing constuctive why post at all, but then you might
>not have the brain to post some thing contructive...???

Remember: Mr. Braindead himself speaking there ...

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

210. Re: Superboot Author G.W.Moore

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDFRCEALUP@galaxy.teuto.de>
Source record: 168135

In <3l6455$ire@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>What is this Hendrik, scoffing at Good German software, you take the cake on

Hmmh, yummy cake.

>I don't think so....
^^^^^

Virtually impossible!

>Also I did say GEM LIKE, do you wish me to translate that to German..??

Nope, you did NOT.

------------------------------cuthereplease------------------------------
From: sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..)
Newsgroups: comp.sys.atari.st
Subject: Re: Superboot Author G.W.Moore
Date: 23 Mar 1995 22:58:09 GMT
Message-ID: <3ksue1$8pk@golem.wcc.govt.nz>

[...]

Far Far better than any PD stuff that I have seen, and has a nice Gem
interface...

------------------------------cuthereplease------------------------------

And lets hear your German translation as well :-)

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

211. Re: MagiC & Falcons?

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FDFBFDUSUp@warpcon.ersys.edmonton.ab.ca>
Source record: 168136

```
>On Thu, 30 Mar 1995 15:43:42 GMT, Kim Andersen wrote:
>
>: Who cares about Magic, it still doesn't run on the Falcon!

Actually, there is a fix for running MagiC on the Falcon.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --
```

212. Re: [HELP] Hardsdisk problems

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FDFBFDUUUp@warpcon.ersys.edmonton.ab.ca>
Source record: 168137

In <3lqsqj$a46@liberator.et.tudelft.nl> Eems , J.P. van der wrote :

>Hi,
>
>I have a real problem with my atari Falcon 030 (4mb , 80MB IDE, 240 SCSI-2).
>Recentley my G:-partition (60MB on SCSI-2) ran full. I copied a file bigger
>then the space left on the G:-partition on it. The next thing I know is that
>my H:-partition (60MB on SCSI-2) is not accesible anymore. THE FILE WAS
>WRITTING OVER THE FAT'S OF THE H:-PARTITION?. All of my data on H: is lost.
>No utility is capable of reading my H:-Partition anymore! All that was left to
>do was backup the rest of my SCSI-2 drive and reformat and repartition it.
>Yesterday I tryed MinixFS on my (clean) I:-paritition (60MB on SCSI-2) and it
>failed (don't know why yet, no time to seek answer). I then copied a file
>to my G:-partition and AGAIN my h:-partition is no longer accessible !
>I got realy frustrated and started to backup the rest of my SCSI-2 (120MB left)
>to my internal 80MB IDE. I didn't look at the space left on my D:-partition
>(+/- 30MB on IDE). I wrote a file there that was greater than the space left
>(I think) , result : E:-partition (+/- 30 MB IDE) not accessible anymore !!
>
>WHAT is doing this. I use a Falcon 030, 80MB IDE , 240MB SCSI-2, tos 4.04
>AHDI 6.01. It happend the first time running Multitos and the second time
>with only blowup and NVDI 2.5 active (no multitos or plain MiNT).
>
I was led to understand that using AHDI 6.061 fixes the problem
with the partition writing over the next logical partition. I am
using 6.061, and I have had no problems (I have simply gotten out of
space errors when I have filled up partitions) Why not try HDDriver?

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

213. Re: FAx software for USR s

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: bertil.jagard@p14.straight.ct.se
Message-ID: <ftn_2.203.221.14_ce2123b8_Bertil.Jagard@p14.straight.ct.se>
Source record: 168138

In a Message of <03-Apr-95> Steve Taylor writes:

ST> I think class 1 is generally considerably slower than classes 2 and 2.0

Eh! Slower?? The main difference is that on Class 1 the faxsoftware handle
the most thing under the faxsession. And in Class 2/2.0 the modem handles
the most thing so it's easier to write a program to Class 2/2.0.

Regards Bertil Jagard..
(UUCP Dialup connection)

214. Hard Drive Help Needed!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: cse0947@nova.wright.edu
Message-ID: <1995Apr5.095209.36252@nova.wright.edu>
Source record: 168139

I've got an AdSCSI+ host adapter in a seagate 65 MB harddrive that crashes about 5 times a day now. Even with only a few ICD support files on one of three partitions the FATs are always corrupted. Now I can 'fix ' them temporarily with CleanUp ST but the FAT will be corrupted again if I can get the ICDBOot driver to recognize all the partitions. Normally it won't and I'll have to reformat or repartition.

If

215. Re: Hard Drive Help Needed!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: cse0947@nova.wright.edu
Message-ID: <1995Apr5.095738.36253@nova.wright.edu>
Source record: 168140

In article <1995Apr5.095209.36252@nova.wright.edu>, cse0947@nova.wright.edu (WANKER) writes:
> I've got an AdSCSI+ host adapter in a seagate 65 MB harddrive that crashes
> about 5 times a day now. Even with only a few ICD support files on one of three
> partitions the FATs are always corrupted. Now I can 'fix ' them temporarily
> with CleanUp ST but the FAT will be corrupted again if I can get the ICDBOot
> driver to recognize all the partitions. Normally it won't and I'll have to
> reformat or repartition.

The system is a Mega4 ST with TOS 1.4. I'm stuck with using this lame terminal program with shitty ANSI emyulation so bad that I can't see half of what I'm writing. Please resoppond via email with any ideas you might have of remedying this situation.
>
>
>
>
> If

216. Help me please!!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <3c0_9504051903@tor250.org>
Source record: 168141

```
C > I recently purchased a MEGA ST2. When I bought it, I was told
C > that the Monitor and the Disk drive were 220V... When I
C > recieved it, I found out that the disk drive was 115V and the
C > CPU and Monitor were 220V needless to say (I live in the US.)
C > I can't use any of it. Could someone tell me where I can get
C > a replacement power supply for both of these, or if it's not
C > to be had. would someone like to buy it?

get in touch with Best Electronics in California; word is he's
bought out an entire warehouse of Atari parts and has them in his
inventory (at the ACE show last weekend, I bought an unusual
"4160STe" badge to stick on my 4-meg STE) from him.. He's also got
some of his own "home-brewed" stuff (like beefier ST power
supplies). He's at 1-408-243-6950; 2021 the Alameda Suite 290, San
Jose, CA. 95126.

Better ask for his catalogue, too - it's supposed to be
expanding to 300 pages!

... "Gee, Mr. Wizard! Aren't nuclear reactors dangerous?"
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
```

217. FAX and Calamus?

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <3c1_9504051903@tor250.org>
Source record: 168142

```
M > Can anyone tell me if there is a FAX program available for
M > the ST that will fax Calamus documents? I've not kept up with
M > what is currently available commercially, and I can't read
M > German so most of the PD stuff is unuseable to me.

STraight Fax 2 has special modified Calamus printer drivers
(both for 1.09 and SL) that will save your document in .FAX format
for use with it. I bought it on the weekend at ACE '95 and have been
merrily using it to send faxes off. Trust me, it works!

... * * * <- Tribbles _ _ _ <- after fight with Godzilla.
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
```

218. Re: PC power supply for ST?

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: nightmar@night.nasim.cube.net
Message-ID: <3lsfpl$1pv@night.nasim.cube.net>
Source record: 168143

Bela Foltin (foltin@cherokee.nsuok.edu) wrote:
: Could a power supply from an AT be used as a replacement for the
: Atari brick? All the voltages seem to be there, i.e. +5, +12 -12.
Yes, no problems.

: I noticed that the Atari has two 5v pins on the power supply.
: Does this mean that these need to be two separate, i.e. isolated
: 5v outputs, one of them could be taken from another output plug
: of the AT power supply?
No, as far as i remembered, i measured 0 ohms between these two pins.

: I would like to hear from anyone who has done this and if there
: are any problems or pitfalls.
I did so.
I use a modified joystick, and imho this caused a short circuit [sounds
strange, perhaps it had another reason, i don't know...]
So my power supply exploded, a transistor is burnt :(((((
Then i used a pc-power supply, first i connected all different voltages,
but later i reduced this: only 5V is really needed, missing 12 results in a
lower sound from the monitor.
I'm having a 1040STF, no HD, using it as a terminal for my UNIX-machine.
Even RS232 works without 12V!

cu
Nightmare

219. Re: Floppy drive problem (still!)

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3lu4f7$qt3@mailer.fsu.edu>
Source record: 168299
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Panjandrum (dhbutler@magnus.acs.ohio-state.edu) wrote:

> So, I was hoping so hardware-knowledgable person out there might tell me
> exactly which wires to ground or put to 5volt (or to 12 volt in the case of the
> power cable of course) in order to simply suggest ever so nicely to my ST that
> drive A is in fact connected but that there is no disk in it. That is, if I
> just remove the friggin' drive and run some jumpers to tell the st "Here is
> Drive A, it exsts, but there is no disk in it" (that way it won't try to
> access drive A on bootup until hell freezes over, which is what it does now).

I can't help you there, but I do know that it is very easy to install a
switch that allows one to switch between internal or external drive A.
Basically, you cut and cross-connect two pins on the Yamaha sound chip.
You can install a small switch to allow you to select which order you want the
drives to appear, or just hardwire it. Full instructions are on
atari.archive.umich.edu, probably in /Misc. Let me know if you have trouble
finding them.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

220. Re: SyQuest: Do they have an InterNet-address?

Newsgroup: comp.sys.atari.st
Date: 1995-04-05 00:00:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3lu50n$qt3@mailer.fsu.edu>
Source record: 168300
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hendrik Mylius (neptune@galaxy.teuto.de) wrote:
> Hi guys!
>
> I am looking for *SyQuest's* InterNet-address. If there is one, that is.
>
> Please let me know if you have a hint. I have a couple of rather technical
> questions re. firmware-versions and stuff.

Hendrik, my email to you bounces. I don't have a Syquest email address, nor
do I know if one exists, but I'd be happy to call up their tech support and
ask your questions for you. Email me with an address I can reply to!

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

221. Re: TwiLight - Screensaver

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: sos@sos.shn.com
Message-ID: <FDGMEJAFUP@sos.shn.com>
Source record: 168144

In <1995Apr5.071514.22344@news.unige.ch> Mike Morris wrote:

>
>>>There is a module for Twilight that speeds up a Falcon to 170%.
>>>That's no joke! And it's really beautiful. I have 112 (!) modules
>>>for it. i use 83 of them...
>
> Would you be able to post these somewhere? Perhaps at Hensa?

Well, 50 or more modules are included in the demo version of
Twilight. These modules are all full versions, only the ACC is
demo.
And the other modules are not free- or shareware. So it's impossible
for me to load them somewhere up. :-(They are not expensive....
Another point: a few of them are beta versions and I'm not able
to see which are beta versions and which not....

>>> PS: Sorry for my bad english.
>
> Bad? Don't worry! Have you heard us English in foreign languages?

:-)

>Mike Morris

SOS

--
Forgot a smiley somewhere? Sorry. :-) :-)) :-(:-}
PGP key available on request.
--
*** UPOINT 'medium' ***

222. Re: [HELP] Hardsdisk problems

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199504062255.a47588@m4.maus.de>
Source record: 168145

>: I have a real problem with my atari Falcon 030 (4mb , 80MB IDE, 240
>SCSI-2).
>: Recentley my G:-partition (60MB on SCSI-2) ran full. I copied a file
>bigger
>: then the space left on the G:-partition on it. The next thing I know
>is that
>: my H:-partition (60MB on SCSI-2) is not accesible anymore. THE FILE WAS
>: WRITTING OVER THE FAT'S OF THE H:-PARTITION?. All of my data on H: is
>lost.
>
>That certainly is a problem... The one to blame is AHDI 6.01. It's a
>shame there hasn't been enough information available of this nasty bug.
>If I understood this correctly, the only AHDI-version that works
>correctly on Falcon, without writing over partition borders, is 6.061. Or
>let's say: that version works correctly - no matter what the previous
>versions do. Since it's free (sorry, I haven't got it here now so I can't
>send it to you), and available on many FTP sites, I think you should get
>it as soon as possible.

Not quite right. The one to blame isn't the AHDI driver, but GEMDOS. ANY Atari machine contains this "time bomb".
The "writes one cluster too far" bug is in all released GEMDOS versions ever since the first one from 1985 (and it DID happen, mainly while extracting large packed archive files), but it couldn't be nailed until Falcon users started sampling stuff onto their harddisks 'til they blew up. AHDI versions 6.06 and 6.061 (and most commercially available drivers) contain extra code to prevent the bug from occurring.

bye, Peter

223. Re: MiNA (Was Re: WWW-Browser for ATARI (esp. Falcon))

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FDGUBEAFUP@cabal.shnet.org>
Source record: 168146

In <D6I3AM.J5A@sci.kun.nl> Sander Stoks wrote:

>In <FDDTBBCLUP@cabal.shnet.org> guenther@cabal.shnet.org (Thorsten Guenther) writes:
>>There's some discussion on MiNA in maus.gui.gem, but I am not quite
>>interested in translating.
>
>Can we check out MAUSnet via internet?

Yes, you can. But few NNTPSERVERs carry these groups outside of Germany.

>Or could you simply post the
>most interesting (even if German :-) articles from there? I'm sure
>we're all interested and would gladly pull our dictionaries off the
>shelf to read it... :-)

OK, the development status report #3 by Martin Osieka has just been
posted: nothing new, he had to work too much since #2.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 22. Mar. '95

224. SCSI Host adaptors?? (UK)

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <3m0it8$al8@mailer.york.ac.uk>
Source record: 168147
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I've recently acquired a bare SCSI hard drive, now I need a host adapter!
Where's the best/cheapest place to get them? Alternatively does anyone
have an old one that I could have cheaply?!

The system that I want to use my HD with is an old 520STFM, TOS1.02.

john..

|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|p
||mail: jat5@unix.york.ac.uk |||Flex music, York, UK.||h
|| jat@ohm.york.ac.uk ||| "home of the hits"||a
|| web: http://www.york.ac.uk/~jat5/ ||| (01904) 610745 ||k
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|e

225. ftp sities for Midi programs

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: Roger Carneiro Soares <roger>
Message-ID: <3lvlnd$166@bee.uspnet.usp.br>
Source record: 168148

I'd like to know some adresses to dowload some programs to listen midi archives
in the atari st.
Thanks for any help.
Roger C. Soares
roger@icmsc.sc.usp.br

226. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3lvr31$p7m@cville-srv.wam.umd.edu>
Source record: 168149

I have Warp 9. Would it be redundant to also use NVDI? Thanks
in advance!
--Lunatic

227. Re: IOMEGA ZIP Drive Info..

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3lvuin$le8@golem.wcc.govt.nz>
Source record: 168150

Sounds like these ZIP drives require some form of driver software to work (somewhat akin to CD-ROM drivers etc.)

From the pictures I've seen in a Mac-Warehouse catalog, they look like quite tidy little units, looking pretty similar to a medium-sized external 3.5" 720K drive.

The doc doesn't say anything about being SCSI-2 (which would be pretty stupid, as reasonably non-standard devices such as this should probably make access available to the more prominent SCSI format).

Presumably, if it uses standard SCSI data transfer methods, then running it via something like an ICD host adaptor should work without too much messing around. Depends on the internals of the device, it could need specific instructions or something, but if it's a read-info type unit such as the average hard-drive, then it'd probably work with an ST, and the Falcon shouldn't have too much difficulty, just plug it into the SCSI port.

$200 for an effectively 100meg hard-drive with those spec's isn't too bad, especially with an extra 100meg cart' being only $15-$20.

It sounds like they're pretty recent devices, so it'll no doubt be a while before someone with a PC at work and ST/TT/Falcon at home manages to get one and try plugging it into their Atari. If SyQuests and Flopticals work, then I can't see why this shouldn't!

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

228. Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: cad413@ccsun.strath.ac.uk
Message-ID: <3m05bj$meq@rockall.cc.strath.ac.uk>
Source record: 168151

I got a copy of the new Atari World magazine this morning. First impressions are very good - like ST Review.

The 1st issue is 2.50UKPounds with three separate mags, Atari World, ST Source and Atari Pro. There's no cover disk, but it can be bought separately.

There's a good range of adverts, and a large amount of editorial compared to STF.

I'm gonna subscribe :-)

AG

--
Alan Gauton Tel. +44-41-552 4400 ext. 2686
Dept. of Electronic and Electrical Eng. Fax +44-41-552 2487
University of Strathclyde
Glasgow G1 1XQ ag@spd.eee.strath.ac.uk

229. Info. about FALCON needed

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: milano@libra.math.tau.ac.il
Message-ID: <1995Apr6.074428.23585@aristo.tau.ac.il>
Source record: 168152

My friend from Sarajevo needs information about Falcon, and its music abilities. Any kind of information will make him happy.
His email : DR.AZEN@ZAMIR-SA.ztn.zer.de

230. Re: Stoop 1.04

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3m0ats$3ao@epsilon.qmw.ac.uk>
Source record: 168153

D.Bhabuta (efac001@alpha.qmw.ac.uk) wrote:
: Phil Hodgkins (phodgkins@cix.compulink.co.uk) wrote:
: : I have released the latest version of Stoop, this is a shareware Falcon
: And this has already been on HENSA or a day. :-)

Look out for Stoop 1.04a on HENSA tomorrow. :-)

Regards
Danny
--
.signature.signature

231. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3m0c4t$am6@ccpnws.in2p3.fr>
Source record: 168154

I have nothing, can I live Doctor ??? :-)

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+--------------------------------+
I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

232. LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: aa047@detroit.freenet.org
Message-ID: <3m087i$54a@detroit.freenet.org>
Source record: 168155

This is probably a dumb question, but has X11R5 been ported
to run under the Atari kernel of LINUX? I mean, I know it runs
under MINIX, but...

--
[+-]*>Z*>[+-]*>Z*>[+-]*>Z*>[+-]*>Z*>[+-]*>Z*>[+-]*>Z*>[+-]*>Z*>[+
Mick Collins aa047@detroit.freenet.org
"Sleep is for fools, granny." --Jim Sonnenberg, Bad Vibe(mag)

233. Looking for a Tape Drive.

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: nickf@cadence.com
Message-ID: <NICKF.95Apr6100724@fleet.cadence.com>
Source record: 168156

I am in desperate need of a tape drive for my STFM. I am using a MiniS
hardrive and hence already have a LinkII Adaptor. Has anyone a SCSI
Tape Drive unit for sale? Preferably with controller software.

Can anyone share their ST data backup experiences? I'd also really
appreciate some comments on using a tape drive on multiple platforms,
e.g. for data transfer to a PC or Unix.

Thanks in advance,

Nick.

--

Nick Forde, nickf@cadence.com
NVision Group, 9 Wemyss Place, Edinburgh, EH3 6DH, Scotland.
Cadence Design Systems. Tel. +44 131 225 3434 (ext 112) Fax. +44 131 225 5167

234. Re: Cubase Audio Modifications?

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: Markus Mayer <mayerm@informatik.tu-muenchen.de>
Message-ID: <3m0nd5$2f8@hpsystem1.informatik.tu-muenchen.de>
Source record: 168157

jperez@uhunix3.uhcc.Hawaii.Edu (John Perez) wrote:
>
> If there is anyone out there that has Cubase Audio Falcon, I would
> greatly appreciate if you could scan or photocopy the appendix regarding
> audio modifications to the Falcon (removing bass boost, lowering mic
> input to line level). I am currently debating whether to modify my
> Falcon and purchase Cubase (since Atari indicates that the modifications
> are only necessary for Cubase compatibility). I need to have my
> technical personnel have a look at the appendix in order to find out how
> much it will cost to make the modifications. Please E-mail me if you
> think that you can help, and I'll get my address to you (or you can
> e-mail the modification instructions in UUencoded form).
>

Hi , I own CubaseAudio for 4 Weeks now. As far as I remember the modifications are not expensive at all.
Only some resistors s.o. . But it is not so easy on the technical side. So if you have skilled technical personnel it should be no problem.

Greetings from Germany ,
Markus

PS: I'm fucking down now... your in HAWAII and I'm in Munich (rain) :-(.

235. 520 ST for sale

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: lefko@ccnet.com
Message-ID: <3m0uic$703@ccnet.ccnet.com>
Source record: 168158

Hi res mono monitor 1/2 meg, extra disk drive

Make offer

236. Re: WTB: Atari STE or Mega STE w/ 4MB ram

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: dat91fhu@ludat.lth.se
Message-ID: <3m0v13$1cl@nic.lth.se>
Source record: 168159

```
In article <3lrgpj$a7e@usenet.srv.cis.pitt.edu>, jasst104+@pitt.edu (Joseph A Shrager)
writes:
->
-> I am interested in buying one of these machines. Either STE or Mega STE
-> with 4MB ram. This is worth $125 to me, maximum. If you are intersted
^^^^^^^

It's worth a damn lot more to others.......so dream on.
```

--
E-mail : dat91fhu@ludat.lth.se Tel : +46 (0)46 12 80 78
Snail-mail : Fredrik Hugosson, Ulrikedalsv�gen 2:U303, S-224 58 LUND
WWW : http://www.ludat.lth.se/~dat91fhu
"There's 70 billion people on earth, where are they hiding?"
Cabaret Voltaire

237. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504061409.AA01480@ilmen.lanl.gov>
Source record: 168160

In a previous article, b164@yfn.ysu.edu (tom lamparty) wrtoe:

> Do you think that the 6.55 version of ICD Pro utilities will be
> able to handle the Zip drive, or will we have to hand feed them
> the parameters of the drive.

Hmmm... I have no idea. Sounds like a good question to pose to Tom Harker of ICD (icdinc@genie.geis.com). Tom just got back from the Toronto show so maybe he'll be able to answer this one. It looks like the Iomega Zip Drive is going to be a huge seller, though.

-Hutch- @ Fair Dinkum Tech

238. Re: CDROM Front Ends

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: sabbath@cix.compulink.co.uk
Message-ID: <memo.516408@cix.compulink.co.uk>
Source record: 168161

In-Reply-To: <9503311434.AA00406@ilmen.lanl.gov>
> Twist his arm, and he can also sell you the CDROM stuff you need. :)

Hi Hutch,

Sorry I didn't get back to you earlier about this message. I've been as busy as a busy thing writing for the 2nd Issue of Atari World.

Many thanks for this pointer, I've e'mailed Greg asking for his help. It's for a possible future article in Atari World - where we very much want to push the positive, practical aspects of Atari home computing as much as possible.

regards, Graeme

=-=-=-

239. wanted wordwriter or wordperfect for Atari ST

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3m13ge$17cf@hearst.cac.psu.edu>
Source record: 168162

```
[ Article crossposted from comp.sys.atari.8bit ]
[ Author was jim bowers ]
[ Posted on Wed, 5 Apr 1995 20:41:35 EDT ]

Title says it all.

Jim Bowers

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
------------------------------------------------------------------------------
Carts: 2600 111; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA1 1; SVA2 1; 5200 2; 7800 2;
Lynx 1; 800 3; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.
```

240. Re: IOMEGA ZIP Drive Info..

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504061500.AA01504@ilmen.lanl.gov>
Source record: 168163

In a previous article, wells_s@ix.wcc.govt.nz (steve wells) wrote:

> The doc doesn't say anything about being SCSI-2 (which would be pretty
> stupid, as reasonably non-standard devices such as this should probably
> make access available to the more prominent SCSI format).

Er... the Iomega Zip Drive FAQ file that Roger posted yesterday says:

"The Zip Drive is a SCSI II device that has two SCSI connectors [...]"

And besides, SCSI II is generally downward compatible with the 'original'
SCSI spec, is it not? At least I've never had any problem doing so.

100Mb is nice, but 200Mb would be _really_ cool. Heh, heh... some folks
are just never satisfied, eh? :)

BTW, that 'burple' colored case would go great with an Indigo 2. :)

-Hutch- @ Fair Dinkum Tech

241. SOUPED UP ATARI ST FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3m13n0$17cf@hearst.cac.psu.edu>
Source record: 168164

```
[ Article crossposted from comp.sys.atari.8bit ]
[ Author was olias@telerama.lm.com ]
[ Posted on 6 Apr 1995 08:38:54 -0500 ]

Souped Up Atari ST System
Prefer to sell as a system but will consider selling separately

Atari 520STm $200
- 4MB RAM (Tech Specialties upgrade board)
- Switchable Dual TOS (1.0 & Rainbow) (rear mounted switch)
- ICD 16MHz 68000 Upgrade (rear mounted Switch 8/16)
- DS/DD 3.5" floppy
- mouse

Atari SF314 DS/DD 3.5" floppy $40
Atari SC1224 Color Monitor $180
Atari SM124 Monochrome Monitor $90
Monitor Master monitor switch $15
Toadfile 44! (w/4 cartridges) $300
- SyQuest 44MB SCSI removable media drive
- Under monitor low profile case 2 bays
- ICD Advantage Plus SCSI host adapter w/ built-in clock
- Four (4) 44MB cartridges

DigiSound Professional (Sound digitizing
hardware & Software) $50
ADC 1200 Baud External modem $20

=======
$895

Will sell entire system for ..... $700
(C.O.D. shipping charges not included.)
Original packages software and documentation
included.

If interested, send e-mail or call Jim (412) 359-1763
Leave voicemail if I'm not in and I will return your call.

--
Andrew K. Heller - Making the world safe once again. heller@akh104.rh.psu.edu
------------------------------------------------------------------------------
Carts: 2600 111; 5200 28; 7800 20 (MINT); Lynx 5; Vectrex 20
Systems: 2600 1; 2600A 2; 2600JR 1; Sears SVA1 1; SVA2 1; 5200 2; 7800 2;
Lynx 1; 800 3; 1200XL 1; 600XL 1; 800XL 7, 130XE 1; Vectrex 1 w/Pen & 3d
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', FLYERS watchin', fuji worshiping Ghoull-Man.
```

242. Virtual Light Machine-type Prog 4 F030?

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: jvahasoy@loke.vtyh.fi
Message-ID: <3m15gg$9jp@zippo.uwasa.fi>
Source record: 168165

```
--
_____________________________________________________________________________
(Jape)
Jarkko V{h{s|yrinki E-mail
Ansaankatu 2 F 22 jvahasoy@loke.vtyh.fi
65100 VAASA jvahasoy@technis.vtyh.fi
```

243. Re: Stoop 1.04

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D6MGtn.Itp@cix.compulink.co.uk>
Source record: 168166

In message <D6Ix91.H80@cix.compulink.co.uk>, phodgkins@cix.compulink.co.uk said:

Stoop v1.04a

A couple of bugs surfaced very quickly and the new files you should look
out for are STOP104A.ZIP (full package) and STP_104A.ZIP (STOOP.PRG only).

Phil.

244. Re: MiNA

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: nino@mips.complang.tuwien.ac.at
Message-ID: <3m173c$jmu@news.tuwien.ac.at>
Source record: 168167

Hendrik Mylius (neptune@galaxy.teuto.de) wrote:
: In <AA7C5FD0mrn@albemuth.equinox.gen.nz> John Collis wrote:

: >Okay, this is sounding interesting. Can you (or anyone else) tell us
: >more about MiNA then!

: The idea came from Martin Osieka (of WinX fame). I dunno who else is envolved
: ATM, too.

At the moment, nobody seems to be involved very much. Martin Osieka wrote that
he is being kept very busy at his working place, but that that doesn't mean
the MiNA won't be continued.

Marinos

245. Re: Useful shareware

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: nino@mips.complang.tuwien.ac.at
Message-ID: <3m178v$jmu@news.tuwien.ac.at>
Source record: 168168

ArmstrongJ (armstrongj@aol.com) wrote:
: Terminal Program
ConNect or Rufus (Shareware)

: C or BASIC compiler
Soozobon C (Freeware)

: Desktop Enhancement (other than NeoDesk, that costs money)
GEMINI, Thing (Shareware, but free at the moment).

Marinos

246. Re: Useful shareware

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: nino@mips.complang.tuwien.ac.at
Message-ID: <3m17bi$jmu@news.tuwien.ac.at>
Source record: 168169

Lunatic (abstract@wam.umd.edu) wrote:
: : C or BASIC compiler

: GFA Basic is pretty good. It's been a long time since I got it,
: though, and I don't know about freeware

GFA Basic is still commercial, as far as I know.

: : Desktop Enhancement (other than NeoDesk, that costs money)
: So does shareware, if you use it. We have too many people on
: this group blatantly stealing shareware... I'm not accusing you of this,
: I just got the impression you wanted to use all these shareware programs
: for free...

Perhaps they just "got them a long time ago and don't know about freeware"? :-|

Marinos

247. 2b (Behne & Behne)

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.216.000CAE8C@cfcsc.dnd.ca>
Source record: 168170

Would anyone have (would there be) an e-mail address for Behne and Behne
systemsoftware? (of NVDI fame?)
Thanks/merci
-ken

248. Re: WTB: Atari STE or Mega STE w/ 4MB ram

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.217.000DA409@cfcsc.dnd.ca>
Source record: 168171

jasst104+@pitt.edu (Joseph A Shrager) writes:
>I am interested in buying one of these machines. Either STE or Mega STE
>with 4MB ram. This is worth $125 to me, maximum. If you are intersted
>then please email me about this.
>Joe
>jasst104+@pitt.edu
Interesting.
Would you by an STe or MegaSTe with 1 meg RAM, and then pay the extra $200 for
the 4 megs?
I should try buying 4 meg ST/e's, then removing the ram and selling it to make
a profit :^)
I don't think you're trying to do that, but I think I've made my point.

249. Re: INTERFACE RSC Editor?

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: alpldbia@w255zrz.zrz.tu-berlin.de
Message-ID: <3m05f4$b62@brachio.zrz.TU-Berlin.DE>
Source record: 168172

In article <NICKF.95Apr4094629@fleet.cadence.com>,
Nick Forde <nickf@cadence.com> wrote:

>Can anyone give me some information about this RSC editor. Is it
>shareware/pd or commercial? Where can I find it?

It's comercial (~ DM 129 ~ $100). It's one of the best resource editors
in the Atari world and it comes with a Pure C library for dialogues which
can fly, use round radio buttons, checkboxes, popup menus and many other
things, including a 3D mode one every Atari with at least 16 colours.

There's a (German) demo version available -- I'll upload it on
ftp.cs.tu-berlin.de later this week.

Andre

--
Andre Leistner
UseNet: alpldbia@w250zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

250. Barracud, was Re: TT Specs?

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.218.000DE1B0@cfcsc.dnd.ca>
Source record: 168173

>C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>macdonald@cfcsc.dnd.ca (Ken Macdonald) writes:
>>CaTTamaran! Baracuda will be out soon - a 68040 board for the Falcon.
>That's the one! Has anyone seen a Barracuda?
>>My understanding was that the TT uses ST ram for printing, so while
>>slower and not as usefull for apps, it definately would be usefull for
>>printing. Of course I think the TT also uses TT ram for printing :^)
>OK, the Atari Laser Printer requires that a page be built up in the
>host computer's memory which is then DMA'ed straight down ACSI to the
>printer. The only memory that can be DMA'ed through ACSI on the TT is
>ST RAM.
>No other laser printers have this restriction/feature.
>--Chris
>Other email addresses:
>Work: C.Ridd@imc.exec.nhs.uk
>Cix: chrisridd@cix
I was at the WIZZTRONICS booth a lot during ACE'95, talking about the
Barracuda. Unfortunately they did not have one there operationally speaking,
and I was told that they are still working out some problems. Sorry - I wish I
could remember more but I was exhausted. The spec sound great don't they
though. It was mentionned that they were thinking of selling the 32MHz 68040
right on the board instead of having it as an add-on.
have fun!
fait fun!

251. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <D6MLKn.8zK@cix.compulink.co.uk>
Source record: 168174

Everybody in the Atari World should subscribe. Now.....

252. Searching for POV-Editor

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: m9174@abc.se
Message-ID: <3m1ef4$29q@oden.abc.se>
Source record: 168175

christian.mittendorf@ostk wrote something like :

c> In german ATARI magazine "ATARI Inside" I saw a small article about a
c> graphical editor for the POV-Raytracer. Even though I don't think this mag i
c> very reliant (and it was the April issue :-) I really would like to know if
c> such a prog exists and where I could find it. BTW, it was a french program.
c> know that there are lots of editors available for the pc.)

Please post a message here if you find it, it sure sounds interesting!

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

253. Useful shareware

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: m9174@abc.se
Message-ID: <3m1ef5$29r@oden.abc.se>
Source record: 168176

armstrongj@aol.com wrote something like :

a> Terminal Program

CoNnect. Shareware from Germany. Very flexible.

a> Audio Program (Midi and/or my stereo system)

Depends on what you want to do with it.

a> Desktop Enhancement (other than NeoDesk, that costs money)

Gemini got 5 out of 5 in ST Computer. It's Shareware from Germany.

a> A good high-res mono emulator (I have a SC1224 monitor)

SeBra is probably the best.

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

254. For Sale: 520STfm, SM124 Mono-Monitor

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: Michael Welch <mwelch@ionet.net>
Message-ID: <3m1fel$gt9@ionews.ionet.net>
Source record: 168177

Hi.

I'm looking to unload my ST, right now it's just taking up space.
So, if anyone wants to buy and pay shipping/pick it up, here are
the specs, as I know them:

520STfm 512k, internal drive, mouse, and cables.
SM124 Monchrome Monitor

I'd like to sell them together, but will entertain other notions.
BTW, I live in Oklahoma.

Please send E-mail to: mwelch@ionet.net

Michael W.

255. Re: INTERFACE RSC Editor?

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDGUFFAIUP@galaxy.teuto.de>
Source record: 168178

In <NICKF.95Apr4094629@fleet.cadence.com> Nick Forde wrote:

Nick,

>Can anyone give me some information about this RSC editor. Is it
>shareware/pd or commercial? Where can I find it?

It is commercial. Formerly developed by SHIFT (R. I. P.) and now supported by

TEAM Computer GmbH
Klettenberggi¿½rtel 5
D-50939 Kï¿½ln

Phone : 49-221-46677-4
Facsimile: 49-221-46677-5
e-mail : Harald_Paul@K2.maus.de

Dunno the price and dunno if there is an English version available, though.
Anyone?

BTW, a _great_ source of information re. developers, programmers, dealers
still envolved with the Atari, are the ATARI-INFO-PAGES (AIP). This list was
earlier done by A. Wilhelm. The latest releases are done by

Manfred Ssykor
Hï¿½ttenstraï¿½e 46
D-52068 Aachen

eMail: Manfred Ssykor @ AC3
msy@lafp.tng.oche.de

Some statistics from the AIP:

Release | Authors | Retailers | Programmes | BBS'ses
--------+---------+-----------+------------+----------
4 | 449 | 176 | 466 | 117
5 | 455 | 183 | 482 | 121
6 | 462 | 186 | 534 | 120

I mailed a copy of AIP-release 6 to Danny and Chris Ridd earlier this evening.
So it'll most probably pop-up at HENSA and CIX and elsewhere real soon now ...

I can mail out copies, too.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

256. Re: WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: ai868@detroit.freenet.org
Message-ID: <3m1dgj$qn0@detroit.freenet.org>
Source record: 168179

Sam,

After seeing your demo at ACE, all I can say is-go for it! I
definately would be interested!

--
Jim Kudron |
Detroit Freenet |ai868@detroit.freenet.org
GEnie | jim.k@genie.geis.com
---

257. Atari-Info-Pages, was: Re: INTERFACE RSC Editor?

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDGVFCAFUP@galaxy.teuto.de>
Source record: 168180

In <FDGUFFAIUP@galaxy.teuto.de> I wrote:

HM> BTW, a _great_ source of information re. developers, programmers, dealers
HM> still envolved with the Atari, are the ATARI-INFO-PAGES (AIP). This list was
HM> earlier done by A. Wilhelm. The latest releases are done by

HM> I mailed a copy of AIP-release 6 to Danny and Chris Ridd earlier this evening.
HM> So it'll most probably pop-up at HENSA and CIX and elsewhere real soon now ...

Ooops, sorry.

I forgot to mention, that the AIP are available in different formats:

314993 04.06.95 11:35:34 aipdb_06.lzh PHOENIX-database
129206 04.06.95 11:01:02 aipexp06.lzh EXPORT-files. To use with any db.
350982 04.06.95 10:56:22 aiphyp06.lzh ST-GUIDE-hypertext (1)
124250 04.06.95 10:58:56 aiptxt06.lzh Simple ASCII-textfiles

(1) I mailed the ST-Guide hypertext out to Danny and Chris.

Ciao

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

258. Re: Some good Atari news

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3m1f3c$spk@golem.wcc.govt.nz>
Source record: 168181

] Why is this significant, you ask? Because that means that finally, a
] reputable game software company is writing for the Jaguar, and therefore
] Atari has a better than even chance of surviving.

So companies like Silmarils, Origin, Argonaut, Jeff Minuter etc. aren't reputable? All acclaim does is arcade ports.

Mind you, what should I expect from an AOL poster who uses the word "weenies".

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

259. MAC/STe SIMMS in GIZMO or WIZZTRONICS

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.219.00106729@cfcsc.dnd.ca>
Source record: 168182

I have 4 - 1meg SIMMS from my STe. [8 pin/bit(?) as opposed to the extra parity pin(9) in IBM SIMMS]. Does anyone know if these are usable in either the GIZMO ram board or WIZZTRONICS ram board for the Falcon?
Or alternatively the e-mail addresses for GIZMO or WIZZTRONICS?
Thanks very much for any help
Merci beaucoup
-ken

260. Re: C-Lab Falcon MK II

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3m1qi8$1j8@golem.wcc.govt.nz>
Source record: 168183

In article <ftn_2.200.128.0_f808cb0e_Lars.Reynold@midinet.ct.se>,
lars.reynold@midinet.ct.se (Lars Reynold) writes:
>Does anybody knows who much it is for a "standard" C-Lab Falcon in Britain or
>Germany? As far as I know it has been released just recently!
>
>/Lars

Yes it has a quoted price of $3000us, and just a Big rip off after
reading AEO 404....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

261. Re: No More FALCONS...!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950406Z142402.819barheath@heathen.demon.co.uk>
Source record: 168184

In article <3lulmj$ei3@sphinx.Gsu.EDU>
gs01tph@panther.Gsu.EDU "Tommi Pekka Hietavuo" writes:

:
: But for the "rest of us", I think there are two more interesting
: alternatives. One is MacMagic, of course. I have doubts about whether a
: Mac can ever replace e.g. a Falcon - the design of Macs (keyboards,
: mouse, strange disk drive, flickering 640x480 display, etc.) just doesn't
: make me happy at all. And too many programs seem to have problems with
: MacMagic, as well. Some people, besides, love MacOS - but I rather hate
: it. It's as stupid as a cow. Easy, but stupid.
:
I wonder which Macs you've been looking at?
I've just succumbed and bought a Performa 630 with Apple 15" M/S monitor,
and the display, in ALL resolutions, is steadier than my STe in mono. Nary a
flicker.
Why did I buy it? Not a lot of option really. The ST is, as a commercial
computer, dead, and the Falcon is too expensive and too poorly supported to
be worthwhile. Support from Atari never existed, and despite enthusiastic
amateur support over the years, if the maker doesn't think it's worth
supporting, who wants the things? The recent flamewar in c.s.a.st put me off
the PC, there wasn't much left.
Price was a factor, too. A Falcon with reasonable memory and HDD would cost
around 1000ukp. Add a suitable monitor and we're getting near to 1300. Me
Mac has all that, plus CD-Rom built in, for under 1300. Massive worldwide
support amd software base, Atari capable with MagicMac, a plug-in 486
available, and upgradeable to PowerPC processing while still retaining full
software compatibility.
I just wish it had GEM too.

: The REAL alternative may well be the Eagle. A German TT-clone, twice as
: fast as a TT, and very easy to upgrade with 68040, or even 68060.

Where from? no sign of one in England that I know of. My Mac has a 68040
already.

:
: What Atari needs, is some kind of standardization. It's easier to port
No. What Atari needs is to learn how to make the computers that the market
wants, how to market them properly, how to provide PROPER backup. All the
things the Apple and PC people have done for years, even thought the design
concept was ten years behind the Atari in the case of the PC, and more
restricted in the case of the Mac. Continuing development would have helped
too. Look at the range og PCs and Macs over the years, then compare it to
the ST range.

Atari's problem has always been the afterwards. The initial concept has
been excellent from the old 400 onwards. The support and backup has been
crap.

I'm sorry they've effectively died; I just can't bring myself to be
surprised.
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - 0 0 0 0 0 0 *
| ------------------- ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_________________| |_____________| |_____| |_________| |
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262. Re: Useful shareware

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950406Z142626.569barheath@heathen.demon.co.uk>
Source record: 168185

In article <3lr4df$du0$2@mhade.production.compuserve.com>
76702.1466@CompuServe.COM "BobR" writes:

: Re: looking for good Shareware for the ST...
:
: If you can locate an Atari users' group near you, they'd probably be the
: best source of programs and opinions. Most users groups have a club software
: library of non-commercial programs available for a nominal fee to members.
:
: Incidentally, if the objection to NeoDesk as a replacement desktop is that
: it costs money, you don't want to look for Shareware, as IT costs money too..
:
: At least, it's supposed to...
:
Maybe, but it's generally a lot cheaper than commercial stuff, and often
better (I don't include Neodesk in that last either.)

--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - O O O O O O *
| ------------------- ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_________________| |_____________| |_____| |_________| |
_________o_o___________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

263. Re: MiNA (Was Re: WWW-Browser for ATARI (esp. Falcon))

Newsgroup: comp.sys.atari.st
Date: 1995-04-06 00:00:00 UTC
From: alpldbia@w255zrz.zrz.tu-berlin.de
Message-ID: <3m04nh$ahu@brachio.zrz.TU-Berlin.DE>
Source record: 168186

In article <D6I3AM.J5A@sci.kun.nl>, Sander Stoks <sanders@sci.kun.nl> wrote:
>
>Can we check out MAUSnet via internet? Or could you simply post the
>most interesting (even if German :-) articles from there? I'm sure
>we're all interested and would gladly pull our dictionaries off the
>shelf to read it... :-)

Some of the MausNet newsgroups are imported to Usenet. maus.gui.gem is
the newsgroup where Martin Osieka posts the latest developments of MiNA.
I actually translated Martin's first announcement of MiNA and I posted it
on the gem-list. Strangely, no one seemed to be interested in this so I
didn't care anymore. But I'll see whether I can find the translated article
again and post it in here.

Andre

--
Andre Leistner
UseNet: alpldbia@w250zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

264. Re: Where can I get the MagiCMac Demo?

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3m38ru$aoc@epsilon.qmw.ac.uk>
Source record: 167951

beavis (beavis@dnaco.net) wrote:
: In article <199503221452.JAA17662@postbox.acs.ohio-state.edu>,
: rumpf.1@osu.edu (Robert Rumpf) wrote:

: Try AOL
: It's called MMACDEMO.SEA and is about 467k. Be ready to read German!

You can also get it from HENSA (micros.hensa.ac.uk), in:

micros/atari/tos/p/p144/

File name:
MMACDEMO.SEA.hqx

Size:
860360

The file is a binhexed, SEA file. Reason for hqx is so that you can
download onto any platform, and place it on a disk and take it to the
Mac...you do not need a Mac to download it, unlike the SEA one which
will need to be downloaded onto a Mac to work (well, unless you are
very good at operating mac files, and filetypes)

Regards
Danny
--
.signature.signature

265. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3m36r5$bt0@golem.wcc.govt.nz>
Source record: 167952

In article <3lt3as$jfv@news.ysu.edu>, ab164@yfn.ysu.edu (tom lamparty) writes:
>
> Has anyone had any experience using one of the new Iomega Zip
>Drives with an ST or TT. Since the thing is advertised in the Mac
>Warehouse catalog I assume it is a scsi drive! Any info would help
>since a friend of mine plans on buying a couple of these.
> Tom Lamparty (ab164@yfn.ysu.edu)

Be warned you can't use a ICD Links with this drive as it has a DB25 way
connector, Mac and PC versions from what I have read....

The Web site for more info is HTTP://WWW.IOMEGA.COM

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

266. Re: No More FALCONS...!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3m39ln$594@mserv1.dl.ac.uk>
Source record: 167953

>Well before you jump on me I do sugest you go read AEO 404...
>
>Atari has no Falcons in stock and is not making any more...
>
>Also the German C-Labs Falcon is way way over priced
>at $3000US and has very little new features or fixed,
>in fact all of the features and mods can be fitted
>to a standard Falcon for far less money...

Well I heard this was the case some time ago however I've heard a rumour that C-Lab wasn't allowed to competively price their Falcon and create Falcons with less the 16Meg (14 accessible). This was because they would be in direct competetion with Atari which was ceasing production and selling the remaining stocks.

Once Atari is no longer producing them C-Lab will be allowed to reduce their prices and create other configurations (4 Mb, without hard disk, etc..). If I get more news or C-Lab make some changes we will see if it was true.

++
+ Mark Stephen Smith : msh@dl.ac.uk +
+ Atari Web Pages : http://www.mcc.ac.uk/~dlms/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

267. Atari emulator for the PC

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: b5270974@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <3m3a99$1hg@maia.cc.upv.es>
Source record: 167954

I would like to know if there are an Atari emulator for a PC
compatible, and, if there are some, the list of them and the
site where I can get them.
Thanks in advance

268. Re: Problems with MagiCMac and Comms

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: harun@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3m3ana$2f3@mars.fb1.fhtw-berlin.de>
Source record: 167955

David Stevenson (djs@jet.uk) wrote:

And why do you start SCC.PRG ??

Regards, harun@linux.fb3.fhtw-berlin.de
: I'm having big problems getting my Mac (running MagiCMac) to talk to my

269. TT Prices

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <3m3d6c$k5@ccshst05.cs.uoguelph.ca>
Source record: 167956

What are used TT's going for these days? I know Wizztronics had a 2/50 floor model w/ TTM194 going for $800 US at ACE'95. Was this an extraordinarily good bargain, or are TT's this cheap everywhere? I checked the Computer Direct catalog, and they're selling their DirecTT for arounf $1500 Canadian with 2 megs, no HD, an no monitor, but in a PC tower case, with a DEKA interfaced PC keyboard, and with the CaTTamaran installed. This price is a little more that I fell like spending...Wizztronic's price was more like it.

THeo

270. Verdict on Atari World Please?

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: johnmoon@pyromania.apana.org.au
Message-ID: <1995Apr7.144955.27178@pyromania.apana.org.au>
Source record: 167957

As it is yet to surface in the land downunder, and today Friday is
the release date in the U.K., well..... what's it like?

How does it compare to REVIEW?

If someone has the time, I'd like to see a reasonable in depth review
of it.

Thanks.

```
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johnmoon@pyromania.apana.org.au

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__ __ __ ___
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271. ST-Tast III

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <3m3jmq$m86@due.unit.no>
Source record: 167958

I've just installed ST-Tast III in my Falcon, and I wondered
if there are any programs available so that I can edit the
keyboard-layout.

--
***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

272. Re: Lamers with their jags

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: P.A.Booth@bradford.ac.uk
Message-ID: <1995Apr7.155605.16243@bradford.ac.uk>
Source record: 167959

Jonathan White (jw4@bolton.ac.uk) posted:
: In rec.games.video.atari, llamaman@ix.netcom.com (Jeffrey Minter)
: wrote:

: >>umm my usage of "in anyway" is correct.
: >How so? It is plainly incorrect to say
: [Lots of 3rd year secondary level English tuition removed].

: Just to point something out, NEVER (I repeat NEVER) argue English
: grammar and syntax with someone over 21 who has been through the
: english education system. A lot of people make it their lives work to
: make sure we know our language to a great technical degree...

They obviously didn't make a very good job with you then...

Why did you post this here? Hmmm...

> Just to point something out; never, I repeat never, argue English grammar
> and syntax with someone over 21 and who has been throught the English
> education system. A lot of people make it their life's work to make sure
> we know our language to a great technical degree.

Argue with me, I'm under 21 but I did manage to scrape though the system.

Shame it's a load of crap really isn't it...

Paul.

P.S. I love correcting flames, don't you?
--
\|/ ____ \|/ Paul Anthony Booth \|/ ____ \|/
@~/ ,. \~@ Department of Electronic and Electrical @~/ ,. \~@
/_(__/)_\ Engineering, University of Bradford, England. /_(__/)_\
__U_/ Email: P.A.Booth@Bradford.ac.uk __U_/

273. Re: SMS2

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: kleir000@goofy.zdv.Uni-Mainz.DE
Message-ID: <KLEIR000.95Apr7201820@mogli.zdv.Uni-Mainz.DE>
Source record: 167960

In article <D5rFqM.EJM@cix.compulink.co.uk> satty@cix.compulink.co.uk ("Stephen Atty") writes:

>Just out of interest, what are you interested in the product. From what I
>remember, it had little practical use. I was, however, impressed by the
>power the system seemed to have.
SMS2 is a versatile O/S that plugs into to catridge port. The high speed multi-threaded O/S is probably one of the fastest windowing system I have ever seen. Rather than being a new O/S for the ST it is best to look on it as a new platform for the Sinclair QL which allows QL users to run their existing applications faster and allows full utilization of the QL multi-tasking front end. It is, in effect, the QL version of MagicMac

No, it's not a QL replacement. SMS2 is an OS independent from the QL. SMS2 has at no time be offered to existing QL users. For QL people there exists SMSQ, which is 100% QL compatible. (The only difference I know of, is that for SMSQ you have to write an startup file and you have a QL compatible BASIC, in SMS2 yopu have no BASIC and you need no startup file, as usual on Atari.)

Robert

274. MiNA information

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: alpldbia@w252zrz.zrz.tu-berlin.de
Message-ID: <3m3giq$jj3@brachio.zrz.TU-Berlin.DE>
Source record: 167961

Hello,

Here's the information on MiNA which I had translated and posted
on the gem-list.

##*#*#*
If you want to contact Martin directly write to:-
Martin_Osieka@of2.maus.de
Please, make sure not to send him mail >16KBytes (MausNet limit).

Andre

---translation on---

From: Martin Osieka @ OF2
Date: Sun, 05 Feb 1995, 23:35
Subject: MiNA pre-information

Since I'm quite tired of the monster patch WINX on the one hand, and
since I can't work on the MultiTOS-AES and MagiC-AES respectively
for several reasons on the other hand, I have decided to begin with
MiNA.

Similar to MiNT, MiNA will be an AES with freely available
source code. Highest compatibility of the AES interface with the
MultiTOS-AES is aimed at (of course all WINX features shall be
included).

The first version will be a Pure-C library which can be linked to
your programs in order to simulate an AES. This makes sense for
testing purposes and except that you could be able to write auto
folder programs with a graphical user interface.

MiNA will not include a desktop program but there are a lot for the
Atari anyway.

I would appreciate if people intrested in the project could contact
me so that I can get an overview of the situation. It doesn't matter
whether you'd only want to use MiNA, test it, or even contribute to
programming, documentation or similar.

This week I wrote the resource and object functions (without 3D and
edit). In about four weeks time the first source code shall be
published (if my job doesn't take too much time and my starting elan
doesn't cease ;-).

Greetings, Martin

---translation off---

##*#*#*
--
MausNet: Andre Leistner @ B
UseNet: alpldbia@w250zrz.zrz.tu-berlin.de
Andre_Leistner@b.maus.de (no mail >16 KB here, please)
--
Andre Leistner
UseNet: alpldbia@w250zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

275. For Sale: Software

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: Joachim_Moldenhauer@traveller.fido.de
Message-ID: <MSGID_242=3A2000=2F20_84f5d004@Fido.DE>
Source record: 167962

```
+AeAeAeA
```

276. For Sale: Hardware

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: Joachim_Moldenhauer@traveller.fido.de
Message-ID: <MSGID_242=3A2000=2F20_84f5d205@Fido.DE>
Source record: 167963

```
+AeAeAeA
```

277. For Sale: Omikron-basic

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: Joachim_Moldenhauer@traveller.fido.de
Message-ID: <MSGID_242=3A2000=2F20_84f5d206@Fido.DE>
Source record: 167964

```
+AeAeAeA
```

278. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDHQBJUUUP@dksoft.ping.dk>
Source record: 167965

In <D6KBAq.2Io@freenet.carleton.ca> Angus P. Armstrong wrote:

>Has anyone heard anything about Magic for the Falcon? Have they delayed
>it because of the MagicMac project?
>

I think you'll find several excuses for why it hasn't been released yet.
i said almost 5 months ago, that it wouldn't arrive. Back then i was beeing
laughed at, and people were telling me it should be here in a few weeks.
Well, about 5 months after i still see nothing, so i guess he who laugh
last, laugh best!

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

279. Re: MagiC & MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDHQBJUXUP@dksoft.ping.dk>
Source record: 167966

In <3ltii0$pam@news.iesd.auc.dk> Henrik Lunardi Weide wrote:

>And there are a considerably number of Falcon-owners now! And everbody I know that owns a Falcon, want MagiC 3 now!
>And I wan't MagiC 3 for my Falcon too! Why the h*ll support ye olde ST and not the Falcon ???? That's VERY STUPID!!!!!

Easy Henrik.. I tried to explain that to them long time ago. They will
not listen 8)

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

280. Re: Crown_11

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <3m3qck$pug@vishnu.jussieu.fr>
Source record: 167967

It's the Falcon only preview of a game...

MB.

281. Conversion Help Please!

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: kzandber@linden.msvu.ca
Message-ID: <1995Apr7.142220.1@linden.msvu.ca>
Source record: 167968

Hi, I am a new user who has access to a site with atari programs, games etc. When I download these files (my computer is dos) I am unable to run them. (One of the programs was written in GF Basic)

Could anyone tell me if I am able to run these programs on my computer? If it is a matter of using a conversion program of some sort, could you please let me know the name of the proper program, and if there is a shareware version available (ie. also available from a site for me to try before I buy)

I would appreciate any help/advice you could give me.
Please e-mail me at KZANDBER@linden.msvu.ca
Thanks!

282. Infocom games and other interactive fiction wanted

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: markj@msn.ustc.vlsi.com
Message-ID: <markj.797264241@msn>
Source record: 167969

I gave my ST to my dad to play in his retirement. He likes interactive fiction, and preferably the more realistic the better. If you're willing to part with them, they'd be worth about $5/each to me.

Mark
mark.johnson@vlsi.com

283. RatSoft BBS software? Where? How? How much?

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: paetau@mits.mdata.fi
Message-ID: <3m40gi$5e5@prime.mdata.fi>
Source record: 167970

Hello!

If anybody knows how to order a BBS software called Ratsoft, made by Rodent Labs (or something like that), I'd apperciate to hear about it. I'd like to know what kind of a BBS program this is, how much it costs, and where I can order it from.

Thank you in advance!

--
o---o
Rasmus Paetau	paetau@mits.mdata.fi	The guy next door
'The world is a tragedy to those who feel, a comedy to
those who think.'
Horace Walpole
o---o

284. Re: MagiC & MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDHQEGCJUP@galaxy.teuto.de>
Source record: 167971

In <3ltii0$pam@news.iesd.auc.dk> Henrik Lunardi Weide wrote:

>And there are a considerably number of Falcon-owners now! And everbody I know
>that owns a Falcon, want MagiC 3 now! And I wan't MagiC 3 for my Falcon too!
>Why the h*ll support ye olde ST and not the Falcon ???? That's VERY

The number of sold Falcons doesn't even get close to the number of other
Ataris sold ... That's why.

>So what ? ST's are obsolete in all possible terms and the TT is being made
>and there are more Falcon-owners than TT-owners.

THAT I doubt _very_ much.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

285. Re: Partition software

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDHWFBAFUP@galaxy.teuto.de>
Source record: 167972

In <1995Apr3.105112.25048@nomina.lu.se> PerOlof Bengtsson wrote:

>Does anybody know what partitionsoftware that supports changing the settings
>for one partition without changing (affecting the others).

ICD (pro) can do that.

But what do you want to change, anyway? If you change the sizes, at least a
second partition will be effected, too.

BTW, could you possibly restrict your linelength to < 80 columns? TNX!

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

286. Mac/Atari Syquest 44MB + Atari 520stfm 4SALE

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: fusiong@STD.Teradyne.COM
Message-ID: <9504072211.AA00323@std.teradyne.com>
Source record: 167973

Atari 520stfm, Monochrome Monitor some SW, best offer.

44MB Syquest Drive. Custom built by Carter Graphics. Has
DMA port for Atari use. Has 50-pin Centronics SCSI port for Mac
use. Switch switches between the two. Works pefectly.
Used sparingly. Includes ICD host adapter and cable for
Atari use. Best offer.

No cartridge.

contact: fusiong@std.teradyne.com

287. Re: Conversion Help Please!

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504072057.AA01669@ilmen.lanl.gov>
Source record: 167974

In a previous message, kzandber@linden.msvu.ca wrote:

>Hi, I am a new user who has access to a site with atari programs, games etc.
>When I download these files (my computer is dos) I am unable to run them. (One
>of the programs was written in GF Basic)
>
>Could anyone tell me if I am able to run these programs on my computer?

Wait a minute... let me guess. You are a REALLY new user, right? :)

You cannot run programs written for the Atari on a DOS box anymore than you
can run Macintosh programs on it. Different systems, different software.
The only way to run Atari software on a PC is with the use of an Atari
emulator such as Gemulator or Janus, both of which are commercial products.

There are versions of GFA BASIC for both DOS and Atari (plus Windows and
Amiga) but they are not compatible. Again, totally different systems.

You'll have to stick with games designed for your DOS machine, I'm afraid.

-Hutch- @ Fair Dinkum Tech

288. Re: FOR SALE: NEW 540MB Quantum HD in ICD FA-ST Case

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504072129.AA01704@ilmen.lanl.gov>
Source record: 167975

In a previous article, DOMINGO@news.delphi.com (DOMINGO@DELPHI.COM) wrote:

>*** NEW 540MB SCSI HARD DRIVE IN ICD FA-ST CASE FOR SALE ***
>
>I only have one, but I might be able to get more if there is enough
>interest. This is a _NEW_ drive in a _NEW_ case with warranties on
>both. This is Plug-n-Go! $460 shipped to your door!

Considering that this is new in a nice ICD case, includes the ICD host adapter and ICD utilities, I guess this isn't really a bad price. But with new Quantum 540Mb drives going for just $225 (bare) and the 730Mb ones at $259, it won't be for long. ;-)

-Hutch- @ Fair Dinkum Tech

289. WTB: Monitor for 1040ST

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: Phil Heaven <heaven@pacificrim.net>
Message-ID: <3m40vq$f54@baja.pacificrim.net>
Source record: 167976

Hello,

I need a high resolution monochrome monitor for my Atari 1040ST.
The one I am borrowing (and thusly replacing)(that works well) is a Quantum
QC-1438S, although it says ATARI on the front.
If you have one for sale or have a good idea as to where I can get one,
please E-mail me at heaven@pacificrim.net, or call me at (360)-734-3240.
You could possibly even leave a message for me at the 800 # below, but it rings
in Tucson and I am in Bellingham WA.

Thanks a lot!!

Phil Heaven 1-800-93-PEACE
Soundings of the Planet "Peace Through Music"

290. Re: SCSI-problems with a Falcon 030...

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D6op78.GIG@cix.compulink.co.uk>
Source record: 167977

Whta version of the Atari Hard Disk driver are you using? My Falcon shipped
with V6.061 and whenever I tried to optimise the disk I got exactly the
same problems. I have now solved the problem by :
a) downgrading to V6.05 of the driver
b) Terminating the SCSI bus using an active terminator

It aparently has something to do with the timings on the Falcon SCSI bus

Hope this helps

Steve.

291. FS: MegaSTE & other stuff...

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: mayolc@ucunix.san.uc.edu
Message-ID: <3m4esq$j8i@ucunix.san.uc.edu>
Source record: 167978

For sale the following items:

1.....Mega STE[16Mhz] 4 Meg of Ram w/BeetleMouse and Joystick $499.00
2.....Canon BJ-10ex Inkjet printer[360x360 dpi] $249.00
3.....Nova VME Plus 16.7 Million colors [32 Mhz] $349.00
4.....Atari SM147 14" Mono Monitor[almost new] $100.00
5.....Zoom VFDX {Voice/Fax/Modem} 2400bps/9600Fax{basically New} $ 89.00
6.....Migraph HandScanner with OCr jr and Touchup $110.00

Alll this Items are in box with Manual and everything, and of course they
all are in excellent condition. You pay shipping.

If you are interested e-mail me at mayolc@ucunix.san.uc.edu

292. Mega 2 as X terminal?

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: cgreuter@calum.csclub.uwaterloo.ca
Message-ID: <3m4hdp$oj1@calum.csclub.uwaterloo.ca>
Source record: 167979

I know this is a FAQ, but the FAQ list seems to have vanished. It's been a while since I've read this group, you see. Anyway, I have a Mega II with 2 megs RAM, hard drive and monochrome monitor. Since I bought a PC (yes, I'm a traitor to the Atari cause--sue me ;-), it's been gathering dust.

It occurs to me that I really could use an X terminal, so I'm wondering if there's a way of running a dumb X server under TOS. Failing that, I'm willing to try MiNT and/or memory upgrades.

(If there's still a FAQ available, would some kind soul please mail me a pointer to it?)

--Chris

293. WANTED: ST Host adapter.....

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: VanMil@mindlink.bc.ca
Message-ID: <68408-797315363@mindlink.bc.ca>
Source record: 167980

Anyone who has a host adapter that is not doing anything, please contact me by Email, I am trying to help a young friend get started with his ST and a Hard-Drive and this is the only thing we are still looking for.

Thanks.

VanMil@Mindlink.bc.ca

294. GE-Soft

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.222.00113D85@cfcsc.dnd.ca>
Source record: 167981

```
Hello/salut:
Would anyone have an e-mail/snail mail address for GE-Soft?
Makers of Eagle!
any info on the Eagle appreciated
thanks
merci
-ken
```

295. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.223.0011463F@cfcsc.dnd.ca>
Source record: 167982

nharlow@cix.compulink.co.uk ("Nicholas Harlow") writes:
>Everybody in the Atari World should subscribe. Now......
I'd love to, but J.connor tells me they haven't got e-mail subs set up yet.
Oh well, I may have to go snail mail
later
plus tard
-ken

296. Re: REGEX?? (library available?)

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: i0080108@ws.rz.tu-bs.de
Message-ID: <3m3jus$ru6@ra.ibr.cs.tu-bs.de>
Source record: 167983
Cross-posted to: comp.sys.atari.st,comp.sys.atari.programmer

Stephane Boisson (boisson@sct.fr) wrote:
: Samy Mesbah (sasmesba@kingcong.uwaterloo.ca) wrote:
: | I'm trying to compile Xrn for Mint-X, everything has now compiled
: | but when I link it can't find functions re_comp and re_exec which
: | I assume are from the REGEX package. Anyone know where I might
: | get sources for these and/or precompiled libraries for gcc?

: I don't know if you can get a precompiled regexp library somewhere,
: but you should get the GNU regexp package from any GNU archive.
: It compile without any problems: I am reading your message with Tin
: under MiNT & MiNTnet!

: Regards, Stephane.

This should be fixed in the latest (pl46) release of MintLib, if
it isn't get the less-200 source, it comes with a regex-library
which compiles out of the box. (Takes some time on a ST:-).
(GCC 2.5.8)

Bye Axel

--
Axel Kielhorn

The blue wizard

i0080108@ws.rz.tu-bs.de

297. Re: No More FALCONS...!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3m2pqm$5pu@sphinx.Gsu.EDU>
Source record: 167984

Barry Heath (barheath@heathen.demon.co.uk) wrote:
: In article <3lulmj$ei3@sphinx.Gsu.EDU>
: gs01tph@panther.Gsu.EDU "Tommi Pekka Hietavuo" writes:

: : But for the "rest of us", I think there are two more interesting
: : alternatives. One is MacMagic, of course. I have doubts about whether a
: : Mac can ever replace e.g. a Falcon - the design of Macs (keyboards,
: : mouse, strange disk drive, flickering 640x480 display, etc.) just doesn't
: : make me happy at all. And too many programs seem to have problems with
: : MacMagic, as well. Some people, besides, love MacOS - but I rather hate
: : it. It's as stupid as a cow. Easy, but stupid.

: I wonder which Macs you've been looking at?

Most recently, Performa 660AV and Quadra 700. And not just looked - used,
a lot.. Both with MacOS and MacMagiC (testing its program
compatibility). Both Macs and PCs are familiar to me, even though I don't
love either. But anyway, it's better to know something you criticize than
just speak empty words, and show your prejudices, I think. Mac has been a
big disappointment for me - especially, because I quite recently planned
to buy one... After using them more, I chose the more expensive, and
more strange alternative: Falcon. It just felt better for me, couldn't
help it.

: I've just succumbed and bought a Performa 630 with Apple 15" M/S monitor,
: and the display, in ALL resolutions, is steadier than my STe in mono. Nary a
: flicker.

Apple has many displays, like most computers do. I agree that the 15"
display is good, if rather expensive too. But the 14" displays I use
almost daily are pretty awful. Flicker a lot.

: Why did I buy it? Not a lot of option really. The ST is, as a commercial
: Price was a factor, too. A Falcon with reasonable memory and HDD would cost
: around 1000ukp. Add a suitable monitor and we're getting near to 1300. Me
: Mac has all that, plus CD-Rom built in, for under 1300. Massive worldwide
: support amd software base, Atari capable with MagicMac, a plug-in 486
: available, and upgradeable to PowerPC processing while still retaining full
: software compatibility.

I understand well your reasons. I might do the same, if I could stand the
(so famous and well-liked..) MacOS, and that keyboard. I never seem to
get used to it, unfortunately.. But I wish people would stop speaking
about "full software compatibility" of MagicMac. Because my own tests
have found that to be more hype than facts. Far too many programs I've
tried had either serious problems (especially graphics prgs in 256 color

mode), or wouldn't run at all. The demo may be incomplete, and create some of these problems - but anyway, not all. MagicMac is an impressive piece of software, but as it is now, it doesn't replace a real Atari computer for most users.

: I just wish it had GEM too.

So would I. Then it'd be an alternative for me, too :-)

: : The REAL alternative may well be the Eagle. A German TT-clone, twice as
: : fast as a TT, and very easy to upgrade with 68040, or even 68060.

: Where from? no sign of one in England that I know of. My Mac has a 68040
: already.

GE-Soft, in Germany. It's been in production only a short time, so it's no winder it hasn't spread outside Germany yet. The machine seems to be very promising, though. Especially, if GE-Soft can keep their plans of one VERY cheap model... Those Germans have done some miracles before, in Atari front (take Calamus for example) - so who knows?

: Atari's problem has always been the afterwards. The initial concept has
: been excellent from the old 400 onwards. The support and backup has been
: crap.

True.

: I'm sorry they've effectively died; I just can't bring myself to be
: surprised.

Nobody can, I guess. But it isn't a dead computer at all. The reason is this: there are too many people like me around, who just can't find any alternative to Ataris. We won't leave the scene easily.

That's why MagicMac was created, too. For people who want TOS instead of anything else... Sometimes I wonder why I can't believe that "100.000.000 Windoze users can't be wrong". Maybe it's because they can.

Greetings,

TH

298. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3m2qb4$5pu@sphinx.Gsu.EDU>
Source record: 167985

Nicholas Harlow (nharlow@cix.compulink.co.uk) wrote:
: Everybody in the Atari World should subscribe. Now......

And somebody somewhere should make a contract with Finnish RAUTAKIRJA inc. - because they seem to spread STF in Finland, and without their help, few people in this single country ever see a glimpse of this potentially excellent mag ;-) ! Well, I tried to get ST User in distribution there, but STF remained the only ST mag. available in Finland. So - you who make this magazine: make a call, and make certain that people in countries where Ataris are still used, are able to buy your magazine! Finland, Sweden, etc. Without distribution: no chance of success.

TH

299. Re: Useful shareware

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FDHSDGAVUP@zaphot.augusta.de>
Source record: 167986

In <3m1ef5$29r@oden.abc.se> Carl Lofgren wrote:

[...]
>a> Desktop Enhancement (other than NeoDesk, that costs money)
>
>Gemini got 5 out of 5 in ST Computer. It's Shareware from Germany.

Or you can try Thing - the version, wich was tested by ST Computer,
was the _very first_ release 0.24(!) The current version is 0.31
(many bugfixes, some additional features etc.) ...
... and there is an english version available too - just email me :)

Cu...

--
Arno Welzel (aw@zaphot.augusta.de)

300. Book for assembly

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: Scott Stringer <scott_stringer@pointless.gen.nz>
Message-ID: <50410175354$6FC8@pointless.gen.nz>
Source record: 167987

KG>Can anyone reccomend a book for learning assembly on the ST? Also, I've
KG>seen lots of different shareware/PD assemblers on umich.edu, can someone
KG>reccomend one, or something?

You'll probably get this message a dozen times or so but I recommend :

Introducing Atari ST Machine Code by ZZSoft.

I bought mine from UK, and had it shipped to New Zealand. There was no
problem learning 68000 from this book, and everything is supplied with
on a disk to boot ! Its a complete reference for the beginner, order
yours today !! You'll probably find an address in most Atari
magazines, if not, let me know and I'll post it.

Scotto

X SLMR 2.1 X ANYONE SEEN MY cAPSLOCK KEY? - try the capslock keyring.

301. Re: Tektronic Emulation

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950407054617.5798C-100000-100000@mars>
Source record: 167988

Thanx for all of your replies

It seems like the only package that will support Tektronix is (wait for it here comes the winner):

CONNECT!

Allthough I managed to crash it a couple of times it's still a splendid program.

/Jens M Andreasen

302. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3m30i3$q5b@news.iesd.auc.dk>
Source record: 167989

In article <D6KBAq.2Io@freenet.carleton.ca>, az822@FreeNet.Carleton.CA (Angus P. Armstrong) writes:
> Has anyone heard anything about Magic for the Falcon? Have they delayed
> it because of the MagicMac project?

No. MagiC v.3 has just been released for the ST, STE and TT machines. Behne&Behne are still working on MagiC 3 for Falcon. They're optimising some things in MagiC 3 for Falcon, they're working on making MagiC use the DSP more intense than before for faster operations.

And by the way, it was not with Behne&Behne's good will that MagiC 3 was released for the other machines before the Falcon-compatible version was ready.
It's due to pressure from Application Systems Heidelberg who is distributing MagiC, that the ST/STE/TT-version was released before Falcon-comp.

> Thanks for any info!

You're welcome.

> Angus Armstrong

Keep Cool and Flying...

ChainXOR...

303. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3m30si$q5b@news.iesd.auc.dk>
Source record: 167990

In article <D6MLKn.8zK@cix.compulink.co.uk>, nharlow@cix.compulink.co.uk ("Nicholas Harlow") writes:
> Everybody in the Atari World should subscribe. Now......
>

Could you send me an address. I would like to subscribe, but haven't got any idea how, since I live in Denmark.

Keep Cool and Flying...

ChainXOR...

304. Mountain Software 1995 Spring Sale

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: awatson@pacifier.com
Message-ID: <3m1vbi$7g2@news.pacifier.com>
Source record: 167991

```
Mountain Softwares 1995 Spring Sale
======================================================================
April 1 to May 31
======================================================================

The Recipe Box

List: $ 35.00
Sale: $ 20.00

The Recipe Box is the leader in recipe storage systems for the Atari
ST. This program is a complete meal planning system with a full
featured recipe database, grocery list planner, meal planner, user
editable calorie chart, and much more. Runs on any ST/STE/TT/Falcon
in any graphics resolution (640x200 min.), multitasks, Speedo GDOS
compatible, etc.

(Also available for the Apple Macintosh and Commodore Amiga)

======================================================================

Mountain Reader II

List: $ 40.00
Sale: $ 20.00

Mountain Reader II is the finest offline message reader for the
Atari ST/TT/Falcon. MR2 supports QWK and Bluewave message formats,
supports 65536 areas w/65536 messages per area, Online Hypertext
Help system, Area Preselection, Message Prescanning, Bookmarks,
Email address book, internal message editor, tagline editor with
"stealing", offline conference configuration, user lockouts, a user
definable search system, and more.

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6911 NE Livingston Road
Camas, Washington 98607 USA

Free shipping is USA and Canada. Foreign orders add $5 shipping.
(Personal checks are delayed 2 weeks till check clears)
For more information contact:

Internet: awatson@pacifier.com
Internet: a.watson6@genie.geis.com
GEnie: A.WATSON6
```

Bear Cavern BBS: (360) 573-2054
[Email to Anthony Watson]

==========
Demo versions of Mountain Software products are available at the
following sites:

GEnie: Atari ST Roundtable
Internet: micros.hensa.ac.uk
atari.archive.umich.edu
Bear Cavern BBS: (360) 573-2054 [Mountain Software file area]
[New callers have full download access]

305. Re: Board\Runners

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: Dan.Carver@f6969.n106.z1.fidonet.org
Message-ID: <749_9504191718@sherwd.fidonet.org>
Source record: 167992

```
* Reply on a message in area CO-SY-ATAR-ST

_ _________ _ _____ _
/ \ |___ ___| / \ | __ \ | | * ** *
/ ^ \ | | / ^ \ | | \ ) | | * ** *
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/ / \ \ | | / / \ \ | | \ \ | | ** ** **
/_/ \_\|_|/_/ \_\|_| \_\ |_| ** ** **

----------------------------------------\==========}- ___-^-___
BOARD\RUNNERS Bulletin Board System _|____// -v-
---------------------------------------- <_______;{-
Screaming with a 14.4 U.S.Robotics v32/42bis
BATCH Download/Uploading
Zmodem, Fmodem, Ymodem, Xmodem
File Attachments to Messages
Private Email and File_Mail
The BIGGEST OnLine GAME Section Ever Seen

Get Connected Today For the Ultimate in Atari BBSs!

Get Online and see MORE Colors at: 713/861-0034
We even have an Online Spelling Dictionary!

--
| Fidonet: Dan Carver 1:106/6969
| Internet: Dan.Carver@f6969.n106.z1.fidonet.org
| Standard disclaimer: The views of this user are strictly his own.
| This message has been brought to you by the letter S and the number 8.
```

306. Re: Cruise for Corpse-Help!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: nfb1tea@bolton.ac.uk
Message-ID: <3m3jqn$ln8@yama.mcc.ac.uk>
Source record: 168187
Cross-posted to: comp.sys.ibm.pc.games.adventure,comp.sys.atari.st

In article <3l6lvn$782@eplet.mira.net.au>, johnmoon@pyromania.apana.org.au (John Moon) writes:

```
>Go to Niklos Karaboudjan's office. INSERT KEY INTO LOCK ON ROLL TOP DESK.
>TAKE THANK-YOU NOT. (10.20 am).
>
>READ THANK-YOU NOTE. OPEN JEWEL CASE. EXAMINE CLASP. (10.30am)
>
>Go to the Dining Room. OPEN DRAWER. EXAMINE DRAWER. TAKE ENGAGEMENT
>INVITATIONS. (10.40am)
>
>Walk down along the Main Deck on the Port side. You wil see Tom & Rebecca
>on the Upper Deck. (10.50am)
>
>
>And that is all I'm gonna tell you, hehehehehe
>
>
>ENJOY!
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>
>
> johnmoon@pyromania.apana.org.au
```

Many Thanks,

Neil-B-

307. Re: Cruise for Corpse-Help!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: nfb1tea@bolton.ac.uk
Message-ID: <3m3kt0$rv1@yama.mcc.ac.uk>
Source record: 168188
Cross-posted to: comp.sys.ibm.pc.games.adventure,comp.sys.atari.st

In article <3l6lvn$782@eplet.mira.net.au>, johnmoon@pyromania.apana.org.au (John Moon) writes:

```
>Go to Niklos Karaboudjan's office. INSERT KEY INTO LOCK ON ROLL TOP DESK.
>TAKE THANK-YOU NOT. (10.20 am).
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>
>Go to the Dining Room. OPEN DRAWER. EXAMINE DRAWER. TAKE ENGAGEMENT
>INVITATIONS. (10.40am)
>
>Walk down along the Main Deck on the Port side. You wil see Tom & Rebecca
>on the Upper Deck. (10.50am)
>
>
>And that is all I'm gonna tell you, hehehehehe
>
>
>ENJOY!
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> \___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
>
>
> johnmoon@pyromania.apana.org.au
```

Thanks,

Neil-B-

308. Re: WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDHQBJURUP@dksoft.ping.dk>
Source record: 168189
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <D6KwDK.EwB@watserv3.uwaterloo.ca> Samy Mesbah wrote:

>Let me know what you all think... when I have some time I will start
>developing a strategy for coding. I would like to write something
>that's relatively efficient so 8Mhz ST owners can enjoy browsing the
>WEB and 48Mhz TT owners (like myself) can show off how much faster
>our WEB browser is than those on other home platforms. (hey calamus wins
>hands down for DP speed compared to anything on any platform).
>

I think it's a very VERY! good idea. It's about time someone start code
on a program which doesn't need Mint or X windows, as i feel many people
are having many problems with these programs.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

309. VIRUS?? Stop, the system is out of memory!

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: henk@elrond.Simplex.NL
Message-ID: <FDHSAAUQUp@elrond.Simplex.NL>
Source record: 168190
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Since some time I regularly get the message

STOP! The system is out of memory.

After this message I can carry on mostly, but windows that were
open are closed and not everything works any more.

I suspect there is a VIRUS in my system somewhere.

Is there anybody with the same experience or just knowledge
about this subject?
Please, come out and speak up!!

Henk

(BTW: I have a Mega 4 ST and TOS 2.06)

--
Henk van der Griendt, Student Library Sciences
Dordrecht Email: henk@elrond.Simplex.NL or
The Netherlands griendt@Simplex.NL

310. Re: 56001 DSP

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Apr7.122615.235@genrad.co.uk>
Source record: 168191
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.next

In article <jasonznfsyyhnnm9c@jbaker.async.csuohio.edu>, (jason) writes:

] In article <3lgoek$pjc@btmpjg.god.bel.alcatel.be> (Chris Gray) writes:
] Chris> I think the 56001 can also only make one external memory
] Chris> reference per cycle, so one of your two MOVE instructions
] Chris> would have to be on-chip, e.g. between a register and
] Chris> on-chip RAM/ROM. Or am I deluded? --
]
] I was under the impression that the 56001 had 3 busses to
] external memory. I thought that NeXT's had 3 16k word busses for
] their 56k's. The 21xx in my pc works as described above. If the 56k
] treats external memory the same way, would someone tell me before $800
] falls from the sky and I buy a used falcon.

The 56001 is capable of three external memory transfers per cycle,
one to X memory, one to Y memory, and one to Program memory. The Falcon
has three memory areas to support these (although they do overlap a bit).
The confusion may have arisen because each memory block (X, Y, or
P) can obviously only have one access per cycle.
Go ahead and spend your $800 (that's a bit much for a USED Falcon
isn't it?)

Paul Hills

311. SCSI-problems with a Falcon 030...

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: malm@cd-system.se
Message-ID: <199504071007.MAA17693@mail.swip.net>
Source record: 168192

```
Hi there!
I got your address via "Atari8@netcom.com" when asked if there was any=20
chance of getting in touch with someone who could help me regarding some=20
strange SCSI-errors on a Falcon 030, together with an IBM 1Gb HD (Fast=20
SCSI-II).
I'll try to give you a brief description of the problem - since there might=
=20
just be (not very likely though, as I see it) a simple solution to the=20
problem. Ok, I've low-level formatted the HD with the Atari-programs that=20
came with the computer (AHDI etc.), partitioned the HD into either four=20
250Mb units, or into three units (2*250Mb, 1*500Mb) - neither way is workin=
g=20
properly. It all seems to be working fine as long as I don't attempt=20
reading, or writing any larger files. As soon as I do that, the HD "locks=20
up" and I get the error message "Your output device is not receiving data".=
=20
The only way to get pass this is to reset the computer as the "Retry"=20
function simply does not affect the HD-status ("Busy"-light constantly lit)=
```

312. Re: Tektronic Emulation

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3m30el$18k@matrix.fwi.uva.nl>
Source record: 168193

Jens Andreasen <jens-and@dsv.su.se> wrote:

:
:
:Thanx for all of your replies
:
:
:It seems like the only package that will support Tektronix is (wait for it
:here comes the winner):
:
: CONNECT!

what about uniterm?

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

313. FOR SALE: NEW 540MB Quantum HD in ICD FA-ST Case

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3m33di$khl@news2.delphi.com>
Source record: 168194

*** NEW 540MB SCSI HARD DRIVE IN ICD FA-ST CASE FOR SALE ***

I only have one, but I might be able to get more if there is enough
interest. This is a _NEW_ drive in a _NEW_ case with warranties on
both. This is Plug-n-Go! $460 shipped to your door! (+$5 COD)

Here are the specifications:

o ICD FA-ST Hard Drive Case
o under-monitor designed case w/adjustable legs & fan
o DMA input and output ports
o external ID-switch
o external SCSI connector for further expandability
o internal expansion for second 3.5" SCSI HD

o ICD AdSCSI Plus ST Host Adapter
o full SCSI command set
o parity bit generation
o dual mode DMA daisy chaining
o battery backed real-time clock

o ICD Hard Drive Utilities (+$40 for SCSI PRO)

o Quantum MV540S 540MB SCSI hard drive
o low profile 1" x 3.5" form factor
o 14ms average seek time
o 5MB/s max. transfer rate
o 128K cache buffer

If you are interested please leave me e-mail here or at the following
addresses:

CompuServe: 74030,3254
Delphi: DOMINGO
GEnie: D.ALVEAR
Internet: DOMINGO@DELPHI.COM

314. FOR SALE: NEW Syquest 105MB removable HD in compact case

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3m33fg$kif@news2.delphi.com>
Source record: 168195

*** NEW 105MB REMOVABLE SCSI HARD DRIVE IN MINI-TOWER CASE FOR SALE ***

I only have one, but I might be able to get more if there is enough
interest. This is a _NEW_ drive in a _NEW_ case with warranties on
both. Requires the Link 2 or other host adapter. $360 shipped to
your door! (+$5 COD)

Here are the specifications:

o External 3.5" SCSI Case (W6.5" x D9.75" x H2.375")
o horizontal Desktop or vertical Mini-Tower
o external SCSI ID switch & 2 SCSI ports
o 40W p/s & 1.5" fan
o second AC outlet

o Syquest SQ3105S 105MB removable SCSI hard drive
o low profile 1" x 3.5" form factor
o 14.5ms average seek time
o 4MB/s max. transfer rate
o 64K cache buffer
o 105MB cartridge _INCLUDED_

If you are interested please leave me e-mail here or at the following
addresses:

CompuServe: 74030,3254
Delphi: DOMINGO
GEnie: D.ALVEAR
Internet: DOMINGO@DELPHI.COM

315. FOR SALE: NEW NEC CDR-510 3x CD-ROM drives

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3m33hj$kjb@news2.delphi.com>
Source record: 168196

*** NEW 3X SCSI CD-ROM DRIVES IN MINI-TOWER CASE FOR SALE ***

I only have two, but I might be able to get more if there is enough interest. These are _NEW_ drives in a _NEW_ cases with warranties on both. Requires the Link 2 or other host adapter. $335 shipped to your door! (+$5 COD)

Here are the specifications:

o External 5.25" SCSI Case (W8.25" x D10.375" x H2.375")
o horizontal Desktop or vertical Mini-Tower
o external SCSI ID switch & 2 SCSI ports
o left & right RCA Audio Out jacks
o 40W p/s & 1.5" fan
o second AC outlet

o NEC CDR-510 SCSI CD-ROM drive
o 680MB capacity
o 195ms average seek time
o 450K/s (3x speed) transfer rate
o 256K cache buffer
o Photo CD compatible (single/multi)
o caddy included

If you are interested please leave me e-mail here or at the following addresses:

CompuServe: 74030,3254
Delphi: DOMINGO
GEnie: D.ALVEAR
Internet: DOMINGO@DELPHI.COM

316. Re: Falcon030: 80 columns at bootup?

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: Patrice Mandin <i2a06a@iut-nantes.univ-nantes.fr>
Message-ID: <3m33uu$177@caro.dsic.emn.fr>
Source record: 168197

It is very easy to make a program which changes to mono rez:
Assembler version:

```
move #2,-(sp) ; Setscreen(0,0,2)
pea 0 ; this works only on Falcon
pea 0 ; Cause giving 0 as video adress
move #5,-(sp) ; will force a reallocation
trap #14 ; of video memory to right size
lea 12(sp),sp

clr -(sp) ; Pterm0
trap #1
```

This takes only some bytes for a file (680x0 rules !!).

317. Re: Sacramento Atari Expo... When?

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <D6nvo6.BKD@cix.compulink.co.uk>
Source record: 168198

After attending Ace'95 on Toronto, Canada (excellent show BTW, very professionally organised, very friendly people, well done guys) I also would be interested in details on the Sacramento Atari Expo.

Nick

****
16/32 Systems TEL 01634 710788 *FOR SALE*
173 High Street FAX 01634 295895 INTERNET
Strood 30 Million
Kent ME2 4TW Careful Users
****

318. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: hn@informatik.rwth-aachen.de
Message-ID: <3m36tp$a1m@news.rwth-aachen.de>
Source record: 168199

aa047@detroit.freenet.org (Mick Collins) writes:

> This is probably a dumb question, but has X11R5 been ported
>to run under the Atari kernel of LINUX? I mean, I know it runs
Well, X11R5 is not available but X11R6 runs perfectly under Linux/68k!
--
Helmut Neukirchen "Harry, manchmal hasse ich meinen Beruf."
hn@pool.informatik.rwth-aachen.de (Stefan Derrick)
<A HREF="http://www-users.informatik.rwth-aachen.de/~hn/">My WWW homepage</A>

319. Re: Lamers with their jags

Newsgroup: comp.sys.atari.st
Date: 1995-04-07 00:00:00 UTC
From: jw4@bolton.ac.uk
Message-ID: <9504071246.aa17871@dispatch.demon.co.uk>
Source record: 168200

In rec.games.video.atari, llamaman@ix.netcom.com (Jeffrey Minter)
wrote:

>>umm my usage of "in anyway" is correct.
>How so? It is plainly incorrect to say
[Lots of 3rd year secondary level English tuition removed].

Just to point something out, NEVER (I repeat NEVER) argue English
grammar and syntax with someone over 21 who has been through the
english education system. A lot of people make it their lives work to
make sure we know our language to a great technical degree...

>\
>(:-) - Llama with my Jag
>/
A REAL one? How does it use the joypads? Does it like the games? Will
it give you your jag back? I get a sudden image of Jeff and a Llama
having a tug of war over the small black one. I bet the hairs get in
the cartridge port...

320. Re: MintOS PATH variable

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: marbud@u14003.skm14.svskt.se
Message-ID: <1995Apr8.181023.23397@rsv.svskt.se>
Source record: 167993
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3luchr$fr2@ccshst05.cs.uoguelph.ca>, thopman@uoguelph.ca (Theodore L Hopman) says:
>
>OK, I have (fairly successfully) installed MiNTOS 1.4, and am using tcsh
>6.03 pl3 and the GNU file utilities. I have the file utilities installed
>in a directory in my /usr/bin directory for ease of maintenance. The
>problem is, I can't figure out where the PATH environment variable is
>set. I can set it easily enough from the tcsh command line, but I'd like
>it to be set automatically to include /usr/bin/fileutils-3.9. I've looked
>all over the place, in all the csh.* files and rc.* files, and there's
>no indication of where the PATH (or any of the other variables) are set.
>I don't thing mint.cnf does the trick either.
>
>Note that I'm logging in as root, and my home directory is completely empty.
>

look in /etc/csh.login.

Martin

321. Re: WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: schrist@io.org
Message-ID: <3m7hf3$na0@ionews.io.org>
Source record: 167994

In article <3m1dgj$qn0@detroit.freenet.org>,
James J. Kudron <ai868@detroit.freenet.org> wrote:
>
>Sam,
>
>After seeing your demo at ACE, all I can say is-go for it! I
>definately would be interested!

For those of you who missed ACE '95, or at least Sunday's part of the show, and will be in the Toronto Area April 20th (third Thursday), TAF has invited Sam back for the TAF General meeting for April (7pm at the North York City Centre: Memorial Hall).

For more info about TAF check out our WWW page at:
http://www.io.org/~schrist/taf.html

I'm working with Sam to try and release his current setup threw the TAF library. (Anyone have a TT RAM board for sale?) This isn't going to be like installing your basic Terminal program (which throws a lot of users). So anything you can do Sam, PLEASE go for it!

BTW, I haven't seen any comments on ACE on the net? What are people's comments? (Including those of you who didn't come - why didn't you come?) I would like to hear some opinions to take back to the Executive meeting.

Stephen Christian (TAF ST VP) _ Member of: TAF, DWIN
schrist@io.org (_'-/-_ _ |_ _ _ EoH, HCoG, EoO III
http://www.io.org/~schrist ._)((-'|_)	)(-'|). TT 9, Warp 9
Disclaimer: The opinions expressed above are strictly my own and in no way represent those of my employer and/or clubs/organizations I am a member of.
--

322. FS: ??? ATARI ST ++ ???

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: pmcmulle@osf1.gmu.edu
Message-ID: <3m4n96$llr@portal.gmu.edu>
Source record: 167995

Does anybody still use Atari ST hardware/software ??
I havn't used mine in a long time, and I'm thinking about getting
rid of the stuff. I have a mega 4, Syquest drive, hard drives,
Spectra, 1040stfm, 300+ pieces of software. I would like to
get a good price, make me an offer if interested, suggest
price, I'm flexible. Leave E-Mail if you desire a list of
software.

Petra..

323. Falcon030 for sale anyone??

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: Peter_Epp@learnnet.nt.CA
Message-ID: <351846.ensmtp@learnnet.nt.ca>
Source record: 167996

Does anyone out there have a used Atari Falcon030 computer they want to sell for a reasonably good price? I'm looking for one that comes with all kinds of goodies like upgrades, software, CD Rom, etc. Either way, though, I am interested in buying what you have. I would prefer if it has an Atari SC1435 monitor with it, but if all you have is a standard Super VGA, then that's fine. If you don't have 14 MB of ram, though, then it had better have a LOT of other extras to make up for it, because I really want 14MB. However, I suppose I can live with 4MB if that's all you have, but anything less than that I am sorry to say I would not be interested in. Unless Ram up-grades are not too expensive and easy to install. Also, I want a 486SX processor board for it if that is available, as well as whatever software you need to use it.

Thanks in advance to any and all.

Pete

324. Re: MiNA

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDIMDGAIUP@galaxy.teuto.de>
Source record: 167997

In <D6I3AM.J5A@sci.kun.nl> Sander Stoks wrote:

>>There's some discussion on MiNA in maus.gui.gem, but I am not quite
^^^^^^^^^^^^

>Can we check out MAUSnet via internet? Or could you simply post the

Look what Thorsten wrote. I myself pointed to that group in another posting as
well.

>most interesting (even if German :-) articles from there? I'm sure

Why? Check out the proper group. Ask your provider for maus.* ...

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

325. Re: Stoop 1.04

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D6pt8s.16I@cix.compulink.co.uk>
Source record: 167998

In message <3m0ats$3ao@epsilon.qmw.ac.uk>, efac001@alpha.qmw.ac.uk said:

>Look out for Stoop 1.04a on HENSA tomorrow. :-)
>
>Regards
>Danny

Thanks Danny.

Phil.

326. Re: Conversion Help Please!

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: johnmoon@pyromania.apana.org.au
Message-ID: <3m61fe$923@eplet.mira.net.au>
Source record: 167999

Well for a start if you have a DOS machine, then it can only run PC type programs not ATARI! You can view ASCII files from Atari programs but that is all.

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@pyromania.apana.org.au

327. Re: RatSoft BBS software? Where? How? How much?

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: johnmoon@pyromania.apana.org.au
Message-ID: <3m61i8$923@eplet.mira.net.au>
Source record: 168000

Yes I'd like to know as well!

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@pyromania.apana.org.au

328. Re: MAC/STe SIMMS in GIZMO or WIZZTRONICS

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: trek@usgp2.ih.att.com
Message-ID: <D6pwx9.A1K@ssbunews.ih.att.com>
Source record: 168001

In article <macdonald.219.00106729@cfcsc.dnd.ca>,
Ken Macdonald <macdonald@cfcsc.dnd.ca> wrote:
>I have 4 - 1meg SIMMS from my STe. [8 pin/bit(?) as opposed to the extra
>parity pin(9) in IBM SIMMS]. Does anyone know if these are usable in either
>the GIZMO ram board or WIZZTRONICS ram board for the Falcon?

The Ram Gizmo board will take 1M simms - but of course that will only
give you 4M on the board. The board also takes 256K and 4M simms for
1 and 14M respectively. It can use either parity or non-parity simms
as long as the simms are 30 pin.

I believe the Wizztronics board uses 16M simms - for 14M - not sure
if it can use smaller simms for less memory. Wayne

PS- Anyone interested in upgrading their Falcon to 4M with the
Atari 4M board, contact me. I have two of them as both my Falcons
are now at 14M and would make you a good offer. Wayne Booth

329. Re: Mega 2 as X terminal?

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: fvkampen@cs.vu.nl
Message-ID: <D6pqnG.D0n@cs.vu.nl>
Source record: 168002

cgreuter@calum.csclub.uwaterloo.ca (Chris Reuter) writes:

>I know this is a FAQ, but the FAQ list seems to have vanished. It's
>been a while since I've read this group, you see. Anyway, I have a Mega
>II with 2 megs RAM, hard drive and monochrome monitor. Since I bought
>a PC (yes, I'm a traitor to the Atari cause--sue me ;-), it's been
>gathering dust.

>It occurs to me that I really could use an X terminal, so I'm
>wondering if there's a way of running a dumb X server under TOS.
>Failing that, I'm willing to try MiNT and/or memory upgrades.

>(If there's still a FAQ available, would some kind soul please mail me
>a pointer to it?)

> --Chris

This should be possible. I would certainly advise you to upgrade to 4meg...
You have to install MiNT, MiNT-NET, X11 for MiNT and all the network utilities.
Then you could make a PPP/SLIP connection between the Atari and (I presume)
your PC, set the DISPLAY environment variable to your Atari Display and
get the ting on the road. (I tested this, It works). You can find all the
files at the atari archive or its mirrors...
If you have any questions left, you can email me.

Good Luck

Florentijn

--
+---+
| Florentijn van Kampen fvkampen@cs.vu.nl ppp24.pm.cs.vu.nl |
| http://www.cs.vu.nl/~fvkampen Bavo Music Lab. We Compose The Future... |
+---+

330. Re: Seek simple .WAV player for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3m67em$8n6@prime.mdata.fi>
Source record: 168003

In article <3ltr0uE9ev@uni-erlangen.de>,
Harald Schoenfeld <mppi76@cd4680fs.rrze.uni-erlangen.de> wrote:
>In comp.sys.atari.st you write:
>>Can anyone point me in the direction of a .WAV player for the Falcon
>>which could be used by just installing it as an application for *.WAV?
>
>You could use the program '525' to convert the wav-files to anything
>you want (like avr or aiff). 525 is available from many ftp sites.
>You could use the program 'fortune' to play many different sound files
>like wav, au, avr, snd, dvsm, hsn. Fortune is also available at many
>places (or from me, too).

I would also like to see an drag&drop application, that plays (and maybe
displays sounds (WAV, AIFF, SND, AU, DVS...). If that wonderful 525
could be programmed to play the sounds also, I would be very happy.

BTW: has anyone else got this problem:
When exiting Fortune or 525, the desktop colour nr.9 is not set to it's
original value, but always to R500 G500 B500. Is this because of those
programs of the COLORVDI.CPX vr. 2.10?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/
---

331. Atari E-mail List update

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: sirsmedley@delphi.com
Message-ID: <Je6e4S8.sirsmedley@delphi.com>
Source record: 168004

The Atari Community E-mail Address Book
Revised 8-Apr-95

Hello all! This list has been compiled to provide Atarians worldwide with the addresses to contact other members of our ever-changing Atari community. The list has been re-organized since the last update. There are now 4 distinct sections - user groups, Atari computer contacts, Jaguar and Lynx contacts, and World Wide Web pages. Please note that for addresses that are of interest to both Atari computer users and Jag/Lynx owners will be found in the cmoputer section. Oh, and special thanks to Ron Whittam who published some of his e-mail contacts in AEO_0404, which accounted for at least half the new entries in this revision - including his user group!

Using this list -
I created this list to encourage communication between Atarians everywhere. If you have a question without an answer, or are moving soon and need to find a new user group, this list should help. It is also a great way to distribute Atari related press releases, such as upcoming Atari shows and new product announcements. And I would LOVE to see user groups sharing newsletter articles via these addresses! However, it SHOULD NOT be used as an advertising tool. If you are a retailer looking to advertise, please contact the individuals on the list and ask if they want to receive your mailings. Some people must pay for their e-mail by the character and would not want unsolicited commercial mailings.

If you have any changes, additions, or suggestions, please contact me via private e-mail. My addresses are listed under AUNT.

Dan Mazurowski, AKA Sir Smedley
Semi-official e-mail contact for AUNT

PS - This list may be printed and distributed at will, though I would like credit for compiling it. Please be sure to contact me for the latest update, as I won't post every minor change.

PPS - Will the guy who sent me the address of the group in Tasmania, Australia please send me the address again? I lost it! (Sorry!)

-=-=-=

AACE Austin Atari Computer Enthusiasts (Austin, TX)
mann@austin.wireline.slb.com David Mann
dunham@isd.tandem.com Jerry Dunham
hoosier@rider.cactus.org Jerry's alternate
dunham-jerry.aace@austin.tandem.com All online AACE members

ABUG Atari Boise Users Group
r.whittam@genie.geis.com Ron Whittam, Pres.

ACEC Atari Computer Enthusiasts of Columbus (Columbus, OH)
msteve@magnus.acs.ohio-state.edu Michael Steve

ACE-HI Atari Computer Enthusiasts of Hawaii
jperez@uhunix3.uhec.Hawaii.Edu Juan Perez, President

ACE-NSW Atari Computer Enthusiasts, NSW (Sydney, Australia)
ianm@mpx.com.au Ian Mackereth

AKA-Frbg Anwender Kreis Atari, Freiburg (Freiburg, Deutschland)
werner_laass@traveller.fido.de Werner Laass

AUNT Atari Users of North Texas (Dallas, TX)
d.acklam@genie.geis.com David Acklam, Pres.
j.battey@genie.geis.com J. L. Battey, Editor
l.webb@genie.geis.com Lonnie Webb, Sysop
ah096@leo.nmc.edu Dan Mazurowski
fz695@cleveland.freenet.edu Dan's alternate
sirsmedley@delphi.com Dan's other alternate

CACE Canterbury Atari Computer Enthusiasts (New Zealand)
scotts@pointless.gen.nz Scott G. Stringer, Sec.

EACH Edmonton Atari Computer Hobbyists (Edmonton, Canada)
leslieh@warpcon.ersys.edmonton.ab.ca Leslie Hartmier, VP

FOG-F Falcon Owners Group, Finland
peseb@cute.fi Peter Sebastian Bach

FOG-UK Falcon Owners Group, United Kingdom
requiem@bs47c.staffs.ac.uk Richard Davey

GCAGE Garden City Atari Computer Enthusiasts (Canada)
ua558@freenet.victoria.bc.ca Gordon Hooper, Pres.
ud264@freenet.victoria.bc.ca Ted Skrecky, ST Lib.

HBO-AUG Hamilton-Burlington-Oakville (Canada)
jondinga@io.org Jon Dinga

KCAC Kansas City Atari Connection
cysco@tyrell.net Jeffrey Krzystow, Pub Lib

MGAUG Middle Georgia Atari User's Group (Macon, GA)
l.w.benjamin@genie.geis.com Lee Benjamin, Editor

NEOSTAG North East Ohio ST Atari Group
ab164@yfn.ysu.edo Tom Lamparty, Sec & Treas

NSACUG Nova Scotia Atari Computer User Group (Halifax, Nova Scotia)
brian.h@genie.geis.com Brian Harvey, Pres.
ab380@cfn.cs.dal.ca Len Mitchell, Sec & Treas

PAC Portland Atari Club
Martin.Crommie@f79.n105.z1.fidonet.org Martin Crommie, Sysop
Max.Denebian@f318.n105.z1.fidonet.org Max Denebian, Sec

PARATARI ParAtari Users Group (Valladolid, Spain)
explorer@luna.gui.uva.es Joaquin Ferrero, Pres.

SAGE Spectrum Atari Group of Erie (Erie, PA)
dpm@mpd.lord.com D. Mcguire, Pres & Sysop

SCAT Suburban Chicago ATarians
nickd@vpnet.chi.il.us Nick Dimasi, Pres
turbonick@delphi.com Nick's alternate address

TAF Toronto Atari Federation (Canada)
zaleska@io.org Peter Zaleska, Pres
schrist@io.org Stephen Christian, ST VP
h.carson@genie.geis.com Howard Carson

WAACC Western Australia Atari Computer Club (Midvale, W. Australia)
Lance@perth.DIALix.oz.au Lance H. Barrett

WAUG Washtenaw Atari User Group (Ann Arbor, MI)
molin@atari.archive.umich.edu Michael Olin, Treas

WMAUG W. Massachusetts Atari User Group (Springfield, MA)
arthurs@delphi.com Arthur Santos, Pres.

YAC Yolo Atari Club (Davis, CA)
szhays@dale.ucdavis.edu Eric Hays, VP

-=-=-=

Branch Always Soft brasoft@genie.geis.com Atari emulators for PCs
Computer Studio s.winick@genie.geis.com Atari retailer
Cyrel Research cyrel@cybercube.com TT hardware manufacturer
DMC Publishing dmcpublish@genie.geis.com Nathan Potechin
Ensley, Thomas muse@genie.geis.com Advice & troubleshooting
Fair Dinkum Tech. hutch@genie.geis.com ST/STe/TT Developer
Gribnif Software gribnif@genie.geis.com Gribnif tech support
rflashma@mhc.mtholyoke.edu Rick Flashman
ICD Inc. icdinc@delphi.com Atari HD utilities, etc.
It's All Relative greg@genie.geis.com Atari dealer, esp CD-ROM
Keylard, Frans FKEYLARD@ewu.edu TT & Jag info source
Lexicor info@lexicor.com Atari software/hardware
europasales@lexicor.com European sales
usasales@lexicor.com North American sales
support@lexicor.com Tech support
staff@lexicor.com The Lexicor staff
ysiu@lexicor.com Yat Siu
Missionware Soft. j.trautschol@genie.geis.com ST/STe/TT Software
Mountain Software a.watson6@genie.geis.com Andrew Watson, Programmer
awatson@pacifier.com Andrew's alternate
Musicode Software m.turcsanyi@genie.geis.com Melinda Turcsanyi, Prog.
Scriba Communis R. scriba@www.hials.no The Society of The Answer
ga@www.hials.no Gard Eggesboe Abrahamsen
kh@unix1.hials.no Kai Trygve Holst
Sinister Dev mike@sindev.demon.co.uk Mike Watson, Programmer
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TEAM Software mlake@DGS.dgsys.com Marshall Lake, Developer
Toad Computers toad@charm.net Atari retailer
TLC Software j.wisniewsk2@genie.geis.com Jeff Wisniewski, owner
Vesperman, Andrew dancer@ozspace.brisnet.org.au Atari guru
WALU Software walusoft@cbbs.centron.com PD & Shareware Dev.
Wilson, Walter st.wally@genie.geis.com Enthusiast, answer man
wally.w@genie.geis.com Wally's alternate

-=-=-=

Id Software help@idsoftware.com Jag developers
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shawng@idsoftware.com Shawn Green
Interplay Software jsp@netcom.com John Price, Programmer
Jaguar list jaguar-l@ctrc.fs.saci.org Jag mailing list
listserv@ctrc.fs.saci.org Subscription & help addr.
tony@vtplace.idde.saci.org Tony Maxwell, list adm.
Jung, Robert A. rjung@netcom.com Lynx FAQ and game reviews
Level 7 Software jschlich@ecst.csuchico.edu Jeff Schlicht
Photosurrealism ab@nova.cc.purdue.edu Al Braunsdor, Programmer
Pixel Satori DB@CHO004.CHO.GE.COM Duncan Brown, Programmer
Rebellion Software rebel@cix.compulink.co.uk Jaguar developer
Shiny Entertainment ccmshe!aastor@netcom.com Game developer
Springer Spaniel Dave@davel.demon.co.uk Jag, PC Software
SWAT Pro magazine swatmail@iftw.com General mail for SWAT Pro
Ubi Soft 100072,661@compuserve.com Frank Slater
Visual Impact jaguar@einstein.rug.ac.be Jag Developers

-=-=-=

332. Re: NVDI -> NPRNCONF.CPX

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDIRDFBHUP@galaxy.teuto.de>
Source record: 168005

In <macdonald.213.0009F3A8@cfcsc.dnd.ca> Ken Macdonald wrote:

>there, but the configuration panels under general(dpi, letter/legal size,
>orientation, etc) and under options are grayed out and I cannot change them.

Have you got the PAGEPRN.[SYS|INF] and PINPRN.[SYS|INF] in your GEMSYS-Folder?

>2). This is a minor thing, but indicative- Running GemBench4.02, it hangs on

Could be a bug in GB as well. Version 4.03 ist the latest, btw. Ofir?

>If I had my manual here I would e-mail the 2B's directly, I will probably do

Try

wilfried_behne@maush.han.de

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

333. Re: Falcon keyboard question

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: tks@st.rim.or.jp
Message-ID: <3m6otn$h0c@news.rim.or.jp>
Source record: 168006

In article <xwwdI4v.lamarth@delphi.com>, <lamarth@delphi.com> wrote:
>Hi-
>
>I've noticed on the keyboard of my Falcon that I recently bought that if I
>tried to type a '@' I'd get a '"' character and vice-versa. Also I don't
>have the pound sign anymore but instead I get the English pound (monetary)
>symbol.
>
>Is there a way I can reset the computer's keyboard mapping so it matches
>the keys?
>

Get NVRAM11.??? from a.a.u.e or anywhere, I had a same problem when
I installed AT-Keyboard on my machine. Also, there was a program for
resetting NVRAM. I think this will cure the problem, too.

>Thanks!
>
> David(lamarth@delphi.com)

Takashi

334. ST Hardware and Software For Sale in California

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: FCarp@ix.netcom.com
Message-ID: <3m6qks$rm3@ixnews3.ix.netcom.com>
Source record: 168007

Eugen Bienko has a variety of hardware ST's, megas, sysquest, monitors,
Mac emulator, video key, etc and software for sale.

His phone number is (310) 534-3984

e-mail Ebienko@aol.com

335. Falcon for Sale

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: em129@cleveland.Freenet.Edu
Message-ID: <3m6s7j$fv3@usenet.INS.CWRU.Edu>
Source record: 168008

FOR SALE:

Falcon030/4/84 w/AtariWorks, SpeedoGDOS, complete package in original packaging. Also, VideoMaster Falcon, a real time video digitizer and LOADS of software, including GFA BASIC, Transarctica, Sim City, etc. Will sell for $800 + C.O.D. shipping charge.

Also, Atari Jaguar with two controllers and the following titles:

Cybermorph
Raiden
Alien vs. Predator
Tempest 2000
Zool 2

In original packaging. Will sell for $175.

Buy both the Falcon and Jaguar for $950.

If interested, e-mail me at:

em129@cleveland.freenet.edu
Thomas Main

336. Pinouts Please ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <04081995.214303@empyr.dircon.co.uk>
Source record: 168009

Can anyone tell me how to connect my ST to a monitor that has Analog and TTL or Video inputs ?

I need the pinouts of the long D-type socket on the back of the monitor, or pinouts for an EGA / VGA small D-type plug.

Can anyone help please ?

Thanks.

Kevan@empyr.dircon.co.uk

___ Blue Wave/QWK v2.12

VQWK 6.20 [Rev H - 04/04/94]

337. q. about coverdisk software

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3m6u1i$9jo@sinsen.oslonett.no>
Source record: 168010

I have a bunch of ST Format magazines that I'm planning to sell/give away, but there are a few commercial programs on some of the cover disks that I'd like to have.
I was just wondering if software like this can be copied or if they're treated in the same way as if you buy the actual software by itself.
I'm in doubt since the software is free (included with the magazine).

Hallvard
--
** Hallvard Tangeraas, Oslo, Norway **
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
****
Norway, Norvege, Noruega, Norwegen, Norge

338. Demo code

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: leg5386@u.cc.utah.edu
Message-ID: <3m70rj$s69@news.cc.utah.edu>
Source record: 168011

I have a question about James Ingram's democode.zip file on
phlem.ph.kcl.ac.uk in /pub/atari/demo. The zip appears to be corrupt...
Does anyone know where I can get a good copy of the file? I've checked a
lot of the other ftp sites, including three others in the UK, and haven't
come across another copy.

Thanks very much.

--
* Lawrence E. Gold *
* University of Utah *
* leg5386@u.cc.utah.edu *

339. Re: Tektronic Emulation

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: jbunch@myst.UUCP
Message-ID: <D6qIqs.82t@myst.UUCP>
Source record: 168012

As far as I know uniterm also supports Tektronic Emulation also.

John
--
John B. Bunch KB2SIV * What's that Blue Thing * JB's Mail and News
27 Stanwix St. #8 * Doing there? - TMBG * System Operator
Albany, NY 12209 ************************** myst!jbunch@sixhub.tmr.com
(518) 436-3810 * AT&T 3b1/Sun 3/50 * jbunch@myst.UUCP

340. CurrNotes expert contest (BIG!)

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: dsmall@well.sf.ca.us
Message-ID: <3m74tl$1ak@nkosi.well.com>
Source record: 168013

Here is the programming contest from Current Notes magazine.
I promised I would post it to the Net, and as you'll see, you can
reply via snail-mail or through the net.

Looking it over month s after writing it, it may focus a bit
much on the Spectre GCR -- but that's what I was up to.

There are two parts:

a) Do a demo that knocks our socks off;

b) Get al 50 questions right in the quiz.

(Wish I was handier with that text editor...)

Anywho, I hope you enjoy -- I even left in the notes-to-Editor --
because that's the only real reason to do it.

I did try to get out on the subject line this was a LONG download,
so you could skip it if you wished.

Clock starts now, folks!

THE International ST/TT *Expert* Programming Competition

by: Dave Small

Copyright 1994, all rights reserved.

NOTE: This is different than most articles in CN in that
this may be copied provided (please!) you copy it
intact. I would appreciate translation to other
languages very much, especially if you re-post the
translated version to a BBS or network, so that others
can enter this competition.
---

* * *

*** Caution: This is for experts. Unlike many columns I write,
this one is Not For Beginners. ***

* * *

==========
EDITOR: Do you think you could put a fairly light grey-tone
"EXPERTS ONLY" (maybe "WIZARDS ONLY"? [ask Joyce] her opinion)
across the page at an angle, as a "stamp", sort of like a

security classification would be?
==========

Introduction:

The Expert's Competitions

Over the nearly 10 years I've programmed the ST, I've met a lot of *really* good programmers from all over the world. Briefly, from Charles Johnson to Jeremy (Jez) San, from "AutoSwitch Overscan" to "Spectrum 512", there has been *astonishing* wizardry and talent turned loose on the ST and TT.

(I'll start using the word "ST" to cover the full product line from 260-520ST to TT to Falcon now, ok?, to save room. The Jaguar is not included as most people can't write code for it; it requires special, expensive tools).

So, for your *enjoyment*, I would like to present a top-level, "warp drive", *absolutely the most difficult programming contest* I can do that should stretch the talents of the best, to find *who is the very best* out there.

Now I *know* not all of us have time right now to put together a demonstration program, even though, say, we've been programming on the ST since '85; some of us are busy doing other things (like, say, writing Current Notes articles, *grin*).

So, to "balance" this competition more fairly between people who have time to make a great demo of their talent, and people who don't have time, but work (or have worked) on the ST, there are TWO contests:

1) A Demonstration Program: Show Us Your Best!

2) An Expert-Level Quiz On The Atari (coming right up; see below)

* * *

Remember, there are two *seperate* contests here.
(Although, you are WELCOME to enter both!)

* * *

The Prizes

The most important Prize is to be known and acknowledged as the best there is, here in Current Notes and on the worldwide InterNet, specifically in "comp.sys.atari.st", and elsewhere.

As a token of *our* esteem, two Spectre GCR's are reserved, the first, for the *most* impressive Demonstration of Programming, the second for the person who gets the *most* questions *right* in the following Programmer's Questions (they're after the Demonstration section.)

Finally, a Certificate

Contest One:
First: Show Us Your Best!

The FIRST is a straightforward contest to, frankly, "impress us" -- to do your *very best* wizardry, a "demo" or other type program, (or, to just send in one you've already done.) Believe me, I have seen some really awesome "demos" done for the sake of a demo -- but I have definitely NOT seen them all, just a few that came over from Europe. About 10 disks max. I know there are FAR more.

The Demonstration Contest is a "*what can you DO*?" when you REALLY roll up your shirt sleeves and *go for it 100%.* We're talking staying up all night (I've done it too!), "pulling out all the stops", drinking coffee or anything with caffeine, and "throwing in the kitchen sink" here.

(I understand those phrases may not translate properly from English; if you're translating this from English, *please feel free* to change them into something appropriate meaning, "doing your very best". Or, just explain, "they don't translate directly", but tell them, "here's the essence of it:")

For those of you here who don't know, making up a "demo disk" and spreading it around to show you're Top Gun in programming is an art form in Europe.

For example, I am particularly amazed at whoever figured out how to put text in the HBLANK (horizontal blank) and VBLANK (vertical blank) areas! (See, the ST is setup in hardware to "blank" those areas out, to make a border -- but someone figured out a way around it!) The point isn't that lots of people know to flip Display Enable at the right microsecond; the POINT is the first person to figure it out and go, Wow!

Now I realize this is not a new trick in 1994; this is an EXAMPLE. It took a lot of work to count cycles and "walk in" the timing. This would be a high-point thing if this contest were held in 1989.

NOTE: You should know that we over here "in the 'states'" (U.S.) often don't get to *see* MOST neat demos. (And we get confused a bit by the messages in them, saying, "THIS demo is to show those programmers at xxxx that We Are Better, so there!", and such. Because WE don't know WHO xxxx is, it's all mystery to us! (If your demo has this, that's okay, but would you mind telling us What's Going On?!?))

For instance, there was a demo of digitized pictures, if I recall correctly, of an ocean cruise to meet with other ST

programmers and put out a demo ...

Now, in this competition, I don't as much mean commercial ST products, because not everyone can get something *just amazing* into retail channels to sell, and "straight demos" done for demo's sakes aren't that saleable. Remember the spirit of this; we're looking for the *very best*. Now, if it so happens *your* very best is commercially sold, we have no problem with you entering it in the contest; there is No reason to exclude people who "program for a living" from this!

I would recommend sending only disks and a README file on what is great in what you're sending. (Of course, NO DISKS WILL NOT BE COPIED WHATSOEVER). See the section on mailing entries in for some good advice about disk return, though; it is unlikely your disk will survive two trips. If you want us to reformat the disk when done, just say so; disks are so cheap these days it's more practical to do that than try to return it.

Criteria For Judging

Sandy and I will be judging demo entries based off, to be utterly honest, a mix of factors listed below, but summarized as:

--- The most important thing is us feeling your love for the machine and your talent put together into something great. ---

==========
EDITOR: Can you indent and "dot" these? On a Mac it would be OPTION-8 (just a circular dot, bigger than a period).
==========

FIRST: the "Just How Far Our Jaws Fall Open Factor"; how AWESOME it is. Does it make us look at each other and say, "Wow!!!" Are we talking "Jurassic Park T-Rex" here?;

(Example: Remember the *first* time you saw a program that *really* impressed you? "Blew you away" is an English phrase for it. "Dungeon Master?", say? "CAD-3D"? "StarGlider"? "AutoSwitch Overscan's" Falcon Demo for the Atari Messe?

Do remember to tell us how to get to your demo... does it autoboot? What keypresses? And so forth.)

SECOND: on our knowledge of *just how hard* it was to *get* this effect, *to do what you did*;

(Note: you can *help us here* with a README file, or a letter, explaining what *precisely* is so unique and difficult in your demo; see the questions below to get an idea of the sort of difficulties *w*e have been through; look, if you've fought through a tangle of obstacles, TELL US!)

THIRD: "Rock and Roll, Doing Something Impossible" Factor.

Remember, you're dealing with a person who put a digitized sound file 125,000 bytes long on the Spectre 1.51 disk, *just* to show you how it sounded in my heart to "break through the impossible" barrier!) Example: the wild *but perfect* *fastfastfast* re-sizing and displaying of text font size, a PostScriptish effect but *incredibly fast*, on an 8 MHz ST that is already being cycle-clocked for horizontal and vertical blank additions; that is very, very impressive!),

FOURTH: Music is usually part of any "demo disk", but there are demos and applications it just doesn't belong in. You won't have points subtracted for not having sound (for example) in a word processor. If *you* feel music belongs, and you do something nice, points definitely added! Please: we're not asking you to be an Academy Awards musician (as one ST programmer is!), just to have music that has your *heart* in it.

FIFTH: if there is a special artistic or technical merit to what you have done. This is also how generally "neat" and "cool" (I hope the word "cool" translates okay; it means "very highly impressive" in this context) what you've done is.

(Example: Just about anything that is different and special. Spectrum-512 showed 512 colors. Tempus scrolls at frightening speed. See what I mean?)

Judging in General

Please realize that of course all such judgings are relative; I expect we'll have a few choice arguments here on which is the *very best*. (And if we just can't agree between two, we will honor BOTH.) We will also likely honor "Honorable Mentions" that are extraordinary in some way.

In some cases, we'll call in the experts: our kids (now ages 12, 11, and 6, for those of you who remember me changing Jamie's diaper at the Glendale show when we released Spectre 128) will be asked which demo is more *awesome*; they *commonly* start-to-finish a Sega game in *one day*, and have a good feel for computer generated images. (I think the testing side of Sega would commit hari-kari if I sent them a video tape of my kids ripping up a program that took a year to write and test in one day).

Bear in mind I've seen many seriously awesome programs, both commercial applications and demos-as-demos, for instance, MIDI-Maze, Jez San's disk that boots on both the Amiga and ST (A-MAZing!), the "Union Demo", the "infinite number of desk accessory" programs, even new desktops. Yet this does not mean you haven't got something so special, so unique, it won't win! We won't bias our judgement towards manuals or packaging, or commercial, "team" programs; we're looking for something you've done specifically to show you're *good*, and the kind of

dedication it takes to get it onscreen on the ST.

Okay, that's the spirit; let's go over the usual entry requirements.

Equipment Needed To Run

Assume an 8 Mhz, 4 Megabyte Atari 520-ST, your choice of color or mono monitors (let me know!). I can crank down the memory if necessary, but, uh, would prefer not to, really! (I don't like putting static electricity into my machines any more than you do.) But look, if you need more CPU to pull off "your vision", we have Mega-STE (16 Mhz cache), TT-32 Mhz, and Falcon-030 machines here, with *all types* of monitors, from SC1224 standard color (320 x 200, 640 x 200, SM124 Mono (640 x 400), to VGA (640 x 400), and TTM-194 Double-Page High-Rez (1024 x 768, if I recall correctly), plus the other TT rez modes, as well as Moniterm monitors that run on the Mega-ST, and "Crazy Dots" boards running the Tseng video chip. I don't have any other specialty boards (although I do have an AutoSwitch Overscan that I still need to re-install; the machine it was in died of age).

HOWEVER: Remember: While higher horsepower is nice (by definition, it lets you do more per second), that isn't what we're after necessarily.

--- The most important thing is us feeling your love for the machine and your talent put together into something great. ---

Entering Is Simple!

So, if you'd like to enter your favorite work, all you have to do is *send it*. (PLEASE, please, send it in a "disk mailer", or AT LEAST between two BIG pieces of cardboard, lest the postoffice "festflatten" it! We get too many bent diskettes we can't read otherwise; one-half of the Spectre disks we get returned for upgrade are destroyed!, literally bent, some bent IN HALF (especially on the way from Europe).

On returning disks, let me tell you, it isn't worth it to you or me. Disks are so inexpensive now that it is not worth the postage rates. The other problem is you will probably get back a disk that does not work, or worse, *is not reliable*, a capital crime for a disk. Don't think I'm trying to increase my disk collection; remember, some of the disks will arrive here bent, and, I already have, what, about a thousand disks with various stuff lying around.

I do need to keep them for the length of the contest, so I can compare early entries to later entries.

Or, Electronic Mail

If you wish to upload it, (Good Idea!) which I could well understand given my experiences with various Postal Services, here are some routes.

My account on GENIE is DAVESMALL (no quotes); CompuServe, 76606,666 (no kidding!), and on InterNet is dsmall@well.sf.ca.us.

NOTE: Uploads are *generally free* -- you are not charged connect time. The Gadgets by Small RT on GEnie will be happy to accept your upload; if that doesn't work out, I can try and make a deal with the main Atari ST RT people.

Also, both GEnie and Compuserve can now be reached via Internet; *however*, I don't know where file transfer is on these systems yet. Oh, PLEASE, don't send me a 800K high-bit-stripped Unix "shar" file to decompress, then "compile with Beirut 'C', ok, Dave?" Please send executables and enough documentation to fire them up and make them work.

It is *possible* we could set up an anonymous login FTP site *for uploads* but I cannot guarentee this; the local Net situation is, uhhhhh, "interesting". (Which is why I keep using a San Francisco system, The Well, instead of the local Net.)

If you send to me electronically, *particularly via Internet*, *please* tell me EXACTLY *what to do* to get your demo to the ST properly and run it. *We do want to see it!*

PLEASE INCLUDE EITHER A README FILE (on disk is fine, or letter) TELLING ME HOW TO GET IT INTO THE ST AND RUN IT.

About other ways to send it (disk/e-mail)

A plain ol' .TOS, .PRG, .ACC, or .APP is fine; however, for your sakes, bear in mind the compressors have CRC checking and thus will tell me if your disk went bad on the way ... sometimes I think they ship my disks next to a big magnet load. Personally, I'd send one compressed and one not-compressed; the cost of 2 disks is very low.

So, an .LZH, .ZIP, .ARC is fine, but PLEASE send me the de-compressor too; there are getting to be too many incompatibilities in the various formats (e.g., .ZIPver1 won't work with .ZIPver2 files, etc.) In other words, if you send me DEMO.ARC and want me to de-ARC it, *please* send ARC.TTP (or whatever) to un-ARC the file! I may not have an ARC that is compatible with yours; there are several different ones.

A disk-image program that makes an entire disk into a file is acceptable if you need the space or the demo was written that way originally (for electronic mail).

I will try to return disks that fail or got smashed by the mails, or let you know it happened; same goes for entries via

electronic mail. If you have a Net address of some sort, please send it along; I will be *trying* to send acknowledgements that I got your entry, but may get drowned in them.

In your README file / letter:

Let me know, please, how much RAM it should have (or I'll assume a color, 4-meg ST) and whether or not there are any things I need to do, like disconnect the hard disk, use 10-sector floppies, or *whatever*. If needed, *PLEASE* send instructions if I have to do something special (e.g., use a keypress or joystick to open various "doors" to various demos). My kids seem to have genetically gotten all my skill at finding "hidden doors", along with most of my hair ... *sigh*, so don't hide your work from me!

If you want published credit, *PLEASE* send me your names or pseudonyms. *Group efforts count just as much as single efforts* and I will list the names on group efforts; if you want to tell me who did sound, scrolling, etc, please do. Please type or print your signature along with signing your work, so I don't foul up giving you credit. (Please double-check your name's spelling; you'd be surprised how many people miss this.)

PLEASE indicate with your entry, provided it is somehow uploadable/downloadable, or could be put on a Syquest (e.g., doesn't munch out the hard disk drivers, or can be "disk imaged" into a file):

a) if I can put a picture of the screen in the magazine; (this includes possibly the cover, in color)

b) if you WANT your entry uploaded and generally sent around, in the USA; (if not, it will not be sent anywhere);

c) If you want your name listed, or a pseudonym, for privacy;

d) if it is okay for Current Notes to include it in a collection for ST users in the USA, probably on SyQuest disk.

The reason for this is Current Notes makes a great deal of PD/Shareware software available at a really reasonable price via 44-meg Syquest removable disks, which is very useful for people without a local user group (of which there are lots!). We really have not seen MANY of the really good demos here in the 'States and many people would like to.

(I do understand that some demos make it a point to be hard to copy. I would appreciate you disabling this IF you want the disk sent out into the world.)

Now, if you DON'T want this, your disk and work won't leave my office, and if you want privacy, okay. I will still mail you a prize and scroll.

There is, of course, something else in this for you ...

While it isn't *everything*, being mentioned as "one of the very best programmers" is something worth having, and *if you want*, I will be *happy* to list your name for an employer's consideration. (Or, just photocopy the article). Believe me, anything a little different, a little "better", about your resume, makes it stand out in a pile of other resumes. It says a lot about you that you self-started, tried, and won a competition -- believe me. The quality of entries is going to be very high here.

Again, when listing winners, I'll list your name if you want; let me know if you'd like your entry to be anonymous, or under a pseudonym, let's say, if you work somewhere where having your name on a "demo" would be bad news. (I have had to do that in my past; I understand!)

Second: Show Us Your Working Knowledge

The Other Contest is a set of questions immediately following, which cover some *working knowledge* of the ST which can, in my opinion, ONLY be acquired through long, hard experience and work and really "hanging in there" (look, *where do you think I got these questions*? I found them out *the hard way*, on the ST since 1985, folks.)

If you haven't programmed the ST, you may find them entertaining, in an odd sort of way...

So here's some questions about the ST. They are generally "been there, done that" sorts of questions that really good programmers have had to solve; and because of what I've been doing (Mac emulation), there's a few related to that as well.

The rules are simple. The FIRST entry (as judged by postmark, so everyone starts at the same place) with the maximum number of right answers wins. In case of a tie, I'll think of something.

You can email me the answers at the addresses above; they will count as being "postmarked" *when you mailed them*. Look, there's no way I can be responsible if a machine on the Net sits on your mail for a few hours, any more than if a letter sits in some post office en route for a few hours; fair is fair.

I honestly don't expect anyone to complete all of these questions correctly. I will be very pleased if someone does! (Actually, some time in front of a keyboard will answer a number of them; getting to the point where *I understood the problem*, and can so quickly state it here, is what took so long over the years, so maybe I'm overstating the difficulty level.)

I also spent some time looking through listings, looking for
comments saying:
*
*---
* This one was HARD! It didn't work like it said...
* Even though it should work, DON'T DO THIS!
*---
*blah: blah
*
and so forth.

CAUTION: The answers to a few of these are of the type of
"Who is buried in Grant's Tomb?" answer. It wouldn't be fun
without a few really easy ones.

As you will see, a few of these are going to require you to
get out an assembler ... I'm not yet enough of a "C" wizard to
pose assembly questions in "C".

All numbers in here are in Hex (base 16) and none of them are
trick questions. I've marked some questions "Oldtimers" that
apply to early ST developers (and, actually, a little before); if
you're newer than 1985 / 1986, you probably won't know these. The
people who have seen them won't forget them soon, "I betcha."
I've also tried to label the questions as to difficulty, sort of
like skiing runs are rated for difficulty. However, "OldTimers"
I'm going to assume hacked though the same stuff I did, so no
ratings there.

If you find out and answer these (I'll run answers in a
later column, Explaining All, once the Competition is over), you
will have learned some REALLY cool stuff, some of which is
extremely useful.

* *

The International ST/TT *Expert* Programming Competition
Programming & Related Questions
Copyright 1994, David M. Small

1. [OldTimers]:

Why is it a poor idea to use conditional assembly
with AS68?

(AS68 is an Atari development tool superceded by another
assembler). What *exactly* goes wrong? Why is this gruesome?

2. [OldTimers]:

Why is it a bad idea to do this in AS68:

```
;-----------------------------------------
; (previous code -- whatever, long as it's legal)
;
```

```
RTS
;---------------------
; Next routine has 2 entry points, with no opcodes on them.
;
VIDEOROUTINE
RELOOP
(routine code)
BRA RELOOP
; end of routine
;---------------------
```
What exactly goes wrong? Why is this grim?

3. [OldTimers]:

What GHASTLY thing will happen if you assemble an assembly language file named, oh, "DSMALL.S" (just some random name I picked out of nowhere), using AS68, like this:

```
AS68 -l DSMALL
```

4. [OldTimers]:

What happens if you try to LO68/RELMOD a file that doesn't exist? For instance, as part of a batch file to assemble, link, and RELMOD (change from CP/M-68K to TOS format) a file.

5. [POINTS FOR WITTY, ORIGINAL REPLIES]

Why do I not use AS68 nor LO68/RELMOD any more? (HINT: See 1-4)

6. [HARD ASSEMBLY QUESTION]

Assume these registers (data registers all equal corresponding address registers):

```
D0 = A0 = 12345678 A1 = 23456789 A2 = 34567890 A4 = 45678901
D5 = A5 = 56789012 A6 = 67890123
D7 = userA7= 00001234 supervisorA7 = 1235 Status Reg. = 2307
PC = $5000 (and is in a legal program, etc.)
```

You are in supervisor mode (e.g., SSP & current A7 = 1235).

You perform a multiply instruction using D0 and D1. (Any multiply, I don't care!)

WHY, exactly, do you get 3 instant bombs (yes, 3)? (Remember, we're at IPL 7, so interrupts are not distracting us.)

7. [HARD ASSEMBLY QUESTION]

Assume you MUST shut down RAM for a time (probably by writing some value into the Atari Memory Controller, the MCU). (Say, you're working on the 3 MB of RAM upgrade developed in Germany we had to tweak Spectre for -- those folks HAD to tweak the MCU.) Of

course, interrupts are off. Now, do a division. Will it work?
Why?

Once you figure out 6 & 7, "you're welcome". Believe me, I
wish I had known it too!

8. [HARD ASSEMBLY QUESTION]

How, exactly, can you "legally" (e.g., not by directly jumping
to the exception vector!) generate a "spurious interrupt" on the
ST-series hardware? NOTE: Atari assures me it is "impossible".

9. [HARD FLOPPY DISK CONTROLLER/DISK DRIVE QUESTION]

Many people are aware you can step the disk head past the 80th
track; some programs even use this to store data (shriek!). [Not
all drive will step past track 80]. However, what is NOT
generally known is that there ARE accessible tracks -1,-2, and -3
OUTSIDE of TRACK 00. (I have just told you a secret that will
have copy protection makers/breakers turning pale). How can you
consistently access tracks -1, -2, and -3, to either implement
copy protection or just store data?

[NOTE: This question does not apply to disk drive mechanisms
which really have a "Track 00 Stop" where the head is forced to
stop at 00; however, there are a bunch of drives out there that
go to -1, -2, and -3. In fact, I don't think I've seen a Track 00
mechanical "stop" on a 3.5" disk; they're common on 5 1/4"
disks.]

10. [HEAVY FLOPPY DISK CONTROLLER/DISK QUESTION]

Why is it a good idea to ALWAYS step outwards 5 times before
doing a RESTORE (seek to TRACK 0)? Note this is done on the ATR-
8000.

11. [HEAVY ASSEMBLY/C QUESTION]

Assume you are trying to write a Mac emulator (just to pick
something incredibly masochistic to do). Assume the Mac uses
memory from $100-$13f, and on up to $B00, for that matter) for
"Global Variables", which are often directly accessed by programs
(for instance, ol' "MemTop", the top of RAM, at $108).

Why does this spell *absolute disaster* for a Mac Emulator
on the ST hardware?

(HINT: It stopped me for a month! and almost, almost for
good).

12. When I solved it, it was the last "big" problem in
implementing a Mac emulator. I literally woke up with the
solution at 3 AM. Two months later Mac mode ran.
So: How'd I solve this problem?

13. [LIGHT ASSEMBLY QUESTION]

What does Test and Set (TAS opcode) do on an Atari ST? Why? Should it? (TAS is traditionally used to implement kernal operations on multi-tasking, multi-CPU machines).

14. [EXTREMELY HEAVY ASSEMBLY QUESTION]

Assume you are working with a program that generates Nil pointers (in other words, address registers that equal zero, 0.) The programs write to this address. On the ST, that's writing to ROM, and you bus-error. Assume the registers are all in valid RAM (except, probably, the one that's pointing to 0.)

How can you then RECOVER from the bus error, given that Motorola's 68000 books say you can't, and keep going? (Motorola says you need a 68010 to recover, and to implement Virtual Memory, as the 68000 buserr stack frame doesn't have enough data.)

Assume that data written to a Nil pointer is unimportant, because the program should not be doing that anyway! -- the data is unrecoverable.

HINT: Look at a bus error stack frame.

NOTE: About 1/3 of Mac programs do this; we help Mac Developers Beta-Test just by seeing if they "Nil-Pointer" and try to crash the Spectre by writing to 0. Frankly, until I solved this problem, they would crash the Mac emulator; when it was solved was the beginnings of major success for Mac Emulation. That's when the "biggie" programs went stable.

15. [FUNNY ASSEMBLY QUESTION]

Does Atari's TOS *ever* access location 0 because of a Nil Pointer? Pick any version of TOS. Show the statement & address. Please, no printouts over 10 pages long.

16. [TT USER QUESTION; ASSEMBLY/C ANSWER]

Why does having TT RAM (or equivalent) in the TT (or equivalent 68030 accelerated) machine end up usually accelerating the TT about 11% (depends a little on what you're doing), *provided* the RAM is there AT STARTUP?

17. [EXTREMELY HEAVY HARDWARE/SOFTWARE QUESTION]

You need to startup a 68030 with the first 68030 compatible TOS, TOS 1.62, to begin to debug a 68030 board. The TOS chips are plugged in through the Mega ST bus connector and a PAL address decoder (thus allowing all 256K of ROM to be accessed) and are properly mapped at $00E00000 (by the way, the 24-bit address has nothing to do with this question!) The old TOS 1.4 chips are removed.

Trouble is, you're doing this on a *Mega-ST*, and TOS 1.62 is for *STE* machines, with their added video/sound registers. When you try to startup, you crash, as TOS initializes video/sound registers that *don't exist on a Mega-ST* and bus-errors out (no DTACK/DSACK generated since "that location don't exist" to the GLUE/Shifter chips).

WITHOUT MODIFYING THOSE TOS ROMS, (like, NOP'ing out the inconvenient MOVE's) and without some big fancy PAL disabling certain ROM addresses, how can you get around this stuff in startup and in the VBLANK (vertical blank) code (where, of course, the low byte of the video address is updated if you changed the register for it).

In other words, I'm asking you how to run ROM code and change the path of execution in "firm"ware.

ANSWER NOT ALLOWED: "This is impossible. That's why it's ROM."

ANSWER NOT ALLOWED: No, you can't use the 68030 MMU to copy the ROMs and move RAM under it; this technique doesn't require anything so sneaky. It require sneakier.

NOTE: This is an EXTREMELY valuable technique to know.

18. [MEDIUM HARDWARE QUESTION]

What *usually* happens if you directly switch on video? In other words, do a MOVE right into the hardware location that has the display mode (low, medium, high rez) to turn the screen on. (Something like, MOVE.B, #2,hwdisp_mode ; kick on mono)

HINT: "Two men looked out _____ "
"One saw the mud, one saw the stars."

19. [MEDIUM HARDWARE QUESTION]

What's probably going wrong in what happens in question 18?

20. [MEDIUM HARDWARE QUESTION]

What does "ST" stand for officially, and what does it have to do with question 18?

21. [MEDIUM SOFTWARE QUESTION]

What's the solution to 18? How can you kick video on yourself?

22. [LIGHT HARDWARE QUESTION]

Assume you are running on a TT. The cartridge you have in there (let's stay away from Spectre so you don't think it's related ... say, some video digitizer cartridge, .. well, the cartridge suddenly fails with a gruesome direct short circuit. You sensibly turn the TT off and remove the cartridge. You

replace it with a new cartridge. The TT has (at best) difficulty using the new cartridge, to say the least! (It probably won't work at all.)

ASSUME that the ROM-decode, read, PAL logic, and all that stuff, was not damaged.

What's wrong? And why is this something EVERY TT owner should know? (I believe it applies to Mega-STE's as well).

23. [HEAVY HARDWARE QUESTION]

What did Atari NOT keep constant between the ST and TT cartridge timing? Why does this foul up cartridges?

24. [HEAVY SOFTWARE/HARDWARE QUESTION]

Certain Atari chips *must not* be accessed too quickly. For example, the Zilog 8530 serial chip (runs 2 9-pin ports on the TT and the Localtalk-size-compatible connector) cannot be written to faster than 2.2 microseconds per write. Since the TT is smoking... errr, zooming along at 33 Mhz (33 cycles/microsec), it would be easy to write again too quickly, overrun and zonk out the SCC. (The same thing applies to writing to the ACSI "disk chips".)

What's the documented, sorta "official" way of assuring a "slow", 125 nanosecond or "8 Mhz" cycle to provide an *enforced slowdown* for the SCC and disk chips on a faster machine, like an accelerator or TT?

25. [HEAVY HARDWARE QUESTION]

What happens when you try that assured, guarenteed 8 Mhz cycle technique on a TT machine?

26. [HEAVY SOFTWARE/HARDWARE QUESTION]

Assume you're using the ST Atari's mouse with your own driver for it (like, say, some emulator might .. *grin*). The mouse moves. Assume a byte comes in from the mouse. Assume the processor is busy doing an IPL=7 task (that means, all interrupts are disabled, like when reading a Mac disk with Spectre GCR). Assume this continues long enough for the next byte to come in (after all, mouse movements are transmitted in 3 byte packets, containing button, change X, change Y information). Then the IPL=7 task is done and the normal ST Interrupt Priority Level,3 is set. (The mouse has IPL 6 via the MFP chip, as the manuals say).

Why have your keyboard and mouse just locked up? What is the ESSENTIAL thing wrong?

What's a fairly good way of fixing this in your mouse handler? (I call mine "QuickMouse", by the way.)

27. [HARD SOFTWARE/HARDWARE QUESTION]

What is a *working* method of shutting down the keyboard and mouse, then waking them back up, so that the keyboard buffer and mouse don't overrun? As you can see from #26, this could be necessary for extended work at IPL=7 (no interrupts whatsoever). NOTE: By *working*, I mean it really works, not what some manual says.

28. [REALLY HEAVY HARDWARE/SOFTWARE QUESTION]

Well, if you're smart enough to get 27, how do you do it so it works on BOTH the ST and the TT?

29. [OldTimer] [REALLY EASY SOFTWARE QUESTION ... if you know.]

What did the "bombs" of the crash mechanism look like in the pre-TOS-ROMs version of TOS (that booted up off disk)? (HINT: I want to give you an easy question!)

29. [HARD FLOPPY DISK HARDWARE/SOFTWARE QUESTION]

What precisely is the bug that cuts the floppy disk drive datarate capability to drop by half in most ST's (Atari corrected this after TOS 1.4, I believe ... might have been TOS 3. Yet another reason to get a 2.06 card; your floppies will work faster!)

30. [HARD FLOPPY DISK HARDWARE/SOFTWARE QUESTION]

How precisely does Twister (published in the USA in START magazine, has since become at least an option on most "disk format" programs) work to max-out the data rate to/from Floppy? HINT: It fixes problem 25 by changing the disk layout. (This isn't so hard -- when it was published, we gave out the SOURCE CODE; Twister is the basis for the Meg-a-Minute backup to floppy program. The best you can get from floppies is about 1 meg per minute.

31. [HARD FLOPPY DISK HARDWARE QUESTION]

Why should you definitely wait 30 milliseconds after a step before beginning to write to disk? What are the consequences if you don't?

32. [OldTimers]:

CP/M-68K had a debugger. It could not disassemble one very popular opcode (especially in interrupt code!!). I saw this on a machine called Dimension 68000, which ran CP/M-68K. It was passed on to AtariFolk as a debugger, and still had the bug. It was finally fixed. What was the opcode?

33. [Humans / Electrical Engineering-Hobbyists]:

What is the A.C. voltage on the heat-sink of the power supply found inside the Mega ST's? Measure against, say, board Ground. Be sure meter scale is on multiple hundreds of volts!

(CAUTION WHILE MEASURING!!!, REALLY!!!)

34. [Humans/Don't Try This!]:

How far will you be thrown if you brush your hand against that heat sink? (Please convert kilometers to miles.)

[POINTS FOR ORIGINAL, FUNNY REPLIES]

35. [Humans/Don't Try This!]:

How many days will your arm and chest muscles ache after brushing your hand against this heat sink? (Please convert months to days).

[POINTS FOR ORIGINAL, FUNNY REPLIES]

36. [Humans/Don't Try This!]:

How many days will it take before your hair stops looking like "Young Einstein"'s hair?

[POINTS FOR ORIGINAL, FUNNY REPLIES]

37. [Overseas Travellers, EASY]

Summarize quickly the major difference between US and UK, French, German, and Swedish keyboards.

38. [HARD HARDWARE/SOFTWARE QUESTION]

What is the exact bug, and when was it fixed, in serial (modem) handshaking?

39. [HISTORICAL: Easy SOFTWARE QUESTION]

Which TOS fixed the interminable delay on saving a file if your disk was getting full?

40. [HISTORICAL: Easy SOFTWARE QUESTION]

Who rewrote the Disk Operating System section of TOS to do this?

41. [HISTORICAL: Easy SOFTWARE QUESTION]

Okay, who wrote it in the slow way to begin with?

HINT: Usenet users have an advantage on these questions as The History of TOS was given out there.

42. [VERY, VERY, HARD SOFTWARE QUESTION]

How many birthdays are celebrated in Spectre GCR 3.0 upon startup?

43. [VERY, VERY, HARD SOFTWARE QUESTION]

How many different quotes are randomly selected from in Spectre GCR 3.0 (if it's not a birthday) upon startup?

44. [MEDIUM SOFTWARE QUESTION]

What was one major anti-piracy protection placed on the Spectre 1.51 release disk?

45. [MEDIUM SOFTWARE QUESTION]

Why was this protection so hilarious?

46. [TRIVIA QUESTION]

Why didn't the "Alarm Clock" work for SO LONG in Spectre?

47. [TRIVIA QUESTION]

Name all the releases of Spectre. How many are there that made it out into the world? Include Spectre 128 and Spectre GCR.

48. [TRIVIA QUESTION]

What was the sound in the hidden dedication page of Spectre 1.51?

49. [HARDER TRIVIA QUESTION]

What was the updated sound made available to Spectre users, with the advice it was wind-chimes and hard to hear, so they'd better turn it up?

50. [Awww, Heck, Give 'em a point]

Who's buried in Grant's Tomb?

* *

There you are, an expert-level quiz on the Atari. Given time, I could think of some really obscure questions (why doesn't a 5 1/4" drive always work when you plug it in, or, what is the termination situation on the floppy bus?), but I think 50 questions is enough to seperate the Hackers from ... the general populace.

Best of luck, I promise there ARE answers, and I hope this brings back a few memories, too!

See you next time, and I hope you had some fun!

Dave Small / VP
(Gadgets by Small)

Genie: DAVESMALL
Internet: Changing;
for right now, dsmall@
well.sf.ca.us will be ok.
CompuServe: 76606,666

341. Atari STE/ST systems and peripheral for sale in Canada

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: djc126@alf.usask.ca
Message-ID: <3m77ao$stf@tribune.usask.ca>
Source record: 168014

[No readable article body recovered]

342. MagicMac and protected games

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: samshirley@aol.com
Message-ID: <3m5h6v$qks@newsbf02.news.aol.com>
Source record: 168015

Has anyone had any experience running protected games on MagicMac? Do the games work at all? That's what I miss most about my ST. I have everything I need on my Mac now but I liked the interface and the games bettert on my ST.

343. Re: Crown_11

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3m7qjg$fg8@elaine35.Stanford.EDU>
Source record: 168016

Marc BOURLON (bourlon@gla.ecoledoc.ibp.fr) wrote:
: It's the Falcon only preview of a game...

: MB.

Mine bombs out after the title screen / kewl credits...
Is it a flight simulator of some sort?
;-)

344. Re: MagicMac and protected games

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: beavis@dnaco.net
Message-ID: <beavis-0804952343140001@uhura-12.dnaco.net>
Source record: 168017

In article <3m5h6v$qks@newsbf02.news.aol.com>, samshirley@aol.com (SamShirley) wrote:

> Has anyone had any experience running protected games on MagicMac? Do the
> games work at all? That's what I miss most about my ST. I have everything
> I need on my Mac now but I liked the interface and the games bettert on my
> ST.

I was unable to get any games to work except for Battlezone (cbzone10.zip).

But I was able to get the gogo dancer working in the monochrome mode ;)

Anybody else have any luck getting any games to run?

--

"I should have Listen to what my mother Said when I was growing up!"
Why what did she say?? "I don't know because I didn't Listening!"
Thank the Gods for Candace Gingrich Beavis@dnaco.net(finger me!)
http://www.dnaco.net/~beavis

345. Looking for PageStream printer driver

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: dunham@mpd.tandem.com
Message-ID: <1995Apr8.030820.6242@integrity.uucp>
Source record: 168018

I'm looking for a printer driver for PageStream to work with a Citizen GX140+ 24-pin dot-matrix printer. This printer will emulate either an IBM ProPrinter or an Epson (not sure which one but probably LQ).

All potentially useful suggestion will be appreciated. Please reply either to this newsgroup (if you have something to add of general interest) or to me at hoosier@rider.cactus.org (my machine at home).

-=-=-=

346. Maus groups on the Internet?

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3m4cvc$oqt@hasle.oslonett.no>
Source record: 168019

Is it possible to access Maus newsgroups through the Internet?
I'd like to subscribe to a few, especially the Atari ones, but my
Internet provider needs to know the names of them first.
Can someone supply me with a list of the Maus groups available?
Thanks.

Hallvard
--
** Hallvard Tangeraas, Oslo, Norway **
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
****
Norway, Norvege, Noruega, Norwegen, Norge

347. Re: FOR SALE: NEW 540MB Quantum HD in ICD FA-ST Case

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3m57mu$e8s@cville-srv.wam.umd.edu>
Source record: 168020

Hutch (hutch@ilmen.lanl.gov) wrote:
: In a previous article, DOMINGO@news.delphi.com (DOMINGO@DELPHI.COM) wrote:

: >*** NEW 540MB SCSI HARD DRIVE IN ICD FA-ST CASE FOR SALE ***
: >
: >I only have one, but I might be able to get more if there is enough
: >interest. This is a _NEW_ drive in a _NEW_ case with warranties on
: >both. This is Plug-n-Go! $460 shipped to your door!

: Considering that this is new in a nice ICD case, includes the ICD host
: adapter and ICD utilities, I guess this isn't really a bad price. But
: with new Quantum 540Mb drives going for just $225 (bare) and the 730Mb
: ones at $259, it won't be for long. ;-)

Actually, I can currently get anyone a 560 Meg Samsung drive for
$225, or a Seagate 850 meg for $275, and lots of other hardware...

--Lunatic
--abstract@wam.umd.edu

: -Hutch- @ Fair Dinkum Tech

348. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3m526a$jqd@lastactionhero.rs.itd.umich.edu>
Source record: 168021
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- hyc 15587 Apr 3 13:32 ./Graphics/0index
-rw-r--r-- baldrick 184969 Apr 3 11:07 ./Graphics/spolt37b.zip
-rw-r--r-- baldrick 129815 Apr 3 17:47 ./0ls-lR.Z
-rw-r--r-- baldrick 130715 Apr 3 17:52 ./0ls-lRc.Z
-rw-r--r-- baldrick 406884 Apr 3 17:44 ./0index
-rw-r--r-- baldrick 163563 Apr 3 17:44 ./0compind.Z
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

349. Re: TwiLight - Screensaver

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2f867696_Christian.Mittendorf@ostkupan.ct.se>
Source record: 168022

> From: mike@medsun.unige.ch (Mike Morris)

>>> PS: Sorry for my bad english.
>
> Bad? Don't worry! Have you heard us English in foreign languages?
Not often ;-) But I know one talking swedish ...

mvh,
christian

+++
Internet: chris@ostkupan.ct.se

(UUCP Dialup connection)

350. Midi-area?

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: lasse.carlsson@lc-studio.ct.se
Message-ID: <ftn_2.203.203.6_2f86aeb1_Lasse.Carlsson@lc-studio.ct.se>
Source record: 168023

To:All

Does anyone know if there is a special area for midi?

Kind regards, Lasse
lasse.c@lc-studio.ct.se

(UUCP Dialup connection)

351. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: awright@stamford.win-uk.net
Message-ID: <23@stamford.win-uk.net>
Source record: 168024

In article <3m30si$q5b@news.iesd.auc.dk>, Henrik Lunardi Weide (chainxor@kom.auc.dk) writes:

>Could you send me an address. I would like to subscribe, but haven't got any idea how, since I live in Denmark.

We still haven't sorted out a dedicated email address for the mag
so if you email your name and credit card details to Vic Lennard's
personal account (midihelp@cix.compulink.co.uk) he will arrange for
a subscription.

If you want to mail them to me I'm happy to help out too.

the same goes for anyone overseas who wants to subscribe or order
the first issue.

Regards
Andrew (Asst Ed)

352. Re: ST mouse problem...

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3m51g3$enb@sphinx.Gsu.EDU>
Source record: 168025

Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: > Can I use a mouse from another system with the Atari 1040 ST? Can I do
: > some maintenance that with fix this problem? The mouse has been taken
: > very good care of and I'm the original owner. It gradually started doing
: > this 8 months ago. It sucks now, because I use the system a lot to
: > record electronic music (KCS / Tiger Software) and now I can't get
: > anything done!

Well, you have some alternatives. If you want to use some dedicated ST mouse, I recommend the Golden Image / Jin Mouse model. It's fast and accurate, and pretty durable too. LogiMouse Pilot is good, too. If I were you, I'd hide the original Atari mouse immediately - it's not a good design. But you can also use some good PC serial mouse, with certain software. I believe, some PD software makes this possible, as does some commercial package (does anyone remember the names?). The pen-mouse they sell in England (at least 2 models) seems very interesting, too.

TH

353. Falcon accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3m6mup$g3u@sphinx.Gsu.EDU>
Source record: 168026

I'd like to know something about BARRACUDA 040 accelerator:

- The estimated price (basic and extra models)
- Does B. increase Falcon's bus speed as Screen Resolution Card does?
- Does B. disturb DSP ?
- Can one use Falcon's normal FPU with B. ?
- How does BACKWARDS ST-emulator tolerate B. (very important!) ?
- Some GEMBENCH results..?
- Games compatibility (you WIZards out there; will Formula One GP run ;-) ?
- Problems: Calamus SL / Papyrus Gold / DA's Vector / Outside 3.2 ..?
- What will happen to the original Falcon graphics, after installing the graphics card add-on to Barracuda? Do demos and games still run, or are we in a similar situation to TT's or ST's graphics cards (only VGA modes) ?
- Some facts about the 486DX card (speed, graphics, sound, etc.) ?
- What to expect: to whom is Barracuda a real alternative, and to whom it isn't a wise purchase (due to problems, for example) ? Can I expect to live a "normal" life with Barracudized Falcon, using the same programs as before - only much faster..?

Thank you beforehand, whoever knows..!

BTW, the manufacturers of Barracuda: please, don't price your apparently great product too high. The Falcon is an expensive computer to upgrade, because of the often necessary new casing, RAM boards, etc. The total sum easily becomes too high for most people. PC towers aren't very expensive themselves - neither are PC graphics cards. For Atari computers, they both are. To become an attractive alternative to PCs and Macs, there should be a way to upgrade ones Falcon or other Atari model to 68040 and tower case _without_ spendind $1000..$3000..!

I feel that somebody tries to "make money" by asking horrible prices from pretty simple and not-too-well-made things like DeskTopper for Falcon, or especially the graphics cards. But this won't work: most Falcon owners realize that they pay too much - and refuse to make the purchase. Does anyone know how many Atari dealers, or third-hand program or hardware makers have thought that they can ask 100..300% more money from something, just because it is for ATARI - and failed, going out of the business? Because even if people use rare computers like Falcon, that doesn't yet mean they're stupid. Or desperate..

So, I wait for Barracuda eagerly. So do many others, I think. But if the price will be (what I fear it will..) unrealistic, and far above the prices of 486 Overdrive cards for PCs, etc. - then I won't think about Barracuda - no matter how much I like my Falcon. 68040 may be new, and powerful for Atari world - but the rest of the world is already going with Pentiums and Power PCs. And 040 already is a standard in Macintosh

computers. So, please: no extra Atari-owner taxes this time?

What about the "power without the price", anyway?

If someone else there DOES agree with me, please speak out. Because otherwise we may face another overpriced product that doesn't help anyone anywhere..! Most Falcon accelerators are far overpriced =-(

Opinions?

TH

Falcon-030/4/420 / Salora Multiscan 44 SVGA / good (?) ol' SupraModem 2400

354. Re: MagiC & Falcons?

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDIUBIUUUP@dksoft.ping.dk>
Source record: 168027

In <FDFBFDUSUp@warpcon.ersys.edmonton.ab.ca> Leslie Hartmier wrote:

>>: Who cares about Magic, it still doesn't run on the Falcon!
>
> Actually, there is a fix for running MagiC on the Falcon.
>

Yea right, this fix will let you run Magic 2.01 in Medium resolution only!

And i've also been informed that it has problems with external harddrives on
the Falcon.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

355. Re: Re^2: No More MACs...!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: Joachim_Kupke@bm.maus.de
Message-ID: <199504081948.a65174@bm.maus.de>
Source record: 168028

Barry Heath wrote:

BH>All the things the Apple and PC people have done for years, even
BH>thought the design concept was ten years behind the Atari in the case
BH>of the PC, and more restricted in the case of the Mac.

You think Apple is more alive than Atari? Don't be so naï¿½ve.

BH>Where from?

GE-Soft. The 040 version will be coming - the problem was a chip Motorola doesn't produce anymore. So they invented an according custom chip. And since the 030 version already works at the speed of an 040 because of the intelligent concept, you may wonder how fast the 040 version will be. And last but not least - the Eagle has got a processor /card,/ so that you may replace the 030 or 040 (however) by an Intel or a PowerPC; the only thing you need is a suitable ROM.

Joachim Kupke ... Joachim_Kupke@bm.maus.de

356. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: Joachim_Kupke@bm.maus.de
Message-ID: <199504081957.a65175@bm.maus.de>
Source record: 168029

Henrik Lunardi Weide wrote:

HLW>The C-lab Falcon IS TOO EXSPENSIVE that IS a fact!

That is an opinion. Can opinions be facts? Perhaps it is because Roger Sheppard wrote the C-Lab Falcon cost $3000. - That's wrong: It costs DM 3000. And that for a 14 MB expansion included and a 340 MB hard disk and Cubase....

I truely /don't/ think that is too expensive.

Joachim Kupke ... Joachim_Kupke@bm.maus.de

357. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: Joachim_Kupke@bm.maus.de
Message-ID: <199504082002.a65176@bm.maus.de>
Source record: 168030

David Stewart wrote:

DS>What I would like to know, is:- Does anyone know of an atari emulator
DS>for the mac?

Of course. MagiCMac. But I wouldn't suggest you to buy it. In my opinion, it's slow and little compatible. Especially to a previous 520 owner, who had few problems with compatibility, there are only /very/ few programs that will still run - however, it can be a good feeling to know that you haven't trashed everything in tragically selling an Atari. :-)

Joachim Kupke ... Joachim_Kupke@bm.maus.de

358. Re: SCSI II answer

Newsgroup: comp.sys.atari.st
Date: 1995-04-08 00:00:00 UTC
From: Joachim_Kupke@bm.maus.de
Message-ID: <199504082051.a65177@bm.maus.de>
Source record: 168031

lamarth@delphi.com wrote:

L>Can anyone tell me if a external SCSI I device can run on the Atari
L>Falcon's SCSI II bus?

Of course. SCSI 2 is only a protocol specification. You won't have problems
using a non SCSI 2 device.

Joachim Kupke ... Joachim_Kupke@bm.maus.de

359. MiNT help on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: jack@aurora.carleton.ca
Message-ID: <D6r6u4.AEz@cunews.carleton.ca>
Source record: 168032
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have just set up a minix partition for mint (compiled for hardware
scrolling on the Falcon:) and am trying to use tcsh (605).
Could some kind soul out there tell me what I have to do to get tcsh
to read a .tcshrc file?

If you don't feel like explaining it to me I would be very happy to have
your partition file Iisting and mint.cnf etc. files.

It also seems that the install program from the Mint Distribution kit
does not work on my Falcon: wheneve I try to read a *.sys file from a floppy
I get some GEM window telling me : a file with that name already exists or
the file is set to read-only.

any help would be greatly appreciated

** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

360. *** Falcon BBS List ***

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <3m7von$mg3@usenet.INS.CWRU.Edu>
Source record: 168033
Cross-posted to:
fr.comp.sys.atari,comp.sys.atari.advocacy,comp.sys.atari.st,de.comp.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

```
BBS that have a Falcon 030 section

============================

Version : 0.04

Here is a List of BBSs that have a Falcon Section, If you Have more please E-mail
me info of:

+Name

+Country

+Phone numbers

+Speed (Min /Max)

+Ratios

+Parity ( n of bits ; Even/Odd/None ; bit of stop )

+Used Spaced for Falcon
```

Now my gathering (by the way I would like to thank s the people who have
contributed to this list).

```
Canada (+ 1)

-----------

Grand Central Galaxy

403 986 9843 14.4 kbps 5/1 8-N -1

1ST STeps

604 522 7205 28.8 kbps ??? ???

Denmark (+ 45)

-------------

DK-Soft

43 71 70 75 19.2 kbps ??? ???

France (+33)

----------
```

ACE

1 45 88 75 48 2.4-2.28 Kbps ??? 8-N-1

Brasil

1 44 67 08 44 2.4-28.8 Kbps ??? 8-N-1

TheBbs

1 42 51 11 35 2.4-28.8 Kbps ??? 8-N-1

World is Crazy

21 57 14 70 9.6-19.2 Kbps 4/1 ???

Germany (+49)

GoreZone

4841 6069 2.4-19.2 Kbps no ratios 8-N-1

Wild Box

2381 161398 9.6-19.2 Kpbs no ratios 8-N-1

Norway (+47)

The STand

56 30 58 57 14.4 kbps no ratios 8-N-1

XBASE

73 52 30 18 28.8 kbps ??? ???

Sweden (+46)

Crime City

8 760 40 67 28.8 kbps no ratios ???

Jabberwocky

31 7956724 14.4 Kbps no ratios 8-N-1

MaSTer

303 92083 28.8 kbps no ratios 8-N-1

MidiNet

40 160655 28.8 Kbps Membership 8-N-1

(Free for Foreigners)

STraight

31 363973 28.8 Kbps no ratios 8-N-1

DataLine

87 782886 300-14.4 kbps 10:1 or free 8-N-1

U K (+44)

???

0272 881095 14.4Kbps Yes (?) 8-N-1

Chameleon

1454 881095 28.8 no ratios 8-N-1

The Falcon's Realm

1254 386151 14.4 Kbps no ratios 8-N-1

U S A (+ 1)

Neostag

216 792 2580 14.4 kbps no ratios 8-O-1

Cumberland county

609 451 7475 14.4 kbps ??? 8-?-?

Molin's Den of inquity

313 451 0524 300-14.4 Kbps no ratios 8-N-1

Puddle City

503 289 9429 28.8 Kbps ??? ???

The Rebel

702 435 0786 2400-14.4Kbps no ratios 8-N-0

PLEASE NOTE:

This list is copyright 1995 by Hirlimann Ludovic. It should be widely distributed as long has NO MONEY IS MADE OUT OF IT. So please distribute it. Upload it to your favorite bbs. If youhave any information dealing with Falcon bbss please mail them to me, those info will be added to the List.

--
E-Mail : Fg024@Cleveland.freenet.edu
Falcon 030 VGA + FPU 4/270

361. JPEG revision 2.01

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: steve-j@teleport.com
Message-ID: <3m86f7$mub@kelly.teleport.com>
Source record: 168034

Are there any ST JPEG utilities that support revision 2.01 JPEG format images? I've run across a few .JPG files that can't be loaded by any JPEG viewers/converters (GEM-View gives a "JPEG v2.01 not supported" message, or somesuch, when I attempt to load the images). Are there any utilities that will convert these images to 'regular' JPEG images?

362. Re: MagicMac and protected games

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: tt@muc.de
Message-ID: <tt-09049512123400001@tempel.muc.de>
Source record: 168035

In article <3m5h6v$qks@newsbf02.news.aol.com>, samshirley@aol.com (SamShirley) wrote:

> Has anyone had any experience running protected games on MagicMac? Do the
> games work at all?

You mean copy-protected? No, forget it!

Most games will not work because they access video and sound hardware registers directly - they are not available on Macs and cannot be emulated either.

To try out, get the MagiCMac Demo from somewhere (use the mac-program anarchie to search for "magicmac"). E.g., you can get it via ftp from "pascal.zedat.fu-berlin.de" in /mac/demo/

Thomas

363. HELP!!! ST in the recording studio

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: mcwilliams@wmich.edu
Message-ID: <1995Apr9.003004.30197@wmichgw>
Source record: 168036

Ok, you technical minded ST owners, I was using a 1040st for the longest time in a home studio and have recently purchased a used Mega 2 with 4 megs of memory. I have the following problems/questions:

1) Can putting the monitor between two speakers (they're about 4 1/2 feet apart) harm the monitor? I've noticed a bend develope on the edge of the screen image but am not sure if it's related to the placement of the monitor.

2) The 1040st and 1040STE don't have fans. Can't I disable the fan on the Mega? If not, what's the difference between the machines? Would putting the cpu in a sound proof enclosure harm it in any way?

3) Simply turning the monitor, and especially the computer on, adds line noise to the mix. I've tried using an outlet strip that filters noise but it doesn't seem to do any good. Is there any other way to eliminate this problem?

Thanks,

Brian

364. Re: VIRUS?? Stop, the system is out of memory!

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FDJMCIALUP@zaphot.augusta.de>
Source record: 168037
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <FDHSAAUQUp@elrond.Simplex.NL> Henk van der Griendt wrote:

>Since some time I regularly get the message
>
>
>STOP! The system is out of memory.
>
>
>After this message I can carry on mostly, but windows that were
>open are closed and not everything works any more.
[...]

This is NOT a message from the operating system!
Sometimes it can happen, that the GEMDOS pool is full. But in this
case you get the message

*** OUT OF INTERNAL MEMORY:
*** USE FOLDR100.PRG TO GET MORE.
*** SYSTEM HALTED ***

And nothing else! If your problem is caused by a virus - wich programs
do you use? Did you compare file-sizes and -dates from your original
disks with the current programs you are using?

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

365. Re: Minix on MiNT and Linux

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: shanee@rabbit.abg.sub.org
Message-ID: <EHXYBNC@rabbit.abg.sub.org>
Source record: 168038

BorekLupomesky@kvt.ujep.cz wrote:

--

Gruss, Andy

Berge von unten, Kirchen von aussen und Kneipen von innen ...

shanee@rabbit.abg.sub.org Zirbelnusstown
---

366. Re: MiNA

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FDJMCIAIUP@zaphot.augusta.de>
Source record: 168039

In <FDIMDGAIUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM> In <D6I3AM.J5A@sci.kun.nl> Sander Stoks wrote:
HM>
HM> >>There's some discussion on MiNA in maus.gui.gem, but I am not quite
HM> ^^^^^^^^^^^^
HM> >Can we check out MAUSnet via internet? Or could you simply post the
HM> Look what Thorsten wrote. I myself pointed to that group in another posting as
HM> well.
HM> >most interesting (even if German :-) articles from there? I'm sure
HM> Why? Check out the proper group. Ask your provider for maus.* ...

Hmmm... but it is very hard to get these groups, as many providers
has no access to the maus-gateway...

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

367. WAV player

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: Andrew.Oyama@balmybeach.gryn.org
Message-ID: <2b3_9504100317@tor250.org>
Source record: 168040

I'm looking for a WAV player for my 520ST only 512k ram...are their any
around?
--
| Fidonet: Andrew Oyama 1:250/422
| Internet: Andrew.Oyama@balmybeach.gryn.org

368. FS: Mega 2ST

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: ktchua@temasek.teleview.com.sg
Message-ID: <3m8oc3$bn@temasek.teleview.com.sg>
Source record: 168041

I have a Mega 2ST. With boxes and manauls. Never touched it since the day
I bought it for my MIDI setup due to lack of support over here. Includes
colour monitor. In mint condition. Any offer will be appreciated.

Regards

369. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199504091746.a20505@iz.maus.de>
Source record: 168042

MC>This is probably a dumb question, but has X11R5 been ported to run
MC>under the Atari kernel of LINUX?

Yes.

MC>I mean, I know it runs under MINIX, but...

Under MINIX, really? There's a MiNT port of X11R5, but I haven't
heard anything about a MINIX port yet.

cu, Ole

370. Re: PostScript interpreter

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: Joachim_Kupke@bm.maus.de
Message-ID: <199504091757.a65330@bm.maus.de>
Source record: 168043

ljord@algonet.se wrote:

L>I often find interesting files in postcript format. Is there a program
L>to convert these files to asci or anything readable on my Atari
L>available on the net?

Unfortunately, you cannot convert PostScript files to ASCII files or the like. PostScript is a page description language, which allows you to describe any kind of graphics or text. If you want to render PostScript pages, use GhostScript. The actual version is 3.12, it is fully implemented into GEM, can render up to 24bit resolution, and is very easy to handle.

The only thing you need to regard is that the output will be a bit image. Depending on the output resolution, you will need a lot of memory. But that cannot be changed - PostScript is a real memory hog.

Contact timg@landau.ph.utexas.edu (Tim Gallivan) in order to get more to know.

Joachim Kupke ... Joachim_Kupke@bm.maus.de

371. Re: Next choice???

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: Joachim_Kupke@bm.maus.de
Message-ID: <199504091803.a65331@bm.maus.de>
Source record: 168044

Kim Andersen wrote:

KA>Nope, if i can't use my Falcon for anything, my next choice is a Pc.

Well, that would truely be a /very/ bad choice. But still, you /can/ use your Falcon for something. And I do not confirm that MagiC is a very excellent choice. With Geneva (which runs with or without MiNT), you have quite more comfort and speed. Regarding all its incompatibilities, MagiC truely cannot be said to be the only thing which stops you of buying a PC.

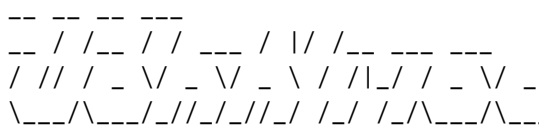
Joachim Kupke ... Joachim_Kupke@bm.maus.de

372. Re: WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: johnmoon@pyromania.apana.org.au
Message-ID: <1995Apr9.131403.994@pyromania.apana.org.au>
Source record: 168045
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

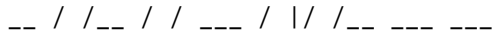
Yes! Yes! Yes! oh pleeeeeze.

I dont wanna hafta get a pc, I dont wanna hafta get a pc, I dont wanna.......



johnmoon@pyromania.apana.org.au

--



373. Re: SCSI Host adaptors?? (UK)

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: awright@stamford.win-uk.net
Message-ID: <25@stamford.win-uk.net>
Source record: 168046
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <3m0it8$al8@mailer.york.ac.uk>, john.. (jat5@york.ac.uk) writes:
>
>I've recently acquired a bare SCSI hard drive, now I need a host adapter!
>Where's the best/cheapest place to get them? Alternatively does anyone
>have an old one that I could have cheaply?!

Cheapest will be System Solutions in the Uk. Their Translator isn't
bad. Next best is the ICD Link for which you can shop around (look
out for Atari World - it's full of ads <g>).

Avoid the Gasteiner one - the build quality is suspect, not to
mention the apalling software.

Regards
Andrew

374. Re: VIRUS?? Stop, the system is out of memory!

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: Hrafnkell Freyr Hl��versson <freyr@diku.dk>
Message-ID: <3m98r1$dd3@odin.diku.dk>
Source record: 168047
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

henk@elrond.Simplex.NL (Henk van der Griendt) wrote:
>
> Since some time I regularly get the message
>
>
> STOP! The system is out of memory.
>
>
> After this message I can carry on mostly, but windows that were
> open are closed and not everything works any more.
>
> I suspect there is a VIRUS in my system somewhere.
>
> Is there anybody with the same experience or just knowledge
> about this subject?
> Please, come out and speak up!!
>
> Henk
>
> (BTW: I have a Mega 4 ST and TOS 2.06)
>
>
> --
> Henk van der Griendt, Student Library Sciences
> Dordrecht Email: henk@elrond.Simplex.NL or
> The Netherlands griendt@Simplex.NL
>
>
>
>
>
You need to give more information than that!

1. What are you doing, when you get the message? What program are you
using? -It could be true, that you really ARE out of memory. Even though
your computer has 4 megs, some BIG programs can run out of it.

2. Have you checked your disks for viruses with a virus-killer?

3. Have you checked the memory? -It _could_ be a fault within your
RAM-chips...

4.... etc. etc.

-With regards...
Hrafnkell Freyr Hlodversson

375. Re: WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.797454614@news.cwi.nl>
Source record: 168048
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

johnmoon@pyromania.apana.org.au (John Moon) writes:

>Yes! Yes! Yes! oh pleeeeeze.

>I dont wanna hafta get a pc, I dont wanna hafta get a pc, I dont wanna.......

Mayba ya dont mind gettina Mac, doya?

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

376. Re: MiNT help on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D6s2IA.K16@watserv3.uwaterloo.ca>
Source record: 168049
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
In article <D6r6u4.AEz@cunews.carleton.ca>,
Jack Kitowicz <jack@aurora.carleton.ca> wrote:
>I have just set up a minix partition for mint (compiled for hardware
>scrolling on the Falcon:) and am trying to use tcsh (605).
>Could some kind soul out there tell me what I have to do to get tcsh
>to read a .tcshrc file?
If you're not using MintOS for logging in, it is a good idea to set the
HOME variable in your mint.cnf file. Tcsh (the version I use anyway) will
look for both cshrc.csh and tcshrc.csh in that directory.

Sam
```

377. Re: What Defragger ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: harry@menageri.demon.co.uk
Message-ID: <796847219snz@menageri.demon.co.uk>
Source record: 168050

In article <03261995.233901@empyr.dircon.co.uk>
kevan@empyr.dircon.co.uk "Kevan Winch" writes:

> Hi, can anyone recommend a good hard drive defragmenter...

I use Michtron's Hard Drive Turbo kit. This lets you configure your HD partitions to "mostly read" or "mostly write". So if like me you have your programs in one partition and data in another, it's very useful. I haven't seen it advertised for sometime, so you might have to look long and hard for it. Then again, I've heard good things about Hisoft's DiamondBack/DiamondEdge programs - I just don't see the need to upgrade just yet.

Harry Payne
--
/---\
| The Menagerie, 5/6 Ferry Road Grove, Crewe Toll, Edinburgh EH4 4BG, Scotland|
| Multi-media fan: Anime/Books/Furries/Trek/You name it... |
| |
| Star Trek Generations: You're dead, Jim. |
\---/

378. Re: Mega 2 as X terminal?

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: gerco@cs.vu.nl
Message-ID: <D6rMyH.Krt@cs.vu.nl>
Source record: 168051

fvkampen@cs.vu.nl (Kampen van F) writes:
> cgreuter@calum.csclub.uwaterloo.ca (Chris Reuter) writes:
> >I know this is a FAQ, but the FAQ list seems to have vanished. It's
> >been a while since I've read this group, you see. Anyway, I have a Mega
> >II with 2 megs RAM, hard drive and monochrome monitor. Since I bought
> >a PC (yes, I'm a traitor to the Atari cause--sue me ;-), it's been
> >gathering dust.
>
> >It occurs to me that I really could use an X terminal, so I'm
> >wondering if there's a way of running a dumb X server under TOS.
> >Failing that, I'm willing to try MiNT and/or memory upgrades.
>
> >(If there's still a FAQ available, would some kind soul please mail me
> >a pointer to it?)
>
> > --Chris
>
> This should be possible. I would certainly advise you to upgrade to 4meg...
It *IS* possible, and 4 meg for you is probably somewhat expensive. Not
having the possibility of simms.

> You have to install MiNT, MiNT-NET, X11 for MiNT and all the network
> utilities. Then you could make a PPP/SLIP connection between the Atari
> and (I presume) your PC, set the DISPLAY environment variable to your
> Atari Display and get the ting on the road. (I tested this, It works).
> You can find all the files at the atari archive or its mirrors...
It is a bit tricky though. You should do everything to preserve memory.
This is what I do on my MegaST 2:
Mint is started with a simple shell (about 100K)
pppd/chat is started to make network connection
kill -9 of pppd id (you have to use -9 else the connection will be closed)
a shell script which:
starts X server
sleeps for a while
exec rsh to computer with X clients

As you see it's a true Xterminal, everything runs remote. This way you can
add some memory to the X server stack which is nice if you want to install
some extra fonts. I've got problems running xmodmap local, it complains
about a bad socket or something, so I do it remote. The same problems shows
with xhost so I use the .Xauthority/xauth stuff. There is a little problem
bacause I can't run chimera remote, I'm not sure why... Well that's about it.

> If you have any questions left, you can email me.
And me ofcourse...

Gerco.

PS: And for the guru's: How do you get a bell and/or keyrepeat under X,
both the Xserver options as the xset don't seem to work.
--
---------------------------------v----------------------------------
G.C. Ballintijn | Oh, Fortuna
Email: gerco@cs.vu.nl | Velut luna
http://www.cs.vu.nl/~gerco/ | Statu variabilis.....

379. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3m8f9r$27r@golem.wcc.govt.nz>
Source record: 168052

In article <9504061409.AA01480@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>In a previous article, b164@yfn.ysu.edu (tom lamparty) wrtoe:
>
>> Do you think that the 6.55 version of ICD Pro utilities will be
>> able to handle the Zip drive, or will we have to hand feed them
>> the parameters of the drive.
>
>Hmmm... I have no idea. Sounds like a good question to pose to Tom
>Harker of ICD (icdinc@genie.geis.com). Tom just got back from the
>Toronto show so maybe he'll be able to answer this one. It looks
>like the Iomega Zip Drive is going to be a huge seller, though.

Most modern SCSI drives have their spects set internal and should
tell the ICD software how to format the disks...

Mind you the disks could allready be formated, try and format a Quantum
drive, you can't, all you can do is to partition it...

Most modern drives are now formated at the Factory and you can't format them
your self...

```
*******************************************************************************
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
*******************************************************************************
```

380. Re: Atari emulator for the PC

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: awright@stamford.win-uk.net
Message-ID: <24@stamford.win-uk.net>
Source record: 168053

In article <3m3a99$1hg@maia.cc.upv.es>, Tomas Morales Lorente
(b5270974@PROBLEM_WITH_INEWS_GATEWAY_FILE) writes:
> I would like to know if there are an Atari emulator for a PC
> compatible, and, if there are some, the list of them and the
> site where I can get them.
> Thanks in advance
>
The only two I know of are the GEMulator and the Janus card, both
of which are hardware and software.

Andrew

381. Re: MagicMac and protected games

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D6rrxI.Lnn@cix.compulink.co.uk>
Source record: 168054

>Has anyone had any experience running protected games on MagicMac? Do the
>games work at all? That's what I miss most about my ST. I have everything
>I need on my Mac now but I liked the interface and the games bettert on my
>ST.

MagiC Mac is an OS, not an ST emulator. Games that utilise the ST hardware
will not work.

Ofir ogal@cix.compulink.co.uk
---

382. Civilization Editor

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: johnmoon@pyromania.apana.org.au
Message-ID: <3m8lit$cil@eplet.mira.net.au>
Source record: 168055

Can someone post to me the Civilization Editor from the ST FORMAT
Wonderdisk (I think it was August '94)?

Ta!

--


```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@pyromania.apana.org.au

383. Re: Tektronic Emulation

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: drz@raven.cybercom.com
Message-ID: <3m8uuk$61r@raven.cybercom.com>
Source record: 168056

Jens Andreasen <jens-and@dsv.su.se> writes:

>It seems like the only package that will support Tektronix is (wait for it
>here comes the winner):
> CONNECT!

Uniterm also supports it (although I agree with you that Connect has some
nice features too...).

--
.. Doctor Zweistein, aka Baruk or Tim Newsome
''::..
D '':: drz@raven.cybercom.com | Microsoft is not the answer.
..::'' http://raven.cybercom.com/~drz/ | Microsoft is the question.
::'' R | "No!" is the answer.
''::.. quidquid latine dictum |
'' sit, altum viditur | question = (be || !be)

384. Re: What TOS?

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDJPBHAIUP@galaxy.teuto.de>
Source record: 168057

In <Pine.ULT.3.91.950405143227.12466A-100000@mars> Jens Andreasen wrote:

> |ST-low| |Mittel| |Hoch|
> |TT-hi| | VGA |
> I've forgotten the exact labelling but I think you get the idea.

On a MSTE? Whoaah, THATS interesting.

The line

> |ST-low| |Mittel| |Hoch|

can be found under "Voreinstellungen" but the other two ...

Perhaps your machine hadn't made up its mind about its whatabouts ;-))

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

385. Re: MAC/STe SIMMS in GIZMO or WIZZTRONICS

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D6s2F8.24w@cix.compulink.co.uk>
Source record: 168058

>The Ram Gizmo board will take 1M simms - but of course that will only
>give you 4M on the board. The board also takes 256K and 4M simms for
>1 and 14M respectively. It can use either parity or non-parity simms
>as long as the simms are 30 pin.

I strongly advise against using SIMMS from an ST in a Falcon - the Falcon needs 70nS or better SIMMs where as most used on the ST are the older slower ones. Using a mix of different speed SIMMS is also a no no as the slower chips take longer to refresh and this can cause the faster SIMMS to burn out.

Steve.

386. Re: JPEG revision 2.01

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: tgl@netcom.com
Message-ID: <TGL.95Apr9102354@netcom21.netcom.com>
Source record: 168059

steve-j@teleport.com (Steve Johnson) writes:
> Are there any ST JPEG utilities that support revision 2.01 JPEG
> format images? I've run across a few .JPG files that can't be
> loaded by any JPEG viewers/converters (GEM-View gives a "JPEG
> v2.01 not supported" message, or somesuch, when I attempt to
> load the images).

There is no such animal as JFIF revision 2.01, and probably never
will be. 1.02 is the current version. Unfortunately, one release
of the PC program Hijaak Pro got the version bytes backwards and
is writing 0201 where it should be 0102.

Gem-view is doing the right thing by rejecting the file -- if there
ever *were* a version 2.xx of JFIF, it would be numbered that way
because it was incompatible with present software. That's how the
spec defines the major and minor version numbers. 99.9% of existing
JPEG readers will reject these files. Apparently Hijaak's QA department
doesn't bother to cross-test with other software before they release
code.

If you have a binary-file editor, you can fix the problem by
changing the twelfth and thirteenth bytes of the file from
02,01 to 01,02.

regards, tom lane
organizer, Independent JPEG Group

387. Mega STe FOR SALE LOTS OF STUFF!

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: james29@ccnet.com
Message-ID: <3m96o0$oaq@ccnet3.ccnet.com>
Source record: 168060

```
Mega STe with 4 megs RAM, high density floppy, 50 meg hard drive
Color Monitor
Mono Monitor
Monitor Master (Switch for the 2 monitors)
Pagestream
Word Perfect
Tons of utilities and other programs!

$400 + shipping you choose the way.

Email me at james29@ccnet.com or call me voice at 415-989-6540

Must go! Moving to Hawaii and need $$$$$$

--
------------------------------------------------------------------------
james29@ccnet.com | "Show me a home where the buffalo
| roam and I'll show you a messy
San Francisco, CA | house."
------------------------------------------------------------------------
```

388. FS: Notator SL

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: james29@ccnet.com
Message-ID: <3m976k$onb@ccnet3.ccnet.com>
Source record: 168061

Selling Notator SL, version 3.14 I think it is. It's one of the latest ones, but not the newest. I paid over $499 for it - it's yours for $250. This program does it all - scoring, sequencing all at a professional level. Absolutely incredible results. I'm a professional musician and have used it to arrange extensively. I hate to sell it, but I'm on my way to Hawaii and need the $$$$$ very badly. Leave me mail at

james29@ccnet.com or call me voice: 415-989-6540

--
---
james29@ccnet.com | "Show me a home where the buffalo
| roam and I'll show you a messy
San Francisco, CA | house."
---

389. Re: Searching for POV-Editor

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: Hrafnkell Freyr Hl��versson <freyr@diku.dk>
Message-ID: <3m97t6$dd3@odin.diku.dk>
Source record: 168062

```
m9174@abc.se (Carl Lofgren) wrote:
>
> christian.mittendorf@ostk wrote something like :
>
> c> In german ATARI magazine "ATARI Inside" I saw a small article about a
> c> graphical editor for the POV-Raytracer. Even though I don't think this mag i
> c> very reliant (and it was the April issue :-) I really would like to know if
> c> such a prog exists and where I could find it. BTW, it was a french program.
> c> know that there are lots of editors available for the pc.)
>
> Please post a message here if you find it, it sure sounds interesting!
>
> Carl L. - Zero-X beta-tester.
>
>
> ---
> * Kivi 1.30 *
>
I think I've seen a graphical shell/editor on one of the coverdisks
of ST-format... I'm not sure though - I can't use POV because of lack
of RAM... (but soon, soon, I tell you :-)

Hrafnkell
```

390. Re: Falcon030: 80 columns at bootup?

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: drz@raven.cybercom.com
Message-ID: <3m999d$a5a@raven.cybercom.com>
Source record: 168063

Patrice Mandin <i2a06a@iut-nantes.univ-nantes.fr> writes:

> It is very easy to make a program which changes to mono rez:
>Assembler version:
> move #2,-(sp) ; Setscreen(0,0,2)
> pea 0 ; this works only on Falcon
> pea 0 ; Cause giving 0 as video adress
> move #5,-(sp) ; will force a reallocation
> trap #14 ; of video memory to right size
> lea 12(sp),sp

Use -1 on standard ST to leave the video address alone...

Dr. Z

--
.. Doctor Zweistein, aka Baruk or Tim Newsome
''::..
D '':: drz@raven.cybercom.com | Microsoft is not the answer.
..::'' http://raven.cybercom.com/~drz/ | Microsoft is the question.
::'' R | "No!" is the answer.
''::.. quidquid latine dictum |
'' sit, altum viditur | question = (be || !be)

391. GCR: transverter > 4.6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: nicole@seas.smu.edu
Message-ID: <3m96pf$cbo@giant.seas.smu.edu>
Source record: 168064

I formatted my harddrive partition HFS and loaded all my mac software
before I realized that the tranverter which came with my GCR only does
MFS.
Anyone know if there's a higher version of transverter that does HFS?
How/where I can get it?
How to contact the author Douglas Wheeler?

Thanks
John Trimble
nicole@seas.smu.edu

392. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDJSAJBOUP@galaxy.teuto.de>
Source record: 168065

In <3luogi$pim@news.ysu.edu> tom lamparty wrote:

>>And yes... they are SCSI II devices.
>>-Hutch- @ Fair Dinkum Tech

>6.55 version of ICD Pro utilities will be able to handle the Zip drive,
>or will we have to hand feed them the parameters of the drive. As you
>say the Zip drive is kind of new! Maybe so new that the specs aren't
>included in the Pro Utilities, since they came out before the drive

If the ZIPper behaves like a correct SCSI-device the normal usage shouldn't be
a problem at all.

Special features, e. g. enabling/disabling of cache, auto-park/shutdown,
software selection of the ID and this sorta stuff are more or less vendor
specific and might not be supported by _any_ software.

And I have my doubts, that this drive will play a major role in the
Atari-world, and therefore it might be unlikely to see the arrival of
special versions of e. g. HDDRIVER or HuSHI.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

393. Re: WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: polom@matrix.fdn.fr
Message-ID: <5320047@matrix.fdn.fr>
Source record: 168066

In article <FDHQBJURUP@dksoft.ping.dk>
The wise kim@dksoft.ping.dk (Kim Andersen) said:

> In <D6KwDK.EwB@watserv3.uwaterloo.ca> Samy Mesbah wrote:
>
> >Let me know what you all think... when I have some time I will start
> >developing a strategy for coding. I would like to write something
> >that's relatively efficient so 8Mhz ST owners can enjoy browsing the
> >WEB and 48Mhz TT owners (like myself) can show off how much faster
> >our WEB browser is than those on other home platforms. (hey calamus wins
> >hands down for DP speed compared to anything on any platform).
> >
>
> I think it's a very VERY! good idea. It's about time someone start code
> on a program which doesn't need Mint or X windows, as i feel many people
> are having many problems with these programs.

I agree with that... It would also be a very good idea to develop
a PPP driver that do not require a huge knowledge in TCP/IP protocol
and Unix-like softwares. Something like what exists on Mac, for example.
I have NOS but could not make it work for the moment. Maybe I'm a bit
stupid... but I think other people might have the same problems...

```
/\
/-- /\ / /\ /\|\ / /\ | / /_ /_ |/ /\ | /
/ \/ /__ \/ / \ /__ \/ |/ \ / | \/ \/
```
Marc "polom@matrix.fdn.fr" Savard

394. Re: .au files on STE?

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: jives@ozemail.com.au
Message-ID: <3m93pa$m95@oznet03.ozemail.com.au>
Source record: 168067

Thomas Hansen (thomah@ifi.uio.no) wrote:

: Is it possible to listen to .au files (often found on the Web...)
: with my STE at home?

Yes it is, I have forgotten the files name and cannot access my ST at
present but I am positive that the approprate programme was/is on a.a
and it plays .au files straight from the command line.

: --
: - Thomas Hansen - E-mail: thomah@ifi.uio.no
: - Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

395. Re: Atari Falcon030 for $ale

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: Peter_Epp@learnnet.nt.CA
Message-ID: <354305.ensmtp@learnnet.nt.ca>
Source record: 168068

Well, I don't care what anyone else has to say. From way up here in the North West Territories of Canada, it's sounds like an excellent offer. I would seriously consider taking you up on your offer.

Pete

396. MiNT and Minix

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: jack@aurora.carleton.ca
Message-ID: <D6sCD9.L2r@cunews.carleton.ca>
Source record: 168069

I have set up minix v.6 on partition H of my Falcon's internal IDE but
I was suprised to see that the fs cut off the file names after only 15
characters. Is this normal or did I screw something up? Aren't you supposed
to get at east 20+ characters?

** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

397. SPECTRE GCR FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: jthaler@hollywood.cinenet.net
Message-ID: <jthaler-0904951313320001@ppp2.cinenet.net>
Source record: 168070

Turn your Atari ST, STe, or STacy into a MacPlus, accelerated 40%! Works beautifully. Apple ROM installed and tested. Includes manual and software and cable. Only $150+shipping, which is cheap 'cause it's light.
Leave e-mail at jthaler@hollywood.cinenet.net

398. Re: Civilization Editor

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3m9hfc$981@elaine35.Stanford.EDU>
Source record: 168071

John Moon (johnmoon@pyromania.apana.org.au) wrote:
: Can someone post to me the Civilization Editor from the ST FORMAT
: Wonderdisk (I think it was August '94)?

: Ta!

: --

What can you do with this thing?
Can you make your own maps?
Kewl!
: __ __ __ ___
: __ / /__ / / ___ / |/ /__ ___ ___
: / // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
: ___/___/_//_/_//_/ /_/ /_/___/___/_//_/
:
:
: johnmoon@pyromania.apana.org.au

399. Linux on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: jack@aurora.carleton.ca
Message-ID: <D6sD5G.Mns@cunews.carleton.ca>
Source record: 168072

I set up some minix fs partitions under linux for the Falcon (using the
kernel from zippy) but I was unable to exrtact root.tar on my partition.
tar -t root.tar doesn't do anything either: it just sit there untill you press
^c
When I do the same under mint everything works OK

BTW if anyone else has the correct configuration on their Falcon (14MB+FPU)
and is looking for help to get started please let me know. It would be nice
if we could get some discussions going.
Anyway, I heartily recommend you try the kernel from zippy (there is a copy
of it on ftp.cnam.fr in /pub/Atari/Linux?). Everything seems to work like
a charm. All my IDE and SCSI partitions are recognized correctly and
you can use Blowup030 in any rez as well as NVDI 2.5. I haven't ahd any
problems with my SCSI drive either. The only problem is I'm going to have to
dedicate my whole 130MB SCSI drive to Linux now :).

** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

400. Atari Peripheral Giveaway!!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: jthaler@hollywood.cinenet.net
Message-ID: <jthaler-0904951316280001@ppp2.cinenet.net>
Source record: 168073

For ST, STe, or other Ataris:

COLOR MONITOR ALMOST NEW!!! Only $150+shipping

45mB external hard drive and cable!!! Only $50+shipping

COD is best, but I'll consider whatever you come up with!!

Leave e-mail at jthaler@hollywood.cinenet.net

401. NVD3 and WORDFLAIR2

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: alan@aybee.demon.co.uk
Message-ID: <797461312snz@aybee.demon.co.uk>
Source record: 168074

Ok Folks - Does anyone use Wordfair2 with NVDI3? If so how? Nial Grimes in STreview 34 claimed that it was 'willing to make an effort'. NVDI docs includes details of a patch for one version of WF, but not unfortunately for the copy I've just aquired. I just get bombs (2) after the welcome screen.
Any Help very appreciated -
ta.
Alan

--
Alan Baker
alan@aybee.demon.co.uk
48/PO139QP (Snail)

402. Re: IOMEGA ZIP Drive Info..

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3m9fdu$adc@golem.wcc.govt.nz>
Source record: 168075

```
] > The doc doesn't say anything about being SCSI-2 (which would be pretty
] > stupid, as reasonably non-standard devices such as this should probably
] > make access available to the more prominent SCSI format).
]
] Er... the Iomega Zip Drive FAQ file that Roger posted yesterday says:
]
] "The Zip Drive is a SCSI II device that has two SCSI connectors [...]"

] And besides, SCSI II is generally downward compatible with the 'original'
] SCSI spec, is it not? At least I've never had any problem doing so.

I hope so, if I can just plug it into my Supra-host adaptor and throw
the drivers at it, it'd be good. But if I _need_ SCSI-2 compatibility,
then I'm out of the running....

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!
```

403. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3m9fgf$adc@golem.wcc.govt.nz>
Source record: 168076

] Mind you the disks could allready be formated, try and format a Quantum
] drive, you can't, all you can do is to partition it...
]
] Most modern drives are now formated at the Factory and you can't format the
] your self...

High or low level format? I'd be pretty surprised if you couldn't so a
software format on them. Hardware, possibly....

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

404. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: Max.Denebian@f318.n105.z1.fidonet.org
Message-ID: <797460369.AA07501@jina.rain.com>
Source record: 168077

Previously, Nicholas Harlow shouted,

> Everybody in the Atari World should subscribe. Now......
>

Subscribe to what?

405. Re: Mega 2 as X terminal?

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D6sG3I.Asn@cix.compulink.co.uk>
Source record: 168078

In message <D6pqnG.D0n@cs.vu.nl>, fvkampen@cs.vu.nl said:
> cgreuter@calum.csclub.uwaterloo.ca (Chris Reuter) writes:
>
> > It occurs to me that I really could use an X terminal, so I'm
> > wondering if there's a way of running a dumb X server under TOS.
>
> This should be possible. I would certainly advise you to upgrade to
> 4meg... You have to install MiNT, MiNT-NET, X11 for MiNT and all the

I've had this working too (though with a TT rather than a MST2). However you *will* need more memory. My 2.5Mb STM is very tight on memory just with the MiNT and MiNT-NET stuff. I'm pretty sure the X server would be too big for it.

You'll also need a fair chunk of disk space - and a serial port mod to get to 38400 (assuming your PC can do that (16550a)) is also pretty handy. Works usefully at 19200 though.

Having said that it does work rather well.

:-)

Roland.

@CiX

BTW the PC I have is running Linux.

406. Re: MagiC & MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr9.233556.20320@bradford.ac.uk>
Source record: 168079

: >And there are a considerably number of Falcon-owners now! And everbody I know that owns a Falcon, want MagiC 3 now!
: >And I wan't MagiC 3 for my Falcon too! Why the h*ll support ye olde ST and not the Falcon ???? That's VERY STUPID!!!!!

I think the reason is that development of Mag!X began when the Falcon was only a glint in someone's eye...

Anyway, poor people like myself wh cannot afford to buy and run a Falcon (but would otherwise dearly love one) are VERY glad that MagiC will run on their ST's.

Anyway, at the mo' I would say that a vastly upgraded ST (i.e. accelerator, memory, video card etc.) running MagiC is more desirable than a Falcon running TOS (or even MinT/MultiTOS).

--
Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ

407. Re: Redirecting printer to file

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr9.234529.20443@bradford.ac.uk>
Source record: 168080

On Fri, 31 Mar 1995 09:36:24 GMT, Reinhold Fiedler wrote:

: Does anyone out there know about a AtariST utility for redirecting the
: printer-output to a file?

You should look out for BARREL and MultiSHEN.
These will both do what you want, and more.
I know that there are many other suitable programs also.

--
Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ

408. Re: What TOS?

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr9.235049.20596@bradford.ac.uk>
Source record: 168081

On 31 Mar 1995 09:36:03 -0600, Hutch wrote:

: I don't have a list of all the new features/improvements to 2.06
: but maybe someone here does. But here are most of them, I think:

: - custom icons
: - install any application on the desktop
: - install a printer icon on the desktop
: - link any document type to an application
: - set default directories
: - 'bottom-to-top' window reordering command
: - make function key ('hot key') assignments
: - assign keystrokes to each drop down menu item
: - set a file mask for each window
: - up to 7 windows open at a time
: - read-only files have an identifying marker
: - multiple NEWDESK.INF files may exist
But don't forget all the above are available free (or is it shareware?)
from TeraDesk, Gemini and other replacement desktops.

: - Extensible Control Panel (supports up to 99 CPX extensions)
Which is available free anyway!

: - a file search menu command
Which is available from many freeware utilities...

Which doesn't mean to say you would not benefit from an upgrade to 2.06.
But IMHO if you want to change your OS, get MagiC...

--
Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ

409. PLI address needed

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: jondinga@io.org
Message-ID: <3m9j45$3mg@ionews.io.org>
Source record: 168082

Is there an email address for PLI ? They distribute SCSI devices.

Thanks!

* (QW|{ 2.6 *

410. Toronto Atari show

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: Lutz_Weigand@gi.maus.de
Message-ID: <199504091052.a6540@gi.maus.de>
Source record: 168083

Hi there,

did anyone visit the Toronto exhibition? Any news?

regards Lutz

411. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: Daniel_Roesen@su.maus.de
Message-ID: <199504091512.a29178@su.maus.de>
Source record: 168084

Hi Mick!

X11R6 is ported to Linux for Atari, R5 not.

Greetings,
/Daniel/

412. Re: Mega 2 as X terminal?

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: Daniel_Roesen@su.maus.de
Message-ID: <199504091513.a29179@su.maus.de>
Source record: 168085

Hi Chris!

With 2 MB RAM, I think you don't have a chance to get X11 running. But with 4MB you have a real chance, if you use the Xserver just as a terminal (run all programs remotely).

But you definately need MiNT!

Greetings,
/Daniel/

413. Fax software needed

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: jabrana@lightning.powertech.no
Message-ID: <3m96on$5aj@lightning.powertech.no>
Source record: 168086

I know this qusetion has been taken been taken up
many times before but still . ..

Are there any PD/sw fax programs avaliable for the ST ??

Junior Office is all in Dutch ,and hckfax10.lzh from a.a.u.e.
doesn't depack itself. Is there anothing else avaliable at all ???

--

___ __ ___ __ __ ___ _ __ _____________________________
\ /_ / /_ / / /) /_ -=> Jabran Akhtar <=- /////
\\ __/ / /_ _ / / \ /_ ///
____________ jib@login.bigblue.no _ jabrana@powertech.no _//

414. Fax software needed

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: jabrana@lightning.powertech.no
Message-ID: <3m9cpf$6dd@lightning.powertech.no>
Source record: 168087

I know this qusetion has been taken been taken up
many times before but still . ..

Are there any PD/sw fax programs avaliable for the ST ??

Junior Office is all in Dutch ,and hckfax10.lzh from a.a.u.e.
doesn't depack itself. Is there anothing else avaliable at all ???

--

___ __ ___ __ __ ___ _ __ _____________________________
\ /_ / /_ / / /) /_ -=> Jabran Akhtar <=- /////
\\ __/ / /_ _ / / \ /_ ///
____________ jib@login.bigblue.no _ jabrana@powertech.no _//

415. Re: Tektronic Emulation

Newsgroup: comp.sys.atari.st
Date: 1995-04-09 00:00:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.AdaxUB1mwiA@semprini.waterloo-rdp.on.ca>
Source record: 168088

In <Pine.ULT.3.91.950407054617.5798C-100000-100000@mars>, Jens Andreasen writes:
>
>
>Thanx for all of your replies
>
>
>It seems like the only package that will support Tektronix is (wait for it
>here comes the winner):
>
> CONNECT!

Doesn't UNITERM do Tektronix? It may not work on Falcons though, I
don't know.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

416. Re: HSMODA06 works on Falcon!

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3mbb20$fqe@epsilon.qmw.ac.uk>
Source record: 167851

Mark Taylor (mtaylor@perth.DIALix.oz.au) wrote:
: TOS 3.06 and I do find , on modem port 2, that I get upload errors when using
: HSMODA06. I use Stalker 3.04 and have found that I get identical transfer
: speeds with or without HSMODA06 but using HSMODA06 when I upload I get lots of
: repositioning errors. Also I use 14.4k modem with DTE set to 38400 and with
: HSMODA06 I get inconsistent connects.

: I have found using Stalker 3.04 I don't have any problems but with HSMODA06 I
: do. Do you have any ideas what might be the cause of these problems.

Repositioning errors seems to me to be CTS/RTS is not set...but as you
say it is fine without HS-Modem. In that case, the HS-Modem file is
not configured properly...

Danny
--
.signature.signature

417. Re: Atari World on the news stands.

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3mbb83$fqe@epsilon.qmw.ac.uk>
Source record: 167852

```
Mr. J. Boyes (em09@liverpool.ac.uk) wrote:
: I was fully expecting to hear via this group that Atari World was
: about to be published some time before it actually came out. But,
: to my surprise, I found the first edition by mistake in my local
: news-agents.

?????????

AW has been discussed in this group for quite a while now....

:-)
Danny
--
.signature.signature
```

418. TexDraw >2.01?

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <3mbcen$ol4@ccshst05.cs.uoguelph.ca>
Source record: 167853

Is there a version of TexDraw greater than 2.01? 2.01 has a large bug involving manipulating ellipse objects while zoomed in that makes it at the least very frustrating to use. An otherwise excellent program is spoiled by this oversight.

Thanks...

THeo

419. Re: IOMEGA ZIP Drives...

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: nickf@cadence.com
Message-ID: <NICKF.95Apr10141259@fleet.cadence.com>
Source record: 167854

The Borg (jperez@uhunix.uhcc.hawaii.edu) wrote:
> I believe that this thing has power without the price written all
> over it. I'm going to try one in a couple of days. This is what I've
> been waiting for.
> Iomega Zip Drive
> 1) SCSI
> 2) 100meg per disk
> 3) $20 diskettes
> 4) Almost as fast as a hard drive
> 5) Self-contained, portable device
> 6) $200 retail!
>
> No More Floppy Disks!!! - Ahem, not so darned many anyway...

It sounds like just what I need as well. What are the implications of
using such a SCSI device with an ST? I'm currently using the LinkII
adaptor to connect to a MiniS harddrive. What driver software is
required?

Thanks in advance for any more info on this.

Nick.

Nick Forde, nickf@cadence.com
NVision Group, 9 Wemyss Place, Edinburgh, EH3 6DH, Scotland.
Cadence Design Systems. Tel. +44 131 225 3434 (ext 112) Fax. +44 131 225 5167

--

Nick Forde, nickf@cadence.com
NVision Group, 9 Wemyss Place, Edinburgh, EH3 6DH, Scotland.
Cadence Design Systems. Tel. +44 131 225 3434 (ext 112) Fax. +44 131 225 5167
----

420. QUES: Music sample conversion software

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: gbar@mcs.com
Message-ID: <gbar-1004952128140001@gbar.pr.mcs.net>
Source record: 167855

I'm looking for a way to convert SDS (MIDI Sample Dump Standard), WAV and AIFF files to SoundDesigner (SD) format. Any ideas?

Thanks and have fun! - Bob

--
Any opinions are those of the poster and not G-Bar Limited Partnership.
gbar@mcs.com

421. Re: FOR SALE: NEW 540MB Quantum HD in ICD FA-ST Case

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504101328.AA01932@ilmen.lanl.gov>
Source record: 167856

In a previous article, DOMINGO@news.delphi.com (DOMINGO@DELPHI.COM) wrote:

> Actually, I can currently get anyone a 560 Meg Samsung drive for
> $225, or a Seagate 850 meg for $275, and lots of other hardware...

Those are good prices, but I would -never- try to compare either a
Samsung or a Seagate drive with the high quality Quantum mechanisms.

Your mileage may differ, of course. ;-)

-Hutch- @ Fair Dinkum Tech

422. Falcon DSP modem?

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: andrew@minster.york.ac.uk
Message-ID: <797524356.1@cs.york.ac.uk>
Source record: 167857

Has anyone, or is anyone producing a DSP modem for the Atari Falcon? I've
got the C source code for such beast and I'm about to port it to the Falcon.

Before I do, I thought I'd find out if someone else has done it.

BTW. I'm not sure if the DSP will be fast enough to generate the modem
sounds but I'll try. The modem can only go up to 1200 baud so don't get
too excited. I think it will manage to send and receive faxes too.

--
Andrew Hague -- D.Phil Research into Motivation in Human-Computer Interaction
Department of Computer Science,University of York, YORK, England. YO1 5DD
Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk
WWW - http://dcpu1.cs.york.ac.uk:6666/andrew/ (including Atari Jaguar page)

423. Re: WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: ai868@detroit.freenet.org
Message-ID: <3mbg23$o78@detroit.freenet.org>
Source record: 167858

Stephen,

The show was in a word, GREAT! Howard and crew should take a well
deserved bow. Hopefully, there will be an ACE 96.

I look forward to getting a set of disks for the WWW browser
from the TAF library.

--
Jim Kudron |
Detroit Freenet |ai868@detroit.freenet.org
GEnie | jim.k@genie.geis.com
---

424. Dave Small... Nice to see you back

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504101400.AA01941@ilmen.lanl.gov>
Source record: 167859

In comp.sys.atari.st...

Nice to see Dave Small back amongst the living.

Say, isn't it your shout for the Fosters, mate? ;-)

-Hutch- @ Fair Dinkum Tech

425. Re: Fax software needed

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: tkk@uclink2.berkeley.edu
Message-ID: <3mbj9j$2m4@agate.berkeley.edu>
Source record: 167860

Jabran Akhtar (jabrana@lightning.powertech.no) wrote:

: I know this qusetion has been taken been taken up
: many times before but still . ..

: Are there any PD/sw fax programs avaliable for the ST ??

: Junior Office is all in Dutch ,and hckfax10.lzh from a.a.u.e.
: doesn't depack itself. Is there anothing else avaliable at all ???

: --
: ___ __ ___ __ __ ___ _ __ _____________________________
: \ /_ / /_ / / /) /_ -=> Jabran Akhtar <=- /////
: \\ __/ / /_ _ / / \ /_ ///
: ____________ jib@login.bigblue.no _ jabrana@powertech.no _//

If you have Spectre 3.0, there are quite a number of free Mac fax
software (ex ValueFax) which may even be better than StraightFax, ST users
have to buy. Not to sell out to the Mac or anything...

Tae

426. Re: Searching for POV-Editor

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: bales@garonne.stortek.com
Message-ID: <D6tsD7.Gpy@stortek.com>
Source record: 167861

The POV editor was released on a cover disk of ST Magazine (French mag). I believe it was a beta version or something and it needed 640x400 resolution to run.

It's now available on ftp.cnam.fr /pub/Atari/Graphics

Hope this helps

Nick

427. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3mbhuv$657@newsbf02.news.aol.com>
Source record: 167862

> I have Warp 9. Would it be redundant to also use NVDI? Thanks
> in advance!

They don't work together. NVDI is faster at most operations than W9, and includes GDOS, so you'll use NVDI most of the time.

Al Fasoldt, Systems Editor, Syracuse Newspapers

428. Re: Atari World on the news stands.

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: em09@liverpool.ac.uk
Message-ID: <D6ttAA.6qA@liverpool.ac.uk>
Source record: 167863

D.Bhabuta (efac001@alpha.qmw.ac.uk) wrote:
: Mr. J. Boyes (em09@liverpool.ac.uk) wrote:
: : I was fully expecting to hear via this group that Atari World was
: : about to be published some time before it actually came out. But,
: : to my surprise, I found the first edition by mistake in my local
: : news-agents.

: ?????????

: AW has been discussed in this group for quite a while now....

: :-)
: Danny
: --
: .signature.signature

You missed my point.

I KNOW it has been discussed for months and in some detail.

What I expected to see was an announcement that it was NOW ON SALE
- that's the bit that was missing.

John.
--
Mechanical Engineering Department John Boyes
University of Liverpool
P.O. Box 147 Email: em09@liverpool.ac.uk
Liverpool Phone: +44 (0)151-794-4861
L69 3BX (U.K.) Fax: +44 (0)151-794-4848

429. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3mbhr5$635@newsbf02.news.aol.com>
Source record: 167864

> I own NVDI 3.01. I have heard about the new upgrade. Where does
> one obtain the newest version? I am in the US...

It will cost no more to buy the newer version than to upgrade. But as an owner of both NVDI 3.01 and 3.02, I'd say the difference is too minor to worry about, unless you are bothered by the text problem in Atari Works, which 3.02 sorta-kinda fixes (if you switch one standard NVDI setting off when running Works).

You can buy 3.02 from Toad. e-mail to toad@charm.net.

Al Fasoldt, Systems Editor, Syracuse Newspapers

430. Degas Elite dile format

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: nmonnet@grenet.fr
Message-ID: <3mbkka$kpm@cicg-communication.grenet.fr>
Source record: 167865

Keywords:
Ok, I'm wanting to reuse old pictures from a game I made on my 1040 st
(it usePto have nice graphics) 5 years ago on my Mac (LC630 by the way)
Does someone know the format of compressed files .PC? ?
(I already know those of .PI?, thanks)
Or some plce where I could download it.
(I just can't look for the faqs right know, don't flame me! bcz I'm
using a 1200 bps line!! don't laugh! [that's aminitel...])

C u, keep hacking...

431. OPUS v2.3 ; .html files

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: servant@io.org
Message-ID: <3mbkrf$kct@ionews.io.org>
Source record: 167866

1. Does anyone know how I can obtain a copy of v2.3 of Doug Harrison's spreadsheet "OPUS"? This is the registered version which has the .WK? compatibility that the unregistered version lacks. Problem is, there doesn't seem to be any support for this program anymore; I received no response to a mail query. HELP, please!

2. Is there any Atari STe-compatible software that will write .html hypertext files of the type found on the Internet?

Please post replies either to this newsgroup or to the email address below. Thanks.

Mike Harrison
servant@io.org

--

432. Re: [HELP] Hardsdisk problems

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3mblp8$rbu@hpscit.sc.hp.com>
Source record: 167867

Peter Missel (Peter_Missel@m4.maus.de) wrote:
: Not quite right. The one to blame isn't the AHDI driver, but GEMDOS. ANY Atari
: machine contains this "time bomb".
: The "writes one cluster too far" bug is in all released GEMDOS versions ever
: since the first one from 1985 (and it DID happen, mainly while extracting large
: packed archive files), but it couldn't be nailed until Falcon users started
: sampling stuff onto their harddisks 'til they blew up.

Interesting! I always thought that this was a bug specific to TOS 4.0
since I never saw it on my TT or the STs (although I have some code
in my driver to alert the user if such a thing happens, so it should
be very obvious to see then).

BTW, if one of you out there should be bitten by this bug, DON'T PANIC.
It's only the bootsector of one partition which is seriously wrecked,
and bootsectors are *much* easier to repair than most people think.
You just need a disk monitor which can read/write absolute blocks from your
hard disk and the following information:

- Partition start sector (can be found in the root sector)
- Partition size (also in the root sector)

--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>---

433. Re: IOMEGA ZIP Drive Info..

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDKQCACTUP@galaxy.teuto.de>
Source record: 167868

In <9504061500.AA01504@ilmen.lanl.gov> Hutch wrote:

>> The doc doesn't say anything about being SCSI-2 (which would be pretty
>Er... the Iomega Zip Drive FAQ file that Roger posted yesterday says:

Correct.

>And besides, SCSI II is generally downward compatible with the 'original'
>SCSI spec, is it not? At least I've never had any problem doing so.

It is, Hutch, it is. The hardware is merely the same, the II-commandset has
some more possibilities. IIRC, all the audio-commands on a CD-ROM are SCSI-II.

Some Atari-hostadaptors do not support sending II-commands. ICS introduced a
certain "hack" to enable just that.

>BTW, that 'burple' colored case would go great with an Indigo 2. :)

[FX: moan]

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

434. Re: Barracud, was Re: TT Specs?

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDKQCACWUP@galaxy.teuto.de>
Source record: 167869

In <macdonald.218.000DE1B0@cfcsc.dnd.ca> Ken Macdonald wrote:

>Barracuda. Unfortunately they did not have one there operationally speaking,

Not!?

>and I was told that they are still working out some problems. Sorry - I wish I

Still!?

Did they say anything about a possible release-date? S. th, like Summer or so?
But stating the YEAR as well :)

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

435. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDKRBBAFUP@galaxy.teuto.de>
Source record: 167870

In <3m087i$54a@detroit.freenet.org> Mick Collins wrote:

> This is probably a dumb question, but has X11R5 been ported
>to run under the Atari kernel of LINUX? I mean, I know it runs

No dumb questions, only dumb answers ;-)

Take a look at this:

------------------------------cuthereplease------------------------------

Linux 68/k CD (available May 95)

(ALD - Atari Linux Distribution): Original Developer Distribution!

Incl. Base-System, Kernel, Sources, Binaries, X11(X-Windows!) in
monochrome and colour!, Unix-TeX, Network-Tools(TCP/IP), Emacs, Gcc,
G++, TOS-Cross-Compiler, DLL-Development, Objective C, Perl, etc.

200 MB on the CD

------------------------------cuthereplease------------------------------

ATM, I am not sure if this is X11- R5 or -R6, but I can find out if you want
to.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

436. TCP/IP stack for GEM/TOS???

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: soltech@sentex.net
Message-ID: <3mblb4$6sl@granite.sentex.net>
Source record: 167871

Is there a TCP/IP stack, similar in nature to the Trumpet Winsock for Microsoft Windows, available for the Atari ST, in the native GEM or TOS environment. It should be able to do a Slip or PPP dialup to a service provider. We're not looking for any of the Mint/MultiTOS/Geneva, etc, versions of such a product, just a simple GEM/TOS based program.

If there is source code available for such a beast, we'd be interested in hearing where we can pick it up. Also, any pointers on where one can get a POP mail reader and a simple, text based WWW browser??

Thanx in advance for any help!

Elisabeth and Ignac Kolenko

Solution Tech Systems Inc.
101 Wake Robin Dr. Kitchener, Ont. Canada N2E 3L4

Internet: inquiry@solutiontech.com
WWW: http://www.sentex.net/~soltech

437. Two IDE on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: ljord@algonet.se
Message-ID: <3mbqli$57d@aristotle.algonet.se>
Source record: 167872

I just got myself a second IDE hard disk
for my Falcon. I have some problems installing
it though.
I'm using SCSI-tools with HuSHI ver 5.10 maybe
there is a newer?
My manual tells me that SCSI-tools do not
support IDE, but the program does. I have one
disk installet already. I can partition the
second IDE but not install it.
My hard-disks are CONNOR CFS 210A running,
CONNOR CFA 340S (scsi disk) and the new
CFS 540A.
Do anybody have any suggestions?
Are there any other hard disk programs?
What are the newest version of AHDI?
Can I get something usefull on the Net?

Thank You!

Reine Jonsson
ljord@algonet.se

438. Re: MiNT and Minix

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: smithic@cix.compulink.co.uk
Message-ID: <D6u1n0.4o9@cix.compulink.co.uk>
Source record: 167873

In message <D6sCD9.L2r@cunews.carleton.ca>, jack@aurora.carleton.ca said:
>
> I have set up minix v.6 on partition H of my Falcon's internal IDE
> but I was suprised to see that the fs cut off the file names after
> only 15 characters. Is this normal or did I screw something up? Aren't
> you supposed to get at east 20+ characters?

You need to run minit with -n 2 in the command line to get 30 characters,
as explained in the minit docs.
Regards,
Ian.

439. Re: ACC bombs my mste

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Apr10.134450.236@genrad.co.uk>
Source record: 167874

In article <3liitm$gnp@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:

]In article <1995Mar29.151610.215@genrad.co.uk>, hillsp@genrad.co.uk (Paul Hills) writes:
] <snip>
]> Normally I wouldn't recommend connect up a hard drive with the power
]>on, but in this case you haven't got much choice it seems. It didn't
]>damage my machine at all, but I'm not saying it won't!

] This is a VERY STUPID WAY TO DO THIS, thier is a very simple way...
]
] Get hold of DC Formator 3.3 I think it is, there is a option to make floppy
] bootable boot sectors, select the one listed as BYPASS HARD DRIVE, and write
] this to a floppy...
]
] Also have on this floppy disk a copy of the Hard Disk booter, I have the ICD
] one in the Auto folder and Drive Icon C: saved on this disk, Desktop.inf
] file..
]
] Its that simple...

Thankyou for your kind words regarding my suggestion, Roger. However, when the computer is inoperable because it won't run *anything* before it crashes, you can't get DC Formatter, and stick it on a floppy disk and run it and..... In my case, the computer wouldn't respond to anything else, hence my slightly risky action.

Paul Hills

440. Re: Partition software

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504101403.AA01947@ilmen.lanl.gov>
Source record: 167875

In a previous article, neptune@galaxy.teuto.de (Hendrik Mylius) wrote:

> BTW, could you possibly restrict your linelength to < 80 columns? TNX!

Uh, oh. Now you've gone and done it, Hendrik. How dare you have such gall to expect people to conform to the suggested rules of net use.

Last time I asked the same thing, I was flamed publicly and in email for asking someone else to conform to 'my' archaic 80-column rule. If you find such posts difficult to read, then YOU should manually reformat them yourself or switch to a different newsreader. You should NEVER expect the sender to take the time to include carriage returns.

How dare you expect such a thing! ;-)

ROTFLMAO!

-Hutch- @ Fair Dinkum Tech

441. Re: Looking for PageStream printer driver

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3mcftu$oos@golem.wcc.govt.nz>
Source record: 167876

In article <1995Apr8.030820.6242@integrity.uucp>, dunham@mpd.tandem.com (Jerry Dunham) writes:
>
>I'm looking for a printer driver for PageStream to work with a Citizen
>GX140+ 24-pin dot-matrix printer. This printer will emulate either an
>IBM ProPrinter or an Epson (not sure which one but probably LQ).

The source code (ASM) for all Pagestreem printer drivers are on GEnie,
but they state that they are not in a PD....?

I have this file and if it can be uploaded to Hensa please let me know...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

442. Re: MagiC & Falcons?

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: alpldbia@w255zrz.zrz.tu-berlin.de
Message-ID: <3mc4q8$hit@brachio.zrz.TU-Berlin.DE>
Source record: 167877

In article <FDIUBIUUUP@dksoft.ping.dk>,
Kim Andersen <kim@dksoft.ping.dk> wrote:
>> Actually, there is a fix for running MagiC on the Falcon.
>>
>
>Yea right, this fix will let you run Magic 2.01 in Medium resolution only!
>

I've got a mail which explains how to get MagiC *3* running on the Falcon
without patching it. It's just a matter of configuration and of course, the
Falcon-specific hardware (sound system, DSP) is not supported. Everything
else is OK -- the mail says.

Is anyone interested in a translation? ;-)

>And i've also been informed that it has problems with external harddrives on
>the Falcon.

IMHO internal IDE drives because MagiC 2 didn't have any inbuilt IDE support.

--
Andre Leistner
UseNet: alpldbia@w255zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

443. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950410Z132210.648barheath@heathen.demon.co.uk>
Source record: 167878

In article <797460369.AA07501@jina.rain.com>
Max.Denebian@f318.n105.z1.fidonet.org "Max Denebian" writes:

: Previously, Nicholas Harlow shouted,
:
: > Everybody in the Atari World should subscribe. Now......
: >
:
: Subscribe to what?
:
:
Atari World, of course.
--
wanders off, muttering glumly about stupid buggers who don't read newsgroups
before posting to them.

444. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950410Z132612.256barheath@heathen.demon.co.uk>
Source record: 167879

In article <3m2qb4$5pu@sphinx.Gsu.EDU>
gs01tph@panther.Gsu.EDU "Tommi Pekka Hietavuo" writes:

: Nicholas Harlow (nharlow@cix.compulink.co.uk) wrote:
: : Everybody in the Atari World should subscribe. Now......
:
: And somebody somewhere should make a contract with Finnish RAUTAKIRJA
: inc. - because they seem to spread STF in Finland, and without their
: <etc clipped>
: your magazine! Finland, Sweden, etc. Without distribution: no chance of
: success.
:
My geography must be off again. I always thought Georgia State was on the
other side of the pond. <g>

--
mutters darkly about mobile students, and how they've got it easy, and it
weren't like in my day tha' knows

445. Re: Searching for POV-Editor

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950410Z132924.616barheath@heathen.demon.co.uk>
Source record: 167880

In article <3m97t6$dd3@odin.diku.dk>
freyr@diku.dk "Hrafnkell Freyr Hl??versson" writes:

: m9174@abc.se (Carl Lofgren) wrote:
: >
: > christian.mittendorf@ostk wrote something like :
: >
: > c> In german ATARI magazine "ATARI Inside" I saw a small article about a
: > * Kivi 1.30 *
: >
: I think I've seen a graphical shell/editor on one of the coverdisks
: of ST-format... I'm not sure though - I can't use POV because of lack
: of RAM... (but soon, soon, I tell you :-)
:
: Hrafnkell
:
POV was on Cover Disk of STF 49, and the Shell on STF 53
August 93 and December 93

Hope this helps

--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - 0 0 0 0 0 0 *
| ------------------ ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_______________| |_____________| |_____| |_________| |
_________o_o___________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

446. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <D6u9Er.4Dt@cix.compulink.co.uk>
Source record: 167881

ATARI WORLD

New magazine edited by Vic Lennard and crew of ST Review fame....

nick

****
16/32 Systems TEL 01634 710788 *FOR SALE*
173 High Street FAX 01634 295895 INTERNET
Strood 30 Million
Kent ME2 4TW Careful Users
****

447. Re: [HELP] Hardsdisk problems

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: faucheux@int-evry.fr
Message-ID: <3mcd2g$993@news.cict.fr>
Source record: 167882

Eems , J.P. van der (eems@nlr.nl) wrote:
: Hi,

: I have a real problem with my atari Falcon 030 (4mb , 80MB IDE, 240 SCSI-2).
: Recentley my G:-partition (60MB on SCSI-2) ran full. I copied a file bigger
: then the space left on the G:-partition on it. The next thing I know is that
: my H:-partition (60MB on SCSI-2) is not accesible anymore. THE FILE WAS
: WRITTING OVER THE FAT'S OF THE H:-PARTITION?. All of my data on H: is lost.

no it was not lost !
a sector to change and everything would have been ok

: to my G:-partition and AGAIN my h:-partition is no longer accessible !
: I got realy frustrated and started to backup the rest of my SCSI-2 (120MB left)
: to my internal 80MB IDE. I didn't look at the space left on my D:-partition
: (+/- 30MB on IDE). I wrote a file there that was greater than the space left
: (I think) , result : E:-partition (+/- 30 MB IDE) not accessible anymore !!

: WHAT is doing this. I use a Falcon 030, 80MB IDE , 240MB SCSI-2, tos 4.04
: AHDI 6.01. It happend the first time running Multitos and the second time
: with only blowup and NVDI 2.5 active (no multitos or plain MiNT).

something similar happened to me several times, but never while
copying files with the desktop...

but generally, all the data is not lost: only the first sector
of the partition gets corrupted, and if all your partitions have
got the same size, it is possible to copy the first sector of
another partition (except the partition that corresponds physically
to the hard drive) into the first sector of the disappeared partition
and the problem is then solved

I've done that with a little program using a Gemdos or (X)Bios function
in fact I think that's the Bios 4 but Im not very sure...
I give as the number of the partition that's before the missing one
and as the sector something like the number of sectors
of this partition + 1. (I'm sorry I can't tell you exactly, because I
haven't got my falcon here, but it works well in fact...)

But it's true that I never saw a program able to do that automatically

(but some of them are very useful to know the number of sectors...)

I hope this can help...

FFX.

448. Linux on TT, How?

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: komb1@bonk.io.org
Message-ID: <3mcgao$pr9@ionews.io.org>
Source record: 167883

Ok, I'm shure this has probably been done to death.... But, I'm new here and am trying to get Linux (and then Xwindows followed by an xwindows www browser) going.

1) What FAQ's where should I read.
2) I've DL'd the latest Linux kernel & booter.

At this point, I run the booter and read that the startup & boot? (Sorry didn't wright down the actual message) are going to occupy the same space. Back to TOS I go.

I may have missed a step in the setup somewhere, but I can't find it.

For those who may ask, Its a 4 meg 80 TT. Will be using external Syquest as my Unix partition.

Much thanks for any help.

--
-=-=-=

449. Re: MiNT and Minix

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D6uEBJ.Hx8@cix.compulink.co.uk>
Source record: 167884

In message <D6sCD9.L2r@cunews.carleton.ca>, jack@aurora.carleton.ca said:
>
> I have set up minix v.6 on partition H of my Falcon's internal IDE
> but I was suprised to see that the fs cut off the file names after
> only 15 characters. Is this normal or did I screw something up? Aren't
> you supposed to get at east 20+ characters?

This is correct - though there is a switch in 'minint' to allow longer
names.

Roland.

@CiX

450. Re: MagicMac and protected games

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D6uEBL.Hxz@cix.compulink.co.uk>
Source record: 167885

In message <beavis-0804952343140001@uhura-12.dnaco.net>, beavis@dnaco.net
said:
> In article <3m5h6v$qks@newsbf02.news.aol.com>, samshirley@aol.com
> (SamShirley) wrote:
>
> > Has anyone had any experience running protected games on MagicMac?
>
> I was unable to get any games to work except for Battlezone
> (cbzone10.zip).

Wow - *feel* the code quality! ;-)

Whats it like - and are there any bits it was unhappy with? Also does the
FPU code work?

Thanks

:-)

Roland.
(who has the dubious honour of doing the TOS/GEM port of CBZONE ;-)

@CiX

451. Re: GE-Soft

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: Juergen_Keitel@ki.maus.de
Message-ID: <199504100823.a53906@ki.maus.de>
Source record: 167886

Germany:
GE-Soft
Landgrafenstrasse 37-39
D-53842 Troisdorf

Tel. (...) 2241406492

452. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: Juergen_Keitel@ki.maus.de
Message-ID: <199504100826.a53907@ki.maus.de>
Source record: 167887

Lately they released MagiC3 - but only for non-falcons.
BTW it seems to be a bit unready if you have a look on the announcements in the MAUSnet-group 'ATARI.SOFT'

453. Re: *** Falcon BBS List ***

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: Lou Trapani <lou_trap@li.net>
Message-ID: <3maqet$fgh@linet02.li.net>
Source record: 167888
Cross-posted to:
fr.comp.sys.atari,comp.sys.atari.advocacy,comp.sys.atari.st,de.comp.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

```
Add to the list...

THE MACHINE BBS
1-516-764-5748

24 Hrs / 300-14.4K bd / No fees

-= Lou =-
```

454. MintNET/PPP connections ....

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: mbaffoni@skat.usc.edu
Message-ID: <3mar1l$eb3@skat.usc.edu>
Source record: 167889

I just joined my fellow masochists in trying to get a PPP connection
(with MintNET-070) going.

First, I'm not sure if I can - reading through the docs, it is assumed
that you have been given an IP address, or rather a static IP address. The
way it is done here, you go into a PPP account, and then you are dynamically
assigned an IP number. Is that a standard PPP transaction? If so, does
the .xif that comes with minNET-070 support dyanmically setting the IP? (BTW,
the IP assignment is in binary, not text format - I can't read anything after
I put in my PPP acount password - the queries from the PPP server must start
at that point because it is a binary mess).

BTW, I must say the installation instructions are difficult to follow
at best. There is no one file that says proceed from step 1 to 100 and you
will have a slip/ppp connection. It would help if there was one document
or maybe mone document per connection type (slip, ppp, oslip, enet, etc.).

Also, it would be real nice to have the connection software more
user friendly - maybe a Gem program that has windows where you put in the
right information (local IP, hostname, port, etc.), and perhaps a simple
terminal window with the ability to learn your actions (save into a real
simple script file). That way the user need only go to one area to setup the
actual connection. I'm sure someone is working on making the installation
easier so I won't start on that. :-)

Thanks for listening, and maybe someone can help!

-MikeB

455. Re: MagiC & MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3mat3e$9a1@news.iesd.auc.dk>
Source record: 167890

In article <FDHQEGCJUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius) writes:
>
> The number of sold Falcons doesn't even get close to the number of other
> Ataris sold ... That's why.

Maybe not ST`s but compared to TT's.

>
> >So what ? ST's are obsolete in all possible terms and the TT is being made
> >and there are more Falcon-owners than TT-owners.
>
> THAT I doubt _very_ much.

Sorry, I meant that the TT isn't being produced anymore.

AND I still mean that there are more Falcon-owners than TT-owners, that should be very obvious since the price tag has always been VERY high for the TT, the Falcon was (when it came out) priced at a reasonable price.

But anyway I just heard that MagiC 3 IS coming for the Falcon, 2xBehne is just optimizing some features and implementing some DSP routines.
The reason why they released the ST/TT-version of MagiC 3, was because of pressure from Application Systems Heidelberg who distributes MagiC. And 2xBehne wasn't very happy about releasing ST/TT MagiC before the Falcon-part was ready.

Keep Cool and Flying...

ChainXOR...

456. Re: Searching for POV-Editor

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3m9t42$f94@sphinx.Gsu.EDU>
Source record: 167891

Hrafnkell Freyr Hl��versson (freyr@diku.dk) wrote:
: m9174@abc.se (Carl Lofgren) wrote:
: >
: > christian.mittendorf@ostk wrote something like :
: >
: > c> In german ATARI magazine "ATARI Inside" I saw a small article about a
: > c> graphical editor for the POV-Raytracer. Even though I don't think this mag i
: > c> very reliant (and it was the April issue :-) I really would like to know if
: > c> such a prog exists and where I could find it. BTW, it was a french program.
: > c> know that there are lots of editors available for the pc.)

I found it, I think... A French program: eb_edpov is the name of the package. I think it was in ftp.cnam.fr, or ftp.uni-kl.de. Not sure :-(Alhough I don't understand French, and there are no readme files included, I'm pretty certain this is the program. It's big, comes with loads of example files, and claims to work on everything from STs to Falcon (this I found out investigating the HUGE resource file..).

Well, since I'm stuck with a PC here where I study, I haven't been able to try what the program exactly does. But: go and get it, folks - and tell the others if the thing works =-) !

TH

457. Re: HELP!!! ST in the recording studio

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: smiller@joule.elee.calpoly.edu
Message-ID: <3ma0rb$1p5@isnews.calpoly.edu>
Source record: 167892

mcwilliams@wmich.edu (Brian McWilliams) stated:
>
> Ok, you technical minded ST owners, I was using a 1040st for the
>longest time in a home studio and have recently purchased a used Mega 2 with
>4 megs of memory. I have the following problems/questions:
>
> 1) Can putting the monitor between two speakers (they're about 4 1/2
>feet apart) harm the monitor? I've noticed a bend develope on the edge of
>the screen image but am not sure if it's related to the placement of the
>monitor.

Sure, if the magnets in the speakers are powerful enough they will affect
the electron stream in your monitors CRT.

> 2) The 1040st and 1040STE don't have fans. Can't I disable the fan
>on the Mega? If not, what's the difference between the machines? Would
>putting the cpu in a sound proof enclosure harm it in any way?

I dunno.

>
> 3) Simply turning the monitor, and especially the computer on, adds
>line noise to the mix. I've tried using an outlet strip that filters noise
>but it doesn't seem to do any good. Is there any other way to eliminate this
>problem?
>

You're getting some RF interference from the computer. If I have my TT on
and try to watch TV using an antenna I have to peer through a lot of
snow... you're getting the same effect.
I don't know what to tell you about fixing it though...

*steve

--
arise from beneath the remains before schizophrenia and morbid visions
create the new chaos a.d. or suffer the bestial devestation
I am putting together a WWW page for Sepultura, send email to contribute.
(not much work done on it yet) http://www.elee.calpoly.edu/~smiller

458. Re: MagicMac and protected games

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: dsmall@well.sf.ca.us
Message-ID: <3ma4pn$au0@nkosi.well.com>
Source record: 167893

[re: MagicMac not running games because they "hit on" Atari ST h/w locs]

That's a shame. With a 68030 or 68040 (I don't know about PowerPC),
you could program the MMU to interrupt out whenever anything in the $Fx xxxx
address range is it, decode the "hit", and emulate it. For instance,
if they're writing a byte to the shifter_mode, change resolution. There
would be speed problems in some areas (like software overscan) but that's
hopeless anyway.

This is very close to how the "zerostore" code in the Spectre works.
It decodes the address being bapped that generated the bus error. If it's
0, not much happens; if it's the special "debug card" address, we do
something; if it's a "global low mem vectors" loc, we do something else.
Only difference is we didn't have a MMU running point for us, so we had
to work with the data on the crash's stack frame (the IW was the
opcode that killed it, and we had to translate that (disassemble it) to
find its length, and some special stuff.

For example, some MacPrograms do a MOVE.L #"Nil!",0
so that if they have Nil pointers, the "Nil!" gets stepped on, and
they see it. Amigas have long had a zerostore watcher utility.

Anyway, MagicMac is pretty impressive in the number of TOS things
(especially VDI) they must emulate to make it work. (I wonder if they
fixed some bugs -- say, slow v_gtext, or normalized x/y not working).
Spectre GCR never ran "MegaRoids" (an Asteroids clone), either, so I
know how they feel. (Nor Dark Castle. nuts.) But it ran enough to be
useful, and that's the point.

-- thanks, Dave Small

459. Re: GCR: transverter > 4.6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: dsmall@well.sf.ca.us
Message-ID: <3ma5g4$b57@nkosi.well.com>
Source record: 167894

[Question is, what to do about Mac files on an HFS partition, since
Transverter from Doug Wheeler only handles MFS.]

There is no higher version #. You have the latest.

There were programs MacSee and MacRead being sold awhile back
which read/wrote HFS partitions from GEM. However, there were many reports
of glitches. My opinion is that, as the ad says, "50% of Mac directories
contain damage" and numerous bug reports from Norton Utilities on Macs
I help maintain at school in the directory area, that possible the problem
was not in MacRead/MacSee -- that they were trying to work with a glitched
directory. I'd strongly recommend you go into Mac mode and Norton-"up"
the directory there before trying transfers.

Please remember that System 6.whatever has a "max rsrc limit" in
an invisible file, Desktop. It remembers the icons of any program that
ever passed through your machine, there presently or not. Overflow it,
and the disk goes bang! in a big way. (I did this with a WORM backup.)
There are PD testers for this on the various Mac boards; I know CE has one.

I believe MacRead/MacSee are now shareware or PD, but a check of
BBS' or the big networks will tell you really fast.

Just what I remember about it ...

hope it helps,

Dave Small

460. Twilight

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3ma6r9$fi6@golem.wcc.govt.nz>
Source record: 167895

I tried getting Twilight to work on my 2.5Meg STe, with no luck, the TSR part works, but the ACC/APP file just bombs by computer, clean boot, or full-works with Geneva, Neodesk 4, NVDI, etc. the result is the same.

The archive is 328984 bytes, does this sounds like a working version?

The only DOC file is one giving brief info' on installation etc, and it mentions absolutely nothing about how to register it etc. (Not that I'd register a program that doesn't work on my machine :)

While I'm at it, are there any really fast background MOD players for the STe? Paula is too slow, and often can't sustain even 12.5Khz playback, I've seen routines that play at 25Khz using only ~20% processor time, so surely a decently coded Paula/Jukebox etc. like program could manage 12.5Khz at about the same sort of slowdown....

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

461. Re: Maus groups on the Internet?

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: alpldbia@w255zrz.zrz.tu-berlin.de
Message-ID: <3madlv$a1m@brachio.zrz.TU-Berlin.DE>
Source record: 167896

```
In article <3m4cvc$oqt@hasle.oslonett.no>,
Hallvard Tangeraas <hallvart@oslonett.no> wrote:
>Is it possible to access Maus newsgroups through the Internet?
>I'd like to subscribe to a few, especially the Atari ones, but my
>Internet provider needs to know the names of them first.

Here are some of them:-

maus.sys.atari.desktop (desktop publishing)
maus.sys.atari.f030 (Falcon users and their problems)
maus.sys.atari.gemini (Gemini desktop replacement)
maus.sys.atari.hardware (hardware specialists)
maus.sys.atari.mint (everything you always wanted to know
about MiNT)
maus.sys.atari.okami (Okami newsreader)
maus.sys.atari.software (Q&A on Atari software)
maus.sys.atari.talk (anything that is off topic in the
other Atari related newsgroups ;-)
maus.gui.gem (GEM specialists and the MiNA project)

Hope, this helps.

Andre

--
Andre Leistner
UseNet: alpldbia@w255zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B
```

462. Re: Falcon accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <3mah7j$80t@usenet.INS.CWRU.Edu>
Source record: 167897

```
>
>I feel that somebody tries to "make money" by asking horrible prices from
>pretty simple and not-too-well-made things like DeskTopper for Falcon, or
>especially the graphics cards. But this won't work: most Falcon owners
>realize that they pay too much - and refuse to make the purchase. Does
>anyone know how many Atari dealers, or third-hand program or hardware
>makers have thought that they can ask 100..300% more money from
>something, just because it is for ATARI - and failed, going out of the
>business? Because even if people use rare computers like Falcon, that
>doesn't yet mean they're stupid. Or desperate..
>
>So, I wait for Barracuda eagerly. So do many others, I think. But if the
>price will be (what I fear it will..) unrealistic, and far above the
>prices of 486 Overdrive cards for PCs, etc. - then I won't think about
>Barracuda - no matter how much I like my Falcon. 68040 may be new, and
>powerful for Atari world - but the rest of the world is already going
>with Pentiums and Power PCs. And 040 already is a standard in Macintosh
>computers. So, please: no extra Atari-owner taxes this time?
>
>What about the "power without the price", anyway?
>

I agree that many things for the Atari line of computers is overpriced.

Unfortunately, economics dictates that a purely competitive firm will
maximize profits only when marginal cost equals marginal revenue. At this
point, the firm will only need to charge for the product what it costs to
produce that last additional item. Atari-specific producers rarely sell
enough products to reach this level.

The deals in the Atari world exist via the items we can buy that are mass
produced (SCSI drives, CD-ROMS, Monitors, bulk disks, etc). I try to
patronize Atari-specific dealers, anyway in these cases. There are also
real deals to be found in used Atari equipment. A lot of people are
leaving, and selling their products quite cheaply. I have no qualms about
stockpiling Atari equipment, as it quite suitably serves my purposes today,
and for the forseeable future (MIDI, DTP, Telecomm).

I was quite upset when I found out that the price of the Falcon Rack case
was $499, and not $259 as advertised in Toad. I saw the case at ACE, and
didn't really care for it anyway. But, I think its great that Wizztronics
is investing so much time and effort into developing products for the
Falcon. They know that they are not going to make millions in the the
Falcon development area, but still are dedicated. They also were showing a
nice graphical sample editor at the show.
```

Anyway, the Barracuda should be about $1000, without the 68040. A cool thing about this board, though, is that they will have a 486 emulator board that can plug into it for about $500. The 68040 board will remain fully compatible with Cubase Audio, but I know of little else. Also, these prices are quite subject to change pending the actual releases of these products.

An alternative to upgrade your Falcon is the Power Up 32Mhz accelerator. I paid $99 for mine. Once I download GemBench and register it, I will post the results (unless someone beats me to it!).

--
Sanjay Parker sxp17@po.cwru.edu Case Western Reserve University
~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Atari Falcon 4/540e Atari Mega 4/32e Keyboardist Extraordinaire!
~~~~~~~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~~

463. Re: Toronto Atari show

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <3maij0$8e7@usenet.INS.CWRU.Edu>
Source record: 167898

In a previous article, Lutz_Weigand@gi.maus.de (Lutz Weigand) says:

>Hi there,
>
>did anyone visit the Toronto exhibition? Any news?

I was there. It was in a very nice location (Memorial Hall in Downtown Toronto). I went only the first day (Saturday).

Lots of people there. The greeters/ticket-sellers at the door estimated 500-600 people the first day. There was a Jaguar/SARA/Edith/Calamus(?) package drawing.

Everyone that I saw there was buying something. Like me, they knew what they wanted, and spent little time asking questions. Gribnif was there demonstrating Stalker and Neodesk4 on a nice TT with a graphics card. Genie was there and they were giving away or selling disks of Alladin I presume. Toad, of course was swamped. They had a lot of programs and magazines and some drives. A Jaguar kiosk had the kids occupied. Compo was there- only taking orders for their products and Atari World subscriptions. They had a pre-release issue for everyone to browse- looked very nice.

Let's see . . . Fargo (printer company) was there showing their impressive color thermal transfer printers. Branch Always Software was there showing Gemulator (no one was at that booth when I was there- sorry). There were a lot of Falcons in site demoing products. Computer Direct shared a booth with the distributor of some Falcon games (System Solutions?). I bought Pinball Dreams- really good, even though I don't like pinball that much. ICD was there showing Calamus on a PC. Wizztronics had lots of rack cases and demoed their new graphical waveform editor. Best electronics was there with all the gadgets you could imagine (and then some).

I'm sure I missed some things (TAF Public Domain disk booth, etc). Mind you, this was only one room. I planned on returning the next day to see the MIDI room, but never made it. All in all, it was a very nice, upscale show (lots of nice monitors and systems that showed the programs).

Sanjay
--
Sanjay Parker sxp17@po.cwru.edu Case Western Reserve University
~~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Atari Falcon 4/540e Atari Mega 4/32e Keyboardist Extraordinaire!
~~~~~~~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~

464. WTB: Monochrome Monitor

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: paladin@cyberspace.com
Message-ID: <3man55$alf@case.cyberspace.com>
Source record: 167899

I would like to purchase an SM124 Monochrome Monitor. Please email me at paladin@cyberspace.com if you are interested in selling one. Thank you.

465. Re: FS: Notator SL

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: tkk@uclink2.berkeley.edu
Message-ID: <3manme$kqp@agate.berkeley.edu>
Source record: 167900

James Parker (james29@ccnet.com) wrote:
: Selling Notator SL, version 3.14 I think it is. It's one of the latest
: ones, but not the newest. I paid over $499 for it - it's yours for
: $250. This program does it all - scoring, sequencing all at a
: professional level. Absolutely incredible results. I'm a professional
: musician and have used it to arrange extensively. I hate to sell it, but
: I'm on my way to Hawaii and need the $$$$$ very badly. Leave me mail at

: james29@ccnet.com or call me voice: 415-989-6540

: --
: --
: james29@ccnet.com | "Show me a home where the buffalo
: | roam and I'll show you a messy
: San Francisco, CA | house."
: --

You can buy the new Notator SL version 3.2 from Emagic for $249.

466. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2f8914c6_Christian.Mittendorf@ostkupan.ct.se>
Source record: 167901

Hej!

> No. MagiC v.3 has just been released for the ST, STE and TT machines.
> Behne&Behne are still working on MagiC 3 for Falcon. They're optimising
> some things in MagiC 3 for Falcon, they're working on making MagiC use
> the DSP more intense than before for faster operations.
^^^What does the OS do with the DSP???

Greetings,
christian

(UUCP Dialup connection)

467. Fs: Atarisoft, Omikron

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: Joachim_Moldenhauer@traveller.fido.de
Message-ID: <MSGID_242=3A2000=2F20_9375da00@Fido.DE>
Source record: 167902

```
+AeAeAeA
```

468. Fs: Atarisoft, Various

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: Joachim_Moldenhauer@traveller.fido.de
Message-ID: <MSGID_242=3A2000=2F20_9375dc01@Fido.DE>
Source record: 167903

```
+AeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAe+
| I've some Atari-software for sale: |
| |
| Omikron EasyBase DM 60.- |
| Pure Profiler for Pure C DM 50.- |
| That's Write Postscript (Swiis Version) DM 60.- |
| 2nd_Word DM 15.- |
| ACS Application Construction Set DM 55.- |
| Bela Roger ST DM 10.- |
| ASH Hard Disk Utility DM 15.- ) |
| Konvert 1.1 DM 10.- |
| NeoTools St Pack 1 + 2 DM 20.- |
| Omikron Mortimer DM 30.- |
| Omikron Draw 3.0 DM 50.- |
| Protos DM 20.- |
| Signum Extra reverse Accessory DM 20.- |
| ASH Signum Fonts Gloria, Julia each Font DM 20.- |
| Script I+II together DM 40.- |
| |
| Everything is absolutely new and was NOT used!!!!!!! |
| |
| Used Software: |
| |
| QFAXpro V3.22 DM 25,- |
| Syntex 1.0 (OCR) with Joystickdongle DM 70.- |
| |
| Postages not included! |
| |
| If you're interested, contact me by writing PM or sending me |
| TEKEFAX: +49 7641 7862 Greetings from theBlack Forest Joachim |
+AeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAeAe+

---
* Kivi (unregistered) 1.21 *
You gotta know when to code 'em, know when to modem.
```

469. Fs: Atari-hardwareutilit

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: Joachim_Moldenhauer@traveller.fido.de
Message-ID: <MSGID_242=3A2000=2F20_9375dc02@Fido.DE>
Source record: 167904

```
+AeAeAeA
```

470. Re: MiNT help on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: smithic@cix.compulink.co.uk
Message-ID: <D6tvnD.9rw@cix.compulink.co.uk>
Source record: 168089
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <D6r6u4.AEz@cunews.carleton.ca>, jack@aurora.carleton.ca said:
> I have just set up a minix partition for mint (compiled for hardware
> scrolling on the Falcon:) and am trying to use tcsh (605). Could some
> kind soul out there tell me what I have to do to get tcsh to read
> a .tcshrc file?
I'm no expert, and this is probably overkill, but it works for bash.
set up a HOME environment variable pointing to the .rc file
Set up an ENV " " "
Regards,
Ian.
N

471. Re: MiNT help on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: tks@st.rim.or.jp
Message-ID: <3mc26e$hhr@news.rim.or.jp>
Source record: 168090
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <D6r6u4.AEz@cunews.carleton.ca>,
Jack Kitowicz <jack@aurora.carleton.ca> wrote:
>It also seems that the install program from the Mint Distribution kit
>does not work on my Falcon: wheneve I try to read a *.sys file from a floppy
>I get some GEM window telling me : a file with that name already exists or
>the file is set to read-only.
>

I had a same problem. Does anyone successed running INSTALL.PRG on Falcon?
Possibly with the Backward programme?

Takashi Watanabe

472. Re: Twilight

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3mb1pv$kbt@ccpnws.in2p3.fr>
Source record: 168091

steve wells (wells_s@ix.wcc.govt.nz) wrote:
> I tried getting Twilight to work on my 2.5Meg STe, with no luck, the
> TSR part works, but the ACC/APP file just bombs by computer, clean boot,
> or full-works with Geneva, Neodesk 4, NVDI, etc. the result is the
> same.

I might be wrong but Twilight is Falcon/TT only (e.g 68020/030 - 68882)
BTW, it works fine in a MegaST4+PAK3

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+-------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

473. FORSALE: Atari ST/TT Software & Magazine Disks

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <3mb33v$7q6@canopus.cc.umanitoba.ca>
Source record: 168092
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
=====================================================================
SOFTWARE
=====================================================================
OSS Personal Pascal.............$ 24.00 (no box)

Night Shift.....................$ 11.00 (cute fun Lucasfilm platform/action)
Firezone........................$ 5.00 (strategic war game)

Michtron BBS....................$ 1.00 (classic bbs software, no box&docs)

=====================================================================
MAGAZINES
=====================================================================

Atari Interface Disks of the Month:
Oct'91 - Oct'92
*** 14 disks total with a wealth of useful & fun programs ***
Note: these are only the disks, not the magazines, all
documentation is on disk, though
Only $14 + shipping!

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Other items FORSALE! For a list, send e-mail with the *subject* "SEND INDEX"
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will give first
priority to those offering my asking prices. If you are interested in any of
the items, please reply via e-mail as soon as possible. Questions are
welcome. All prices are in US dollars. Buyer pays shipping. Shipping costs
are non-negotiable. Volume discounts available.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--
<Trevor_Cordes@umanitoba.ca> $ Atari TT030/8 48Mhz $ cds,comics,s/wr,videos,
3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with
University Of Manitoba, Canada $ DrWho SCTV Unix AvT $ the subject: SEND INDEX
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

474. Atari World on the news stands.

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: em09@liverpool.ac.uk
Message-ID: <D6tHG4.MxH@liverpool.ac.uk>
Source record: 168093

I was fully expecting to hear via this group that Atari World was about to be published some time before it actually came out. But, to my surprise, I found the first edition by mistake in my local news-agents.

It seems to have got off to a very good start, let's just hope that they can keep it up.

John.
--
Mechanical Engineering Department John Boyes
University of Liverpool
P.O. Box 147 Email: em09@liverpool.ac.uk
Liverpool Phone: +44 (0)151-794-4861
L69 3BX (U.K.) Fax: +44 (0)151-794-4848

475. Re: Atari Web Pages new home!

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3mb3fc$47p@epsilon.qmw.ac.uk>
Source record: 168094

Egbert_Jan_van_den_Bussche (egbert@euronet.nl) wrote:
: Closing down HENSA for non-UK WWW traffic, *THAT* is a shame!!
: Not your fault ofcause, Danesh, but is there any chance of (limited) access in
: the near future?

Egbert, HENSA already has limited access restrictions for non ac.uk users...

ftp:
8am - 8pm (British time) 6 slots
8pm - 8am 10 slots

I am also going to be creating upto 5 slots for uploads, and this will
have no restrictions at all for people uploading.

gopher/WWW
8am - 8pm No access
8pm - 8am Full access

So, c'mon guys, log in, and download...if you wanna keep the Atari
section at HENSA going...

Danny
--
.signature.signature

476. Re: WTB

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3mb3om$47p@epsilon.qmw.ac.uk>
Source record: 168095

PJ. Groves (P.J.Groves@Bristol.ac.uk) wrote:
: Please can anyone suggest where I may be able to buy a new Atari STFM (or STE)
: in the UK. I'd like one with 4MB of RAM.

: I snail-mailed Analogic, Compo, Ladbroke, Gasteiner and First Computer a month
: ago and am still waiting for reply(s).

Out of the above mentioned ones, I would recommend Compo. You may also
want to contact System Solutions...

Both are e-mailable...and give prompt replies.

Compo:
compo@cix.compulink.co.uk
Joe Connor mans this, and is very helpful

System Solutions:
ssolutions@cix.compulink.co.uk (Tony Campo)
gdrayson@cix.compulink.co.uk (Gordon Drayson)
rperry@cix... (Rob perry)

Alternatively, phone them up...

If phoning Compo, then ask to talk to Simon Yardley...a very helpful
chappy, and tell him that I sent ya..

HTH
Danny
--
.signature.signature

477. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: and@sun1
Message-ID: <1995Apr10.111234.16437@newsserver.rrzn.uni-hannover.de>
Source record: 168096

Joachim Kupke (Joachim_Kupke@bm.maus.de) wrote:
: David Stewart wrote:

: DS>What I would like to know, is:- Does anyone know of an atari emulator
: DS>for the mac?

: Of course. MagiCMac. But I wouldn't suggest you to buy it. In my opinion, it's
: slow

This is just a lie. Why do you do lie ? Revenge ? Hate ? Envy ?

--

ANDREAS KROMKE

478. New announcements

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: koehne@oslo.informatik.uni-dortmund.de
Message-ID: <3mb7jo$ar@fbi-news.informatik.uni-dortmund.de>
Source record: 168097

Hi anyone

I just want to remember you that there's the newsgroup COMP.SYS.ATARI.ANNOUNCE
for new releases of software!

I do so because this newsgroup is imported into the German MAUS-Net where
nearly
all German ATARI-Users could read your messages!

On the other hand I'm working in the MAUS-Net the other way round. The
programmer
of German Software should use this newsgroup, too, so you get direct
information.
Please help for better and faster information!

But please remember it's an INFOrmation-Newsgroup! Don't talk there!

Bye and thanks for reading!!

...Patrick

479. Re: MagiC & MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.797516391@gen-off-2>
Source record: 168098

neptune@galaxy.teuto.de (Hendrik Mylius) writes:

>In <3ltii0$pam@news.iesd.auc.dk> Henrik Lunardi Weide wrote:

>>And there are a considerably number of Falcon-owners now! And everbody I know
>>that owns a Falcon, want MagiC 3 now! And I wan't MagiC 3 for my Falcon too!
>>Why the h*ll support ye olde ST and not the Falcon ???? That's VERY

>The number of sold Falcons doesn't even get close to the number of other
>Ataris sold ... That's why.
An irrelevent argument. The sort of people still running 1/2MB STs without
a hard drive are not the sort of people who spend money on s/w. People
who have bought Falcons are people who have bought a machine _recently_, so
are more likely to still be using the machine and buying software for it.
--
For information about the JET project dial http://www.jet.uk/
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

480. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.797516758@gen-off-2>
Source record: 168099

Joachim_Kupke@bm.maus.de (Joachim Kupke) writes:

>David Stewart wrote:

>DS>What I would like to know, is:- Does anyone know of an atari emulator
>DS>for the mac?

>Of course. MagiCMac. But I wouldn't suggest you to buy it. In my opinion, it's
>slow and little compatible.
I have _loads_ of Atari software, and it _nearly all_ runs under MagiCMac.
There are some hacks that don't work, and of course most games fail too.

I have been very impressed with MagiCMac's compatibility.
--
For information about the JET project dial http://www.jet.uk/
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

481. Re: HSMODA06 doesn't work on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-10 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3mbaop$fqe@epsilon.qmw.ac.uk>
Source record: 168100

Michael Olin (molin@cxc1.cl.msu.edu) wrote:
: I found an even better solution... I took it out of my AUTO folder

Hmmm...I can't live without HS-Modem...not only does it patch the
serial port bugs in any TOS, but it also speeds up throughput...

: Thanx for the info, tho. Everybody seems all too worried about how to
No worries. :-)

: get SETTER to work in English, and this is one of the first messages
: I've seen that actually showed the _SETTINGS_ for SCC.PRG

Well, I am going to be supporting an English version of HS-Modem...the
docs etc are going to be translated fully...watch this space. :-)

Danny
--
.signature.signature

482. HD for atari 1040ste?

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: mrf546t@nic.smsu.edu
Message-ID: <3mefh2$20so@nic.smsu.edu>
Source record: 167801

i am looking for a hard drive for my 1040ste. something small (in the 200 MB range or less) would do. what do i need to accomplish this inexpensively? i.e., what drivers, what software, etc. i think i'd like to use a quantum drive or something equivalant.

thanks in advance!

483. FS: Atari ST HW and SW

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: wgg@col.hp.com
Message-ID: <3meiap$aes@nonews.col.hp.com>
Source record: 167802

Atari hardware and software for sale. Make an offer.

Everything for $125+shipping.

W. Grant Grovenburg
(wgg@col.hp.com)

Atari hardware stuff:

Atari 520 STfm with 1 mg RAM, internal 720K floppy, 1040 motherboard
OS version 1.2

354 single sided floppy drive

354 single sided floppy drive, read only

Software:

Laser C + Laser DB

Electronic Courseware Systems Midi-Musicware Series: Keyboard Chords
(by G.D. Peters) (orginally $64)

Keyboard Intervals(by G.D. Peters)

Quick ST II + Quick Tools v.1
NEOchrome
Compute! - Atari ST disk 6/87 Vol 2 n3
Start
Aerco easieST RAM Utilities Ver 1.0

Mean 18
Dungeon Master

Magical Math 1
Spelling Bee
1st Math (Stone & Assoc.)
My Letters & Numbers (Stone & Assoc.)

484. Re: MagiC & MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D6vunK.3D1@cix.compulink.co.uk>
Source record: 167803

In message <1995Apr9.233556.20320@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk said:

>I think the reason is that development of Mag!X began when the Falcon was
>only a glint in someone's eye...

AIUI Magic 3 with Falcon support should be out in June, this is what
System Solutions are saying ATM, but they were saying Jan/Feb before Xmas!

Phil.

485. STuff for Sale

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <797630596snz@chowgar.demon.co.uk>
Source record: 167804

Telephone number 01889 577350

****
* HARDWARE *
****

ICD Pro Hard Disk Utilities - 20 ukp.

Cumana external 3.5 inch disk drive - 30 ukp.

Data Pulse 170 MB external SCSI Hard Disk - 200 ukp.
(I'll even through in ICD util's if I've still got them)

****
* SOFTWARE *
****

10 POUNDS EACH
****
Robocop 3
Knightmare
M1 Tank Platoon
Powermonger
Sabre Team
Thunderhawk
Their Finest Hour
Megalomania/First Samurai
The Dream Team - Wrestlemania, Bart Simpson vs The Space Mutants, Terminator 2
Champions - Jahangir Khan Squash, Manchester United, World Championship Boxing Manager
Football Crazy - Kick Off 2, Final Whistle, Player Manager

(or all of the above games for 70 quid)

5 POUNDS EACH
****
Police Quest 2
Jinxter
Borodino
Iron Lord
Universe 3
Curse Of The Azure Bonds
Xenomorph
WWF European Rampage Tour
Last Ninja 3
Chronoquest 2
Lombard RAC Rally
Heroes Of The Lance

Liverpool
Colossus Chess
AFT 2
Tee Off
Super League Soccer
Italy 1990
1st Division Manager
Gary Linekers Hot Shot
Wizball
Legend Of Djel
Wolfchild
Strike Force Harrier
Galactic Conquerer
Barbarian 2 (Psygnosis)
European Super League
Legend Of Faerghal
Legend Of The Sword
Leeds United
Fire And Ice
Pirates
Treble Champions 2
Tactical Manager
Midnight Resistance
16 Bit Hit Machine - Super Cars, Skidz, Switch Blade, Axel Magic Hammer

(or 2 games for 8 quid, or 3 games for a tenner)

3 POUNDS EACH (unboxed)
****
Hostages
Operation Wolf
Thunderbirds
X-Out
Time Bandits
The Untouchables
Fantasy World Dizzy
Roadblasters
Helter Skelter

(ten pounds for the lot)

--

Simon Moore
smoore@chowgar.demon.co.uk

486. Re: Maus groups on the Internet?

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: Rainer.Riedl@edi.ngate.Uni-Regensburg.de
Message-ID: <3mekpv$qp5@rrzs3.uni-regensburg.de>
Source record: 167805

```
>Here are some of them:-
> maus.sys.atari.desktop (desktop
publishing)
[...]

maus.gui.gem
maus.sys.atari.mint
maus.sys.atari.st
maus.sys.atari.talk

--
bye, Rainer
*** Falcon030/4/420, 68882, SQ3270, BlowUP030i ***
```

487. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDLNAIAFUP@galaxy.teuto.de>
Source record: 167806

In <3m36r5$bt0@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>> Has anyone had any experience using one of the new Iomega Zip
>>Drives with an ST or TT. Since the thing is advertised in the Mac
>Be warned you can't use a ICD Links with this drive as it has a DB25 way
>connector, Mac and PC versions from what I have read....

Just buy an adaptor or DIY and go.

Make sure TERMPOWER is supplied to the Linkster, though.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

488. Re: Tektronic Emulation

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDLNAIAIUP@galaxy.teuto.de>
Source record: 167807

In <3m30el$18k@matrix.fwi.uva.nl> M. Dekker wrote:

>:It seems like the only package that will support Tektronix is (wait for it
>:here comes the winner):
>: CONNECT!
>what about uniterm?

[FX: cough]

------------------------------cuthereplease------------------------------

From: Jens Andreasen <jens-and@dsv.su.se>
Newsgroups: comp.sys.atari.st
Subject: Tektronic Emulation
Date: Sun, 2 Apr 1995 19:02:52 +0200
Message-ID: <Pine.ULT.3.91.950402181809.21006A-100000@mars>

Some time ago *somebody here* mentioned a terminal that could emulate
a TEK 4010 other than Uniterm. What was it? Does it work?

I have a problem with Uniterm and Tek. The vectors get corrupted "on line"
(looks scrambled) but when I zoom into the drawing everything is allright??
All lines are send and recieved with the correct coordinates.

So my server is OK, my modemconnection is OK but Uniterm is not..

[...]
------------------------------cuthereplease------------------------------

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

489. True Type Fonts

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950411162501.23902C-100000@moose.erie.net>
Source record: 167808

Are there different types of True Type fonts? My friend just
bought NVDI 3 at the ACE '95 show and it doesn't seem to like the headers
on his True Type fonts. We tried some other True Type fonts from a PC
CD-ROM and they seemed to work fine.

490. Re: 2b (Behne & Behne)

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D6vw23.18zM@muster.hrz.uni-giessen.de>
Source record: 167809

Hallo,

Ken Macdonald (macdonald@cfcsc.dnd.ca) wrote:
: Would anyone have (would there be) an e-mail address for Behne and Behne
: systemsoftware? (of NVDI fame?)
: Thanks/merci
: -ken

Try

Wilfried_Behne@H.maus.de

Martin
---
martin.schmidt@physik.uni-giessen.de

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

PGP public key on request
24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26

491. Re: Fax software needed

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr11.213417.21926@bradford.ac.uk>
Source record: 167810

On 9 Apr 1995 18:50:15 +0100, Jabran Akhtar wrote:

: Are there any PD/sw fax programs avaliable for the ST ??

CoMa - very good, supporting FAX classes 2 and 2.0. about 40 UKP to reg.
STraight FAX - very good, supports classes 1 and 2 - about 80UKP to buy.
Junior Office - see below...

: Junior Office is all in Dutch
Actually it's in German... But I have recently translated it into English,
and written a concise English usage guide.

It supports FAX classes 1 and 2 and will import images and text in any
combination.

As soon as I can get permission from the authors, I will make it publicly
available... but until then I will just enjoy it myself :-)
If you want it to be made public, please send your pleas to TKR -
100342.1702@compuserve.com

--
Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ

492. Re: Atari World on the news stands.

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: Lou Trapani <lou_trap@li.net>
Message-ID: <3mem8e$fj7@linet02.li.net>
Source record: 167811

In article <D6tHG4.MxH@liverpool.ac.uk> Mr. J. Boyes,
em09@liverpool.ac.uk writes:

>It seems to have got off to a very good start, let's just hope
>that they can keep it up.

What does the magazine focus on? Is it similar to ST Format? Does it
focus mainly on computer (business, graphics, etc) or computer games or
console games (Jaguar, Lynx)? Does it try to balance all areas or does it
try to cover all areas, or is it geared more towards one of them more so
than the rest?

Thanks.

-= Lou =-

493. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: Lou Trapani <lou_trap@li.net>
Message-ID: <3memgv$fj7@linet02.li.net>
Source record: 167812

I tried a demo of MagicMAC on my Macintosh... Unfortunately it is all in
german, and I keep getting an alert box which I do not understand before
I am even able to do anything. Is there an english demo of this software?
Also does at least the commercial version have an english version?

Thanks.

-= Lou =-

494. Re: Micros Hensa and WWW pages

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D6w655.E0p@cix.compulink.co.uk>
Source record: 167813

>non ac.uk users have unlimited gopher and web access within the hours
>of 8pm - 8am British time.

Which, lets face it, is the time when the majority of non ac.uk users will be logging in (and any decent ac.uk user will be down the pub getting in a few beers after a long day of system programming - I kid you not : the Computer centre at Preston used to be jam pack full of subversive programmers at 9:00pm as it was the only time you could compile at any speed)

Steve

495. Re: ACC bombs my mste

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D6w657.E1F@cix.compulink.co.uk>
Source record: 167814

> Atari never deigned to sell me a manual with my Falcon. Afterall I
>only paid 500 quid for it. It was very good of them to bother to sell me
>a Falcon in the first place. Then I had the gall to *ask* them if I could
>have a manual! It's cheeky b***ards like me that make life so difficult for
>genuine, hard-working companies like Atari. Who'd have customers, eh? :-)

You should try buying one without a hard disk and then asking to go on
their multi-Tos / hardware support scheme ..
"Sorry its only for people who bought Falcons with Hard Drives"

Well Sod them - I consigned multi-tos straight to the filestore and
probably saved myself an awful lot of time.

Steve (who never really multi-tasks)

496. Re: MintNET/PPP connections ....

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D6w6K0.15C@watserv3.uwaterloo.ca>
Source record: 167815

In article <3mar1l$eb3@skat.usc.edu>,
Michael Baffoni <mbaffoni@skat.usc.edu> wrote:
> I just joined my fellow masochists in trying to get a PPP connection
>(with MintNET-070) going.
>
> First, I'm not sure if I can - reading through the docs, it is assumed
>that you have been given an IP address, or rather a static IP address. The
>way it is done here, you go into a PPP account, and then you are dynamically
>assigned an IP number. Is that a standard PPP transaction? If so, does
>the .xif that comes with minNET-070 support dyanmically setting the IP? (BTW,
>the IP assignment is in binary, not text format - I can't read anything after
>I put in my PPP acount password - the queries from the PPP server must start
>at that point because it is a binary mess).
Dynamic assigment of IP address is part of a standard PPP connection. You
will need pppd 2.1.2 (which should be available at ftp.cs.tu-berlin.de) anbd
the syslogd portion of MintOS (available everywhere). You do not need
to know a static IP address ahead of time for PPP.
>
> BTW, I must say the installation instructions are difficult to follow
>at best. There is no one file that says proceed from step 1 to 100 and you
>will have a slip/ppp connection. It would help if there was one document
>or maybe mone document per connection type (slip, ppp, oslip, enet, etc.).
This is a problem - we will be putting out some Xwindows distribution
disks soon which will have a step by step guide to installation.
>
> Also, it would be real nice to have the connection software more
>user friendly - maybe a Gem program that has windows where you put in the
>right information (local IP, hostname, port, etc.), and perhaps a simple
>terminal window with the ability to learn your actions (save into a real
>simple script file). That way the user need only go to one area to setup the
>actual connection. I'm sure someone is working on making the installation
>easier so I won't start on that. :-)
In time, in time....

Sam

497. Re: X11/Mint and Chimera/WWW

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D6w6sK.194@watserv3.uwaterloo.ca>
Source record: 167816

In article <Pine.A32.3.90.950411011332.71423B-100000@srv1.freenet.calgary.ab.ca>,
Conan Ford <ford@freenet.calgary.ab.ca> wrote:
>A while ago someone said that Chimera (actually they said XMosaic) was
>going to be demonstrated on X11/Mint at a computer show. They also said
>that some kind of disk would be distributed with info. to get people
>started, and that they would report here after then (April 3rd or
>something). Did this actually occur? Any idea how whoever it was got
>things set up?
There are a couple of us working on it - it will be ready very soon - I still
have to test SLIP connections since I've only been using PPP so far - SLIP
is the more difficult method of connecting so it's important we cover this
for the novice users who only have access to a SLIP (and not PPP) connection.

Sam

498. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FDLRCGUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 167817

In <FDKRBBAFUP@galaxy.teuto.de> Hendrik Mylius wrote :

>In <3m087i$54a@detroit.freenet.org> Mick Collins wrote:
>
>> This is probably a dumb question, but has X11R5 been ported
>>to run under the Atari kernel of LINUX? I mean, I know it runs
>
>No dumb questions, only dumb answers ;-)
>
>Take a look at this:
>
>------------------------------cuthereplease------------------------------
>
>Linux 68/k CD (available May 95)
>
>(ALD - Atari Linux Distribution): Original Developer Distribution!
>
>Incl. Base-System, Kernel, Sources, Binaries, X11(X-Windows!) in
>monochrome and colour!, Unix-TeX, Network-Tools(TCP/IP), Emacs, Gcc,
>G++, TOS-Cross-Compiler, DLL-Development, Objective C, Perl, etc.
>
>200 MB on the CD
>
>------------------------------cuthereplease------------------------------
>
>ATM, I am not sure if this is X11- R5 or -R6, but I can find out if you want
>to.
>
How might we be able to get such a thing when it comes out in
May? (As in, who can we get it from?)

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

499. Re: Barracud, was Re: TT Specs?

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FDLRCGUSUp@warpcon.ersys.edmonton.ab.ca>
Source record: 167818

In <FDKQCACWUP@galaxy.teuto.de> Hendrik Mylius wrote :

>In <macdonald.218.000DE1B0@cfcsc.dnd.ca> Ken Macdonald wrote:
>
>>Barracuda. Unfortunately they did not have one there operationally speaking,
>
>Not!?
>
>>and I was told that they are still working out some problems. Sorry - I wish I
>
>Still!?
>
>Did they say anything about a possible release-date? S. th, like Summer or so?
>But stating the YEAR as well :)
>
>Bye.
>
Yeah, the story was that it broke while being transported.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

500. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: Volker_Ricke@hh2.maus.de
Message-ID: <199504112137.a27247@hh2.maus.de>
Source record: 167819

Joachim Kupke wrote:

JK>Of course. MagiCMac. But I wouldn't suggest you to buy it. In my
JK>opinion, it's slow and little compatible. Especially to a previous 520
JK>owner, who had few problems with compatibility, there are only /very/
JK>few programs that will still run - however, it can be a good feeling
JK>to know that you haven't trashed everything in tragically selling an
JK>Atari. :-)

I am a Performa 630 owner since seven days and I still also have a Atari TT 030. MagiCMac on the 630 has at least double or triple speed than MagiC on the TT!
It's an excellent program but only GEM-programs without direct hardware access are aible to work with (so you may forget most of the games :-()
Most of the "serious" programs work with MagiCMac (for example Papyrus, GEMview, Calamus SL, Papillon, Pixart, Phoenix, E-Copy, Kobold etc.).
If you are using serious applications, MagiCMac is a good deal.
If you prefer games keep your 520 ST (I still have my old 1040STFM at my TV Monitor for games...)

bye, Volker

501. Re: Seek simple .WAV player for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3me0b4E96l@uni-erlangen.de>
Source record: 167820

In comp.sys.atari.st you write:

>>You could use the program '525' to convert the wav-files to anything
>>you want (like avr or aiff). 525 is available from many ftp sites.
>>You could use the program 'fortune' to play many different sound files
>>like wav, au, avr, snd, dvsm, hsn. Fortune is also available at many
>>places (or from me, too).

>I would also like to see an drag&drop application, that plays (and maybe
>displays sounds (WAV, AIFF, SND, AU, DVS...). If that wonderful 525
>could be programmed to play the sounds also, I would be very happy.

If you want to play the sounds, you'll need fortune. 525 will probably never
get that playing routine - because we would need 3 different routines: Falcon,
TT/STE and ST. All with different frequencies and only some able to
play 'directly' from hard disk. We have the necessary routines for
all machines, but well it gets too long and big...

>BTW: has anyone else got this problem:
>When exiting Fortune or 525, the desktop colour nr.9 is not set to it's
>original value, but always to R500 G500 B500. Is this because of those
>programs of the COLORVDI.CPX vr. 2.10?

I don't think our programs change the color AT ALL. So it probably happens
because the xcontrol.acc is exited at the same time, too.

Btw: You don't have grey as color 9? Doesn't that look strange in 3D
mode?

Bye, Harald

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

502. Twilight

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <P2715@IZ.maus.de>
Source record: 167821

SW>The only DOC file is one giving brief info' on installation etc, and
SW>it mentions absolutely nothing about how to register it etc.

Send a message to the programmer: Alvar_Freude@hn.maus.de

SW>(Not that I'd register a program that doesn't work on my machine :)

You can't register it, you have to buy it because Twilight is commercial
software.

SW>While I'm at it, are there any really fast background MOD players for
SW>the STe?

BackTrack plays at 25kHz w/o any problems.

SW>Paula is too slow

But Paula has got the best implementation of the MOD commands - BackTrack
sometimes crashes when playing MODs containing commands which are too
'complicated'. :(

cu, Ole

503. Re: MagiC & MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDLXEFURUP@dksoft.ping.dk>
Source record: 167822

In <djs.797516391@gen-off-2> David Stevenson wrote:

>neptune@galaxy.teuto.de (Hendrik Mylius) writes:
>
>>In <3ltii0$pam@news.iesd.auc.dk> Henrik Lunardi Weide wrote:
>
>>>And there are a considerably number of Falcon-owners now! And everbody I know
>>>that owns a Falcon, want MagiC 3 now! And I wan't MagiC 3 for my Falcon too!
>>>Why the h*ll support ye olde ST and not the Falcon ???? That's VERY
>
>>The number of sold Falcons doesn't even get close to the number of other
>>Ataris sold ... That's why.
>An irrelevent argument. The sort of people still running 1/2MB STs without
>a hard drive are not the sort of people who spend money on s/w. People
>who have bought Falcons are people who have bought a machine _recently_, so
>are more likely to still be using the machine and buying software for it.
>--

Well said!!

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

504. Re: MagiC & MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDLXEFUUUP@dksoft.ping.dk>
Source record: 167823

In <3mat3e$9a1@news.iesd.auc.dk> Henrik Lunardi Weide wrote:

>But anyway I just heard that MagiC 3 IS coming for the Falcon, 2xBehne is
>just optimizing some features and implementing some DSP routines.
>The reason why they released the ST/TT-version of MagiC 3, was because of
>pressure from Application Systems Heidelberg who distributes MagiC. And
>2xBehne wasn't very happy about releasing ST/TT MagiC before the
>Falcon-part was ready.

Yea yea Henrik.. I seem to recall that same song a few months ago. Back then
they said a few weeks.

I'll believe it when i see it, (i guess thats usual Atari talk).

Greets
Kim

PS.. Why the hell is your messages always screwed up in line length ? Have
you ever heard of the return key ?, (it's usually one of the biggest
keys on the keyboard. You can hardly miss it 8-)).

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

505. Minix on MiNT and Linux

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199504120103.a20614@iz.maus.de>
Source record: 167824

-A25549@AC3

B>When I take Minix diskette formatted under MiNT, it won't read under
B>Linux/PC - and vice versa. What is the problem?

Linux uses an incompatible file system. 2 weeks ago someone told me
there's a way to compile the Linux kernel with a Minix file system
driver, but I haven't tested it yet because I haven't got any Linux
machine.

cu, Ole

506. Assembler - Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: Pierre_Fenkart@a2w.maus.sub.org
Message-ID: <199504112248.a17385@a2w.maus.de>
Source record: 167825

Does anybody knows an Falcon-Assembler? Please tell me, if it is good(the Assembler) and how I can get the Assembler!

I am looking forward to hearing from you as soon as possible.

senders's Adress: Pierre Fenkart @ A2W
(Net)

507. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: Joachim_Kupke@bm.maus.de
Message-ID: <199504110321.a24@bm.maus.de>
Source record: 167826

Andreas Kromke wrote:

AK>This is just a lie.

Now look what I wrote and rethink your imputation:

JK>I wouldn't suggest
^^^^^^^
JK>In my opinion, it's slow
^^^^^^^
Sure, it's faster than MacOS. I have seen several versions running, but none is as fast as my TT - as long as you don't use a Q950.

AK>Why do you do lie ?

Why I mail my experiences with MagiCMac you mean? Perhaps some other people are interested in it, and they don't know any alternative to MM.

AK>Revenge ?

On what? On your imputation that I had an illegal copy of MagiC 3? /That's/ what I call a lie. I use MultiTOS.

AK>Hate ?

What I hate is your and ASH's perfectness propaganda for something which in my opinion is imperfect.

AK>Envy ?

Why on earth should I be envious?

Joachim Kupke ... Joachim_Kupke@bm.maus.de

508. Re: Searching for POV-Editor

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2f8ae07c_Christian.Mittendorf@ostkupan.ct.se>
Source record: 167827

Hej!

>> c> In german ATARI magazine "ATARI Inside" I saw a small article about
>> a c> graphical editor for the POV-Raytracer. Even though I don't think
>> this
> mag i
>> c> very reliant (and it was the April issue :-) I really would like to
> know if
>> c> such a prog exists and where I could find it. BTW, it was a french
> program.
>> c> know that there are lots of editors available for the pc.)
>>
>> Please post a message here if you find it, it sure sounds
>> interesting!
I think I found it. It's on ftp.uni-kl.de. The filename is EB_EDPOV.TOS.
But I couldn't check it yet due to some problems downloading that file via
gopher :-((Perhaps due to the *.TOS extension? Can anybody give me a hint how
to configure this d**** Windoze Gopher?)

mvh,
christian

(UUCP Dialup connection)

509. Re: Superboot Author G.W.

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: gary.ratliff@starnetbbs.com
Message-ID: <9504122134495980@starnetbbs.com>
Source record: 167828

PF>ROGER strikes again.... from what I have read on the net, I would not think
PF>of even looking at something Roger had reconmended....

Just what the hell makes you such an expert on everything. If a person
asks for help and another gives their opinion based on their experience.
Why not give better advise if you know so much and quit attacking people
who at least are trying to be helpful.

Gary

* OLX 2.1 TD * Press any key to continue or any other key to quit

510. Re: Atart 520ST for sale

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: gary.ratliff@starnetbbs.com
Message-ID: <9504122134495981@starnetbbs.com>
Source record: 167829

BW>In New York City in SoHo - it might be broken, actually. But best offer
BW>above -$1 takes it! E-mail me!

If the keyboard is working will offer $15.00 as this is how much I have
paid in the past for these. You may have readd my perviius message.
Have a 520 which if fully functional except for a broken keyboard.

gary.ratliff@starnetbbs.com

* OLX 2.1 TD * Hello, I am part number ��□���٢□□□

511. Re: Free mag collection

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: gary.ratliff@starnetbbs.com
Message-ID: <9504122134495982@starnetbbs.com>
Source record: 167830

BR>From: BRYEDEWAARD@news.delphi.com (BRYEDEWAARD@DELPHI.COM)
BR>I have a collection of the following mags:

BR>All are free to a good home, but you prepay shipping.

OK ask what the special book rate for postage would be to zip code:
39114 and let me know total and mailing adddress and will send you a
postal money order.

gary.ratliff@starnetbbs.com

* OLX 2.1 TD * This tagline stolen by Off-Line Xpress!

512. Re: Teradesk w/ TOS 1.00.

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: gary.ratliff@starnetbbs.com
Message-ID: <9504122134495983@starnetbbs.com>
Source record: 167831

On March 31,1995 S. P. Taylor wrote:

ST>Incidentally, how do people whose TOS is disk based get on with magiC?
ST>do they still need to use the TOS disk or not? I would hope/expect not.

I just received a copy of TOS 1.0 on a 360 k disk. This loads and works
however it also uses up quite a bit of room. This is a curisoty as the
TOS on disk was only with the very earliest 520 ST systems.

Gary

* OLX 2.1 TD * Chicken heads are the chief food of captive alligators.

513. Re: HELP!!! ST in the recording studio

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: denari@hajs03.hannover.geoquest.slb.com
Message-ID: <denari-1104951005490001@gma055.hannover.geoquest.slb.com>
Source record: 167905
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st

In article <1995Apr9.005624.30199@wmichgw>, mcwilliams@wmich.edu (Brian McWilliams) wrote:

S > Ok, you technical minded ST owners, I was using a 1040st for the
S > longest time in a home studio and have recently purchased a used Mega 2 with
S > 4 megs of memory. I have the following problems/questions:
Is it a Mega or a MegaSTE. Does it have an internal hard disk??
S >
S > 1) Can putting the monitor between two speakers (they're about 4 1/2
S > feet apart) harm the monitor? I've noticed a bend develope on the edge of
S > the screen image but am not sure if it's related to the placement of the
S > monitor.
If the loudspeakers are close enough, their magnetic field will affect the
monitor. Have you noticed the bend with the monitor placed somwhere else??
S >
S > 2) The 1040st and 1040STE don't have fans. Can't I disable the fan
S > on the Mega? If not, what's the difference between the machines? Would
S > putting the cpu in a sound proof enclosure harm it in any way?
If its a Mega, it has no internal disk, then you can "MAYBE" disable the
fan. The best solution is a soundproof box, however, they usually come
with a fan as well!!! (wery silent, but still a fan)
S >
S > 3) Simply turning the monitor, and especially the computer on, adds
S > line noise to the mix. I've tried using an outlet strip that filters noise
S > but it doesn't seem to do any good. Is there any other way to
eliminate this
S > problem?
I have experineced the same, but it does not come from the monitor, it is
from the midi interface of the Atari. Port 1 is not standard and I believe
it has something to do with grounding
S >
S > Thanks,
S >
S > Brian
S >
S >
S >

--
Martin Denari
denari@hajs03.hannover.geoquest.slb.com

514. Re: MiNT help on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: jack@aurora.carleton.ca
Message-ID: <D6utHC.F07@cunews.carleton.ca>
Source record: 167906
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

To get a working Mint setup on my Falcon I used the SETUP program from
the MDK and did the rest by extracting and copying files to their directories
myself.
It is still kind of basic but I've abandoned it for now since I now have
Linux installed....(I wanted mint to access the minix partitions)

** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

515. Re: WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950411105832.24714G-100000@mars>
Source record: 167907
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
On Sun, 9 Apr 1995, John Moon wrote:

>
> Yes! Yes! Yes! oh pleeeeeze.
>
> I dont wanna hafta get a pc, I dont wanna hafta get a pc, I dont wanna.......
>

I agree with the above statement. And NO, I don't wanna hafta get a Mac
neither, don't wanna hafta..

/Jens M Andreasen
```

516. WTB: Atari ST SCSI Host Adaptor

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: jat@unix.york.ac.uk
Message-ID: <797595017.1@cs.york.ac.uk>
Source record: 167908
Cross-posted to: uk.forsale,comp.sys.atari.st,comp.sys.atari.st.tech

I'd like a AHDI->SCSI Host adaptor please. I have a SCSI drive, a nice box with power supply, now all I need is a host adaptor.

Alternatively, where is the cheapest place to buy them from (in the UK)?

(I have a 1040STFM, TOS1.02)

Please E-Mail any replies to either of the addresses below - typing 'r' now won't work!

Thanks,

john..

|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|p
| mail: jat5@unix.york.ac.uk |||Flex music, York, UK. |h
| jat@ohm.york.ac.uk ||| "home of the hits" |a
| web: http://www.york.ac.uk/~jat5/ ||| (01904) xxxxxx |k
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|e

517. Re: MiNT help on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: sturm@ost1.ping.de
Message-ID: <FDKVDCWUUp@ost1.ping.de>
Source record: 167909
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> > I have just set up a minix partition for mint (compiled for hardware
> > scrolling on the Falcon:) and am trying to use tcsh (605). Could some
> > kind soul out there tell me what I have to do to get tcsh to read
> > a .tcshrc file?
>I'm no expert, and this is probably overkill, but it works for bash.
>set up a HOME environment variable pointing to the .rc file
>Set up an ENV " " "

I don't know if this helps (maybe), but you should be using the
MiNTOS-package anyway, if you don't do by now. You will be able to
manage real home-directories, in any of which you may put a
.tcshrc-file, which will definitely be read if the appropriate user
loggs in. Also, a specially-named file in /etc is read as a
system-wide pre-definition. I can't remember the name now, but it is
mentioned in the tcsh-man-pages.

Oliver

--

Oliver Sturm sturm@ost1.ping.de

518. Re: VIRUS?? Stop, the system is out of memory!

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.126.000BDA32@ti.com>
Source record: 167910
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <FDHSAAUQUp@elrond.Simplex.NL> Henk van der Griendt wrote:
>>Since some time I regularly get the message
>>
>>
>>STOP! The system is out of memory.
>>
>>
>>After this message I can carry on mostly, but windows that were
>>open are closed and not everything works any more.

I think you have your DESKTOP.INF or NEWDESK.INF too large. Try reducing the size of it. It is the environment memory that is overflow, that's why your opened windows are closed, there was no space left to keep that info in the memory.

William

+==+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| Mega STE 4Mb Tos2.05 170M HDD
MCI Email: 4673356@mcimail.com |/ | \ & lastly 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+

519. chimera-1.65 and xfm-1.3 uploaded !

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: theo@mailmak.ping.de
Message-ID: <950411134@mailmak.ping.de>
Source record: 167911

I've just uloaded chimera-1.65.tgz and xfm-1.3.tar.gz to ftp.germany.eu.net
and xfm-1.3.tgz to ftp.uni-muenster.de.
Chimera-1.65 is the lastest Version of the well known WWW-Browser.
xfm-1.3 is a filemanager for MiNT-X.

enjoy Theo

--
_____Theo Janssen _____
Internet: theo@mailmak.ping.de, tj@ais-gmbh.de | MausNet: Theo Janssen@UN
----------Don't force it, use a bigger hammer !----------

520. Re: MiNT and Minix

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: jack@aurora.carleton.ca
Message-ID: <D6utv6.GCM@cunews.carleton.ca>
Source record: 167912

Ian Smith said:

You need to run minit with -n 2 in the command line to get 30 characters,
as explained in the minit docs.
Regards,
Ian.
****
Thanks, the zoo file I had had no docs. I'll grab an older one.
I just did minit -V

** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

521. Linux keymap needed

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: jack@aurora.carleton.ca
Message-ID: <D6uuIo.IGC@cunews.carleton.ca>
Source record: 167913

Can someone please send me a North American keymap for linux?
The one I booted with initially was completely k*cked up (from amiga?)
so I installed the UK one for now.

** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

522. Re: OPUS v2.3 ; .html files

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: jws4p@fermi.clas.Virginia.EDU
Message-ID: <D6v0HI.13x@murdoch.acc.Virginia.EDU>
Source record: 167914

I found a registered copy of Opus with WKS/WK1 file support on some ftp
site, maybe it was the Finland one though I can't remember for sure.
Normally I would not condone downloading an illegally posted registered
version of any shareware from an ftp site, but under the circumstances,
being that Doug Harrison can apparently no longer be reached, has
completely stopped improving or even supporting his software, and has
screwed over many people (including myself) who have sent him money to get
the registered version, I will use situational ethics to justify it in
this case. If other people have comments about this please speak your
mind but don't flame me.
John

--
John Stanmeyer/jws4p@virginia.edu/504 Rugby Rd Ch'ville VA 22903/804-979-5457

523. Re: q. about coverdisk software

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950411113241.27791A-100000@mars>
Source record: 167915

On 8 Apr 1995, Hallvard Tangeraas wrote:

> I have a bunch of ST Format magazines that I'm planning to sell/give away, but
> there are a few commercial programs on some of the cover disks that I'd like to
> have.
> I was just wondering if software like this can be copied or if they're treated
> in the same way as if you buy the actual software by itself.
> I'm in doubt since the software is free (included with the magazine).
>
> Hallvard

The software is not *exactly* free (You had to buy the magazine! And
they payed for the program). I've got a copy of Harlekin II from a mag
and it states explicitly that it is *not* freeware.

I think that you are violating copyright laws if you are spreading
copies of programs that do not encourage you to do so.

/Jens M Andreasen

524. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950411115334.28611A-100000@mars>
Source record: 167916

On Fri, 7 Apr 1995, Kim Andersen wrote:

> In <D6KBAq.2Io@freenet.carleton.ca> Angus P. Armstrong wrote:
>
> >Has anyone heard anything about Magic for the Falcon? Have they delayed
> >it because of the MagicMac project?
> >
>
> I think you'll find several excuses for why it hasn't been released yet.
> i said almost 5 months ago, that it wouldn't arrive. Back then i was beeing
> laughed at, and people were telling me it should be here in a few weeks.
> Well, about 5 months after i still see nothing, so i guess he who laugh
> last, laugh best!

hmmm.. interresting.. What would be even more interresting was if you had
some theory to support your statement. Is it so that "Magic" is plain
impossible on a falcon, and if so why?? Or is it so that the developers don't
care shit about it??

> Greets
> Kim
>

/Jens M Andreasen

525. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3md56q$luk@sphinx.Gsu.EDU>
Source record: 167917

Andreas Kromke (and@sun1) wrote:
: Joachim Kupke (Joachim_Kupke@bm.maus.de) wrote:
: : David Stewart wrote:

: : DS>What I would like to know, is:- Does anyone know of an atari emulator
: : DS>for the mac?

: : Of course. MagiCMac. But I wouldn't suggest you to buy it. In my opinion, it's
: : slow

: This is just a lie. Why do you do lie ? Revenge ? Hate ? Envy ?

Well... Whatever else MagicMac is, it certainly isn't slow. It's a magnificent piece of software. I know that this is a very personal opinion (!) - but I see the Macintosh itself as the weak point.

Why? It may have a fast processor, etc. - but it's really hard (for me) to get used to a motorized disk drive. Especially with Atari programs! The compatibility isn't very high yet - but this isn't a fault of MagicMac itself. The Eagle, Medusa, and sometimes even Falcon face the same problem: many older programs (some new, too) expect to find some hardware that just doesn't exist in Macintoshs.. =-(

If the demo version gives any clues about what to expect, this is the current situation:

MagicMac runs many (not all) commercial applications, but few ST- and Falcon programs. If a program works perfectly on a TT, especially with graphics cards, it may work on a Mac, too. If it has problems with TT, then... Well, this is a very coarse comparison. I just don't want people who own a ST to think that by buying a Mac and MagicMac, they will get a perfect, ultramodern Apple-ST that runs practically all their existing software. This is not the case, unfortunately.. So, whatever we think, there still exists need for real Atari computers. I think, if might be ideal to own both a fast Mac with MagicMac (MacOS isn't that great, after all) - and a Falcon. The best from the both worlds..

TH

526. Re: Micros Hensa and WWW pages

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3mdi61$sv5@epsilon.qmw.ac.uk>
Source record: 167918

Manuel Leboucher (lebouche@univ-caen.fr) wrote:
: is anybody knows why the access of the WWW page th Atari section
: (micros.hensa.uk) is forbidden ?

OK, here goes:

The HENSA/micros servive is funded by the Joint Information Systems Committee (JISC) in the UK, for the benefit of the UK Higher Education sector.

HENSA is therefore committed to providing the best service for the UK education sector.

We keep extra slots for people outside the UK academic sector, as we feel that there must be people out there who use our service, but when the quality of service to ac.uk users is in jeopardy, then action has to be taken.

HENSA/micros has increased in popularity over the past year. Maybe this has to do with the introduction of the WWW, i don't know. However, because of this popularity, too many users were getting onto the system for the system to be able to handle them...the system was grinding to a halt, and this was even affecting the systems admins accounts. Something had to be done....and so restrictions were placed.

Looking at the user logs, we saw that there were far too many people outside the ac.uk domain accessing us, as compared to the ac.uk users. ac.uk users were complaining about the speed of connections. Thus, action ahd to be taken for our primary customers...the main reason we are being funded. All access was closed to non ac.uk.

We then got a lot of complaints from these other users who couldn't get in...and thus decided to give them restricted access....

non ac.uk users have unlimited gopher and web access within the hours of 8pm - 8am British time.

And I apologise for the restrictions, but they have to be kept to, if HENSA is to survive as a viable service.

Regards
Danny
--
.signature.signature

527. Re: Atari World on the news stands.

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3mdid5$sv5@epsilon.qmw.ac.uk>
Source record: 167919

Mr. J. Boyes (em09@liverpool.ac.uk) wrote:
: What I expected to see was an announcement that it was NOW ON SALE
: - that's the bit that was missing.

Sorry....I misunderstood....

It's been on sale since the 5th of April..

Danny
--
.signature.signature

528. Re: Programmers WAKE UP!

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: aa740@FreeNet.Carleton.CA
Message-ID: <D6vA3r.1qF@freenet.carleton.ca>
Source record: 167920

In a previous posting, Pekka Saarinen (contacts@mits.mdata.fi) writes:

> Wake up, all democoders and gamecoders - here's your chance to make some
> money: when you sell a 100 graphical www-browsers (Mosaic-copy) for
> 50 dollars each (and you will sell more), you'll have 5000 dollars
> cash in your hand. If you spend all your time coding anyway, do
> something worthwhile and what people really need.

But unless there is some form of copy protection, most of the copies
in circulation will be pirated, judging by past history. And legitimate
buyers will hate the complication (dongle to fail/lose, key disk to
insert) that goes with copy protection. So maybe shareware is the
way to go. In any case, good luck to any programmer who takes on
this project.

Dennis Brown | "What the Good Lord giveth, |
Ottawa Ontario Canada | the fine print taketh away." |
aa740@freenet.carleton.ca | -A Lawyer's Bible--Revelations- |
"""

529. Re: Two IDE on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D6v74J.12u@crash.cts.com>
Source record: 167921

ljord@algonet.se wrote:

: I just got myself a second IDE hard disk
: for my Falcon. I have some problems installing
: it though.
: I'm using SCSI-tools with HuSHI ver 5.10 maybe
: there is a newer?
: My manual tells me that SCSI-tools do not
: support IDE, but the program does. I have one
: disk installet already. I can partition the
: second IDE but not install it.
: My hard-disks are CONNOR CFS 210A running,
: CONNOR CFA 340S (scsi disk) and the new
: CFS 540A.
: Do anybody have any suggestions?
: Are there any other hard disk programs?
: What are the newest version of AHDI?
: Can I get something usefull on the Net?

: Thank You!

: Reine Jonsson
: ljord@algonet.se

I'm afraid the only way to get your second IDE working is to use ICD Pro
Utilities. It works with anything and is MUCH better than AHDI. I use
it and am quite impressed.

Rich

530. Re: HELP!!! ST in the recording studio

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: Gard Eggesboe Abrahamsen <ga@fjern.mrih.no>
Message-ID: <3mck85$icc@trane.uninett.no>
Source record: 167922

smiller@joule.elee.calpoly.edu (Stevie Lunchmeat) wrote:
>mcwilliams@wmich.edu (Brian McWilliams) stated:
>> 2) The 1040st and 1040STE don't have fans. Can't I disable the fan
>>on the Mega? If not, what's the difference between the machines?

Actually, if you open up the Mega, you'll find that the fan mostly is to cool down the power supply. Since the MC68k has a working temperature of approximately 20 (compared to Intel's 80-90 C), I don't think the CPU will be the problem - it is the power supply.

>> 3) Simply turning the monitor, and especially the computer on, adds
>>line noise to the mix. I've tried using an outlet strip that filters noise
>>but it doesn't seem to do any good. Is there any other way to eliminate this
>>problem?
>You're getting some RF interference from the computer. If I have my TT on
>and try to watch TV using an antenna I have to peer through a lot of
>snow... you're getting the same effect.
>I don't know what to tell you about fixing it though...

Actually, I ripped out the RF converter from my Mega. It helped a bit, but there is still some noise even without the RF converter...

Gard Eggesboe Abrahamsen, Postboks 5061, Larsgaarden, 6021 Aalesund, Norway
Phone: (+47)70155497 Elm: ga@www.hials.no URL: http://www.hials.no/~ga/

531. Re: QUES: Music sample conversion software

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: Gard Eggesboe Abrahamsen <ga@fjern.mrih.no>
Message-ID: <3mcki2$icc@trane.uninett.no>
Source record: 167923

gbar@mcs.com (Robert L. Hays) wrote:
>I'm looking for a way to convert SDS (MIDI Sample Dump Standard), WAV and
>AIFF files to SoundDesigner (SD) format. Any ideas?

Sox. White. Hot.

Gard Eggesboe Abrahamsen, Postboks 5061, Larsgaarden, 6021 Aalesund, Norway
Phone: (+47)70155497 Elm: ga@www.hials.no URL: http://www.hials.no/~ga/

PS! And those who didn't get it, this is a way to say "Sox does most of it" and
"Tea, Earl Gray, Hot" (Captain Piccard, ST:TNG) at the same time. Enjoy.

532. Re: Fax software needed

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3mdh2e$b3q$1@perth.DIALix.oz.au>
Source record: 167924

Jabran Akhtar (jabrana@lightning.powertech.no) wrote:

: I know this qusetion has been taken been taken up
: many times before but still . ..

: Are there any PD/sw fax programs avaliable for the ST ??

Try STarfax, part of the STarcall package
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

533. Re: Micros Hensa and WWW pages

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: richara@wmin.ac.uk
Message-ID: <D6v7It.3IC@westminster.ac.uk>
Source record: 167925

>is anybody knows why the access of the WWW page th Atari section
>(micros.hensa.uk) is forbidden ?

Hensa prefers that its services be used by uk academic sites so I think it checks your username for .ac.uk

There is access to other parts of the universe outside working hours (I think) although those hours escape me at the moment.

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
Email: richara@wmin.ac.uk
WWW: http://www.wmin.ac.uk/~richara or add /guitaref.htm for my ST prog

534. Re: Tektronic Emulation

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950411120436.28611B-100000@mars>
Source record: 167926

On Sat, 8 Apr 1995, John Bunch wrote:

> As far as I know uniterm also supports Tektronic Emulation also.

Yes (and no). On my machine (MegaSTE 4/40) Uniterm "scrambles" the image.
Periodically lines gets distorted. (No auto.prg, no desk.acc)

When I zoom in there are no (ehrmm.. only minor) errors. If I save the
input and replay later everything is fine.

Uniterm was the terminal that I was (still is) originally using.

/Jens M Andreasen

535. Re: HELP!!! ST in the recording studio

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950411122055.28611C-100000@mars>
Source record: 167927

On 10 Apr 1995, Stevie Lunchmeat wrote:

> mcwilliams@wmich.edu (Brian McWilliams) stated:
> >
> > 1) Can putting the monitor between two speakers (they're about 4 1/2
> >feet apart) harm the monitor? I've noticed a bend develope on the edge of
> >the screen image but am not sure if it's related to the placement of the
> >monitor.
>
> Sure, if the magnets in the speakers are powerful enough they will affect
> the electron stream in your monitors CRT.

If you use loudspekers and monitors together then go for JBL. They keep
their magnetism for themselves.

/Jens M Andreasen

536. Re: chimera-1.65 and xfm-1.3 uploaded !

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: theo@mailmak.ping.de
Message-ID: <950411228@mailmak.ping.de>
Source record: 167928

In article <950411134@mailmak.ping.de>,
Theo Janssen <theo@mailmak.ping.de> wrote:
>I've just uloaded chimera-1.65.tgz and xfm-1.3.tar.gz to ftp.germany.eu.net
>and xfm-1.3.tgz to ftp.uni-muenster.de.
>Chimera-1.65 is the lastest Version of the well known WWW-Browser.
>xfm-1.3 is a filemanager for MiNT-X.

...aahh, i forgot to tell: both archives contain 68000 binaries for MiNT-X

cheerio Theo
--
_____________________________Theo Janssen ___________________________________
Internet: theo@mailmak.ping.de, tj@ais-gmbh.de | MausNet: Theo Janssen@UN
---------------------Don't force it, use a bigger hammer !---------------------

537. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: Max.Denebian@f318.n105.z1.fidonet.org
Message-ID: <797673650.AA07618@jina.rain.com>
Source record: 167929

> Toronto show so maybe he'll be able to answer this one. It looks
> like the Iomega Zip Drive is going to be a huge seller, though.
>
Does anyone know if this little drive will fly with the Falcon/st?

538. How to access the Maus-groups

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: iagaw@cluster1.urz.uni-halle.de
Message-ID: <9504111219.AA48888@cluster1.urz.uni-halle.de>
Source record: 167930

Some people were asking, how to access the german Maus-groups. if you find no other way, you can find the maus-groups on the gopher hp2.rz.uni-rostock.de
I hope that helps!

539. Re: Twilight

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2f8a6748_Sven.Bornemark@p56.dada.ct.se>
Source record: 167931

To: acounis@lpnhp3.in2p3.fr

Hi Stephane, Hi all,

> steve wells (wells_s@ix.wcc.govt.nz) wrote:
>> I tried getting Twilight to work on my 2.5Meg STe, with no luck, the
>> TSR part works, but the ACC/APP file just bombs by computer, clean
>> boot, or full-works with Geneva, Neodesk 4, NVDI, etc. the result is
>> the same.
>
> I might be wrong but Twilight is Falcon/TT only (e.g 68020/030 -
> 68882) BTW, it works fine in a MegaST4+PAK3

It is my sad duty to report that TwiLight the Screensaver does not -repeat
not - work on non-German STs! As the Swedish distributor for this excellent
utility, I'm desperately awaiting a report from the German programmers, saying
that the bug has been found and stomped out!

Twilight does a terrific job on *all TTs and Falcons* plus German 16 bit
Ataris. It's the most entertaining and stable screensaver I've ever seen, and
hopefully it will be running on all Ataris soon!

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

540. Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: iagaw@cluster1.urz.uni-halle.de
Message-ID: <9504111215.AA109321@cluster1.urz.uni-halle.de>
Source record: 167932

Can anyone tell me, when UDS will release theyr Doom-clone (I think the name was Substation) for the STE and Falcon?

541. Re: Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: Graham Beint <graham>
Message-ID: <D6vHHp.KEq@isltd.insignia.com>
Source record: 167933

May 1st according to Atari World
--
Graham Beint

The.Computer@Alpha.Complex:"Trust The Computer! The Computer is Your Friend!"

542. Re: Falcon accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3me2j3$rn9@news.iesd.auc.dk>
Source record: 167934

In article <3m6mup$g3u@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) writes:
> I'd like to know something about BARRACUDA 040 accelerator:

....Lot's of text deleted.....

> So, I wait for Barracuda eagerly. So do many others, I think. But if the
> price will be (what I fear it will..) unrealistic, and far above the
> prices of 486 Overdrive cards for PCs, etc. - then I won't think about
> Barracuda - no matter how much I like my Falcon. 68040 may be new, and
> powerful for Atari world - but the rest of the world is already going
> with Pentiums and Power PCs. And 040 already is a standard in Macintosh
> computers. So, please: no extra Atari-owner taxes this time?
>
> What about the "power without the price", anyway?
>
> If someone else there DOES agree with me, please speak out. Because
> otherwise we may face another overpriced product that doesn't help
> anyone anywhere..! Most Falcon accelerators are far overpriced =-(
>
> Opinions?

Well, what can I say ?? Hmmm, I guess I can only agree with you in all your statements.
As goes for your "worries" around a barracudized Falcon, I've considered similar situations.

Keep Cool and Flying...

ChainXOR...

543. Re: Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3me2nm$e08@turing.fwi.uva.nl>
Source record: 167935

iagaw@cluster1.urz.uni-halle.de wrote:

:Can anyone tell me, when UDS will release theyr Doom-clone (I think the
:name was Substation) for the STE and Falcon?

will it run only on an STE or also on my STfm?

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

544. WTB: Supercharger

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: foltin@cherokee.nsuok.edu
Message-ID: <D6vK7o.27A@cherokee.nsuok.edu>
Source record: 167936

If anyone out there is willing to part with their supercharger,
contact me at my e-mail. Alternatively, is anyone still marketing
new units?

Thanks.

Bela Foltin

foltin@cherokee.nsuok.edu

545. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504111330.AA02299@ilmen.lanl.gov>
Source record: 167937

In a previous article, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

> MacOS isn't that great, after all

You should probably add an 'IMHO' after that remark as many would be
inclined to disagree with you. If I can't have a fast Atari TOS machine
at a decent price, I'd MUCH rather use MacOS than DOS or Windoze. But
then again, that's MY opinion, not a statement of fact for everyone. :)

MagicMac is an impressive piece of software, no argument there. I just wish
that more Atari stuff was compatible with it. Not a bad start, though.

-Hutch- @ Fair Dinkum Tech

546. Re: OPUS v2.3 ; .html files

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504111344.AA02306@ilmen.lanl.gov>
Source record: 167938

In a previous article, jws4p@fermi.clas.Virginia.EDU (John Stanmeyer) wrote:

> Normally I would not condone downloading an illegally posted registered
> version of any shareware from an ftp site, but under the circumstances,
[...]
> I will use situational ethics to justify it in this case. If other people
> have comments about this please speak your mind but don't flame me.

If one can be fairly certain that an author has stopped supporting a given piece of shareware (and not simply moved to a new address), has turned it over to the public domain or made it freeware, or simply cannot be reached then I think few logical people would complain.

IMHO, it is the shareware author's responsibility to keep the community advised of new addresses and/or registration procedures and benefits. If they fail to do this or take money without shipping software, then what else can they expect?

I would still be cautious before jumping to conclusions, however.

Just my $.02.

-Hutch- @ Fair Dinkum Tech

547. Re: Falcon DSP modem?

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504111356.AA02309@ilmen.lanl.gov>
Source record: 167939

In a previous article, Szymon Stasik <stasik@bull.mimuw.edu.pl> wrote:

> You're wrong! On DSP56k you can have the best modem you've *ever* seen.
> There was a software modem at stock in Germany (V.42 bis...) for two
> weeks, but with price 200DM you will have extra inteligent modem - F030 for
> ~2000DM. So the big companies have bought the copyrights for that software.

Wellllll.... personally, I'll have to SEE it before I believe it. ;-)

Yes, the -potential- is certainly there for a really great modem running
in software only due to that super slick little DMA chip in the Falcon.
But I have yet to see a software-only modem that lives up to that potential.

Apple has been manufacturing the 'Geoport' which is really just a telecom
port for hookup to it's AV (the ones with the DSP chip) and PowerMacs. While
this combination does work, most users report that it has not proven to be
very reliable. Especially considering the falling prices of 14.4/28.8 v.42
hardware modems one has to ask if the concept is really worthwhile.

I don't know who in Germany was developing the software modem for the Falcon
and it's possible that they will be much more successful than Apple. I wish
them luck, but I remain a bit dubious.

-Hutch- @ Fair Dinkum Tech

548. Re: Falcon DSP modem?

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Apr11.135554.241@genrad.co.uk>
Source record: 167940

In article <797524356.1@cs.york.ac.uk>, (Andrew Hague) writes:

] BTW. I'm not sure if the DSP will be fast enough to generate the modem
] sounds but I'll try. The modem can only go up to 1200 baud so don't get
] too excited. I think it will manage to send and receive faxes too.

I haven't looked into it at all, but I would have thought that the
56001 in the Falcon is well capable of full speed modem functions. I don't
know what typical processor commercial modems use, but if it's more powerful
than a 56001 at 32MHz it must be quite something!

I don't know of any built-in modems available for the Falcon, but
I'm interested. Where did you get the source code from?

Paul Hills

549. Re: ACC bombs my mste

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Apr11.141633.242@genrad.co.uk>
Source record: 167941

In article <3loj4i$80t$1@perth.DIALix.oz.au>, (Peter Feszczur) writes:

] <section on connecting drive whilst powered up snipped>
]The above method is **VERY** dangerous to both the drive & the MSTE....

Yes, I know.

] If all fails 'read the manual' !!!!! All that is needed to bypass the hard
] drive is; after you have switched on your machine, hold down the ALTERNATE
] key AFTER the floppy light comes on for the first time and hold it down until
] your machine starts to boot from drive 'A'...

Atari never deigned to sell me a manual with my Falcon. Afterall I
only paid 500 quid for it. It was very good of them to bother to sell me
a Falcon in the first place. Then I had the gall to *ask* them if I could
have a manual! It's cheeky b***ards like me that make life so difficult for
genuine, hard-working companies like Atari. Who'd have customers, eh? :-)

Thanks for the advice, Peter. Noted.

Paul Hills

550. FORSALE: Atari ST/TT Software & Magazine Disks

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <32e_9504111226@flight.org>
Source record: 167942

Trevor, What happened? Ten days ago, I sent you a check for the Michtron BBS disk and the AIM disks + shipping. Did you not yet receive it (the check)? Please advise.

---------- -//- ----------

Internet: Michael.Fitzpatrick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|

---------- -//- ----------

551. Re: Searching for POV-Editor

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: brenjb@hg.uleth.ca
Message-ID: <3md0fr$2mn@holly.cc.uleth.ca>
Source record: 167943

In article <3m97t6$dd3@odin.diku.dk>, "Hrafnkell Freyr Hl��versson" <freyr@diku.dk> writes:
>m9174@abc.se (Carl Lofgren) wrote:
>>
>> christian.mittendorf@ostk wrote something like :
>>
>> c> In german ATARI magazine "ATARI Inside" I saw a small article about a
>> c> graphical editor for the POV-Raytracer. Even though I don't think this mag i
>> c> very reliant (and it was the April issue :-) I really would like to know if
>> c> such a prog exists and where I could find it. BTW, it was a french program.
>> c> know that there are lots of editors available for the pc.)
>>
>> Please post a message here if you find it, it sure sounds interesting!
>>
>> Carl L. - Zero-X beta-tester.
>>
>>
>> ---
>> * Kivi 1.30 *
>>
>I think I've seen a graphical shell/editor on one of the coverdisks
>of ST-format... I'm not sure though - I can't use POV because of lack
>of RAM... (but soon, soon, I tell you :-)
>
>Hrafnkell

Yes, it exists! (Hi everybody, I'm back... "1875 New messages in comp.sys.atari.st" Arg! What have I missed?) The file you are all seeking I found on ftp.cnam.fr and I believe the file is called "ED_POV.ZIP" or something close to that. I tried it out, and it looks quite good, but my french isn't very good so I didn't get too far. I can tell you though, that it seems to support a complete installation of POV, and will create objects and scenes, and apply textures, and from what I can tell (I don't know because I needed the HD space that POV was taking) it can also launch POV. If I remember correctly, it does work under MultiTOS, and it has a very nice 16 colour interface.

I would have spent more time with it, but I find POV too slow and bulky compared to InShape. (And* my french isn't very good...)

Sorry I can't remember it's exact location or name...

Jon

552. Mega ST system

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: sanking@hubcap.clemson.edu
Message-ID: <sanking.797567576@hubcap>
Source record: 167944

I have a Mega ST system for sale. Includes Mega ST with 2mb Ram, Atari
124 monitor, Supra 20mb hard drive, Indus dd floppy, keyboard,and Spectre GCR.
Asking $250 for everything, or make offer on individual components.

Sandy King

553. Re: Conversion Help Please!

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3mcvt3$skv@golem.wcc.govt.nz>
Source record: 167945

] Hi, I am a new user who has access to a site with atari programs, games etc
] When I download these files (my computer is dos) I am unable to run them. (
] of the programs was written in GF Basic)
]
] Could anyone tell me if I am able to run these programs on my computer? If
] is a matter of using a conversion program of some sort, could you please le
] know the name of the proper program, and if there is a shareware version
] available (ie. also available from a site for me to try before I buy)

Very simple, you can't run the programs, unless you fork out lots of
money and buy an Atari emulator.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

554. Re: GCR: transverter > 4.6 ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: brenjb@hg.uleth.ca
Message-ID: <3md1iq$33k@holly.cc.uleth.ca>
Source record: 167946

In article <3ma5g4$b57@nkosi.well.com>, dsmall@well.sf.ca.us (David Small) writes:
>
>[Question is, what to do about Mac files on an HFS partition, since
>Transverter from Doug Wheeler only handles MFS.]
>
> Dave Small

Wow! It's Dave Small! I just gotta tell you that your article on
speeding up the ST in that old STart magazine was pure lucidity. I constantly
refer to it in my mind whenever I talk to someone about speeding up their
machine (be it Atari or otherwise...), which is often. Thanks a billion for
the article!

What are you doing these days, anyway?

Jon Brenda

555. Re: Toronto Atari show

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: jack@aurora.carleton.ca
Message-ID: <D6usuB.Cqs@cunews.carleton.ca>
Source record: 167947

The one product that really suprised me at the show was SEURAT version 3
from SKWare One. I haven't really heard anything about this program
before. It has loads of nice features, a nice 'degas' type interface and
is really fast even in 640x480x256. Clearly blows Truepaint out of the water
which is the only other competition as far as I know. The pallete manipulation
tools were very nice. This is a winner. The Falcon version is $70 US.

There was also a single copy of DIGITAL TRACKER for the Falcon at the Ram Gizmo
booth. This is another great buy that is on the top of my list. You can
grab a demo of the pre-release version on most Atari ftp sites with Falcon
stuff.

The Falcon rack from Wiztronics looked great IMO but was prohibitively priced
at $525 ($325 for the BARE case). As I'm sure you've all heard by now, there
was no working Baracuda accelerator, just a couple empty boards to look at.

I managed to get at these important facts when I talked to one of the tech guys
at the booth:
1) You get to keep any ST-RAM board you may now have inside the Falcon.
RAM-Gizmo etc and.

2) There is a hardware switch to let you revert back to the old-Falcon mode
(thus the claim for %100 compatability:) This means you can still use
things like Blowup and ScreenBlaster when the accelerator is turned off.

3) access to ST-RAM is just as fast with the accelerator as without: no changes
with ST-RAM. 32bit flash ROMs are used for the modified TOS OS on the board
which means ROM access will be faster.

4) One of the major difficulties with the design was the RAM controller
because it must work correctly with both motorolla and Intel memory .
When the 486 board is plugged in the 040 is used as a DMA (VLB? type)
controller.

5) The TT-RAM is 32-bit @ 32MHz (regular 60-70 ns SIMMs)

** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

556. What about the ACE'95

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950411085450.10719B@bull.mimuw.edu.pl>
Source record: 167948

Any interesting news?

Simon.

557. X11/Mint and Chimera/WWW

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: Conan Ford <ford@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.90.950411011332.71423B-100000@srv1.freenet.calgary.ab.ca>
Source record: 167949

A while ago someone said that Chimera (actually they said XMosaic) was going to be demonstrated on X11/Mint at a computer show. They also said that some kind of disk would be distributed with info. to get people started, and that they would report here after then (April 3rd or something). Did this actually occur? Any idea how whoever it was got things set up?

...
Conan Ford
ford@freenet.calgary.ab.ca
...

558. Re: Falcon DSP modem?

Newsgroup: comp.sys.atari.st
Date: 1995-04-11 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950411090821.10719C-100000@bull.mimuw.edu.pl>
Source record: 167950

On 10 Apr 1995, Andrew Hague wrote:

> Has anyone, or is anyone producing a DSP modem for the Atari Falcon? I've
> got the C source code for such beast and I'm about to port it to the Falcon.
>
> Before I do, I thought I'd find out if someone else has done it.
>
> BTW. I'm not sure if the DSP will be fast enough to generate the modem
> sounds but I'll try. The modem can only go up to 1200 baud so don't get
> too excited. I think it will manage to send and receive faxes too.

You're wrong! On DSP56k you can have the best modem you've *ever* seen.
There was a software modem at stock in Germany (V.42 bis...) for two
weeks, but with price 200DM you will have extra inteligent modem - F030 for
~2000DM. So the big companies have bought the copyrights for that software.

> --
> Andrew Hague -- D.Phil Research into Motivation in Human-Computer Interaction
> Department of Computer Science,University of York, YORK, England. YO1 5DD
> Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk
> WWW - http://dcpu1.cs.york.ac.uk:6666/andrew/ (including Atari Jaguar page)

regards,

Simon.

559. Re: CodeHead Software..

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504121305.AA02761@ilmen.lanl.gov>
Source record: 167701

In a previous article, sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) wrote:

> What is the best way for me to contact CodeHead, I have tried on
> GEnie and did not get a reply, so is their another place that
> I can E-Mail them....??

You didn't say which GEnie address you used but I think j.eidsvoog
(for John Eidsvoog) would probably be your best bet right now.

Then again, as your reputation most likely precedes you, they may be
intentionally not answering your mail. ;-)

-Hutch- @ Fair Dinkum Tech

560. InterNet Software

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: etwald@knoware.nl
Message-ID: <D6xEo2.CDq@knoware.nl>
Source record: 167702

Hi All,

I'm looking for Internet Software for my Atari ST (with 1mb memory). I only need software to establish the connection and read/write e-mail. I'd like to send an Atari to my relatives in Suriname. The phone costs are much too high, so I'd like to write messages via the Internet with an Atari 1040ST with B/W monitor and an external 2400Baud +MNP5 modem.

Can anybody suggest me some simple software (PD / ShareWare) ?

Thanx,

Sincerely,

Etwald Goes
etwald@knoware.nl

561. Need Dr.T phone number, help!

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: userid@psu.edu
Message-ID: <3mgvpe$l78@hearst.cac.psu.edu>
Source record: 167703

I just purchased a used copy of Dr. T's X-OR, and it doesn't have
profiles for my Ensoniq SQ-R and Yamaha TG33. The manual mentions a BBS
with updates and new profiles, but no number is given.
In addition, the customer number mentioned in my X-OR book is outdated.

Please reply to me by email: kxs156@psu.edu, as I have limited news
access.
Thanks

562. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: polom@matrix.fdn.fr
Message-ID: <3373823@matrix.fdn.fr>
Source record: 167704

In article <ABB0559DA7034B68@linuser04.li.net>
The wise lou_trap@li.net said:

> I tried a demo of MagicMAC on my Macintosh... Unfortunately it is all in
> german, and I keep getting an alert box which I do not understand before
> I am even able to do anything. Is there an english demo of this software?
> Also does at least the commercial version have an english version?

Why do not post the text of the alert box ?

Where do I have to go to find a demo of this software ?
Is it already sold, and a what price ?

Thanx.

```
/\
/-- /\ / /\ /\|\ / /\ | / /_ /_ |/ /\ | /
/ \/ /__ \/ / \ /__ \/ |/ \ / | \/ \/
```
Marc "polom@matrix.fdn.fr" Savard

563. Re: conner Hard drives

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3mh3ne$pkp@ccpnws.in2p3.fr>
Source record: 167705

Alan Richardson (richara@wmin.ac.uk) wrote:
> Hi,

> I'm currently trying to get a Conner CP30200 hard drive working with my
> STFm.

> I borrowed a link 1 off a friend and when connected ICD boot
> recognises the drive as an Adaptec 4000/4070/5500, which is incorrect.
> I have been told that this is probably because the parity of the drive is
> enabled, can anyone confirm that?

> Does the CP30200 have parity permanently enabled?
> Or does anyone have the phone number for Conner in the UK so I can
> get in touch with them and find out?

> Thanks,

> Alan

> --
> Alan Richardson, Centre for Parallel Computing, University of Westminster
> Email: richara@wmin.ac.uk
> WWW: http://www.wmin.ac.uk/~richara or add /guitaref.htm for my ST
> prog
>
> Stop me and buy one.
I had a Conner CP30100 (120Megs) and a technician at Conner France told me
that parity was always enabled for the drive (could not change it even by
software) and that is why I bought an AdSCSI+ from ICD.

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+--------------------------------+
I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

564. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: Lou Trapani <lou_trap@li.net>
Message-ID: <3mh6hg$2g8@linet02.li.net>
Source record: 167706

In article <djs.797680505@gen-off-2> David Stevenson, djs@jet.uk writes:
>The most likely cause is that you don't have enough "real" (non-virtual)
>RAM. 8MB is the practical minimum. With my 4MB P475, the system left
less
>than 2MB for apps :-(I now have 20MB, and run MagiCMac very happily.
>Except for the desktop "Ease", which is seriously crap.

I have 16 MB installed currently, but I will have to see what amount is
allocated to MagicMac. That might be the problem.
Thanks.
-= Lou =- | lou_trap@li.net | The Machine BBS
1-516-764-5748
Art Trap Productions | arttrap@aol.net | 24 hours - 14.4K -
No Fee
==

565. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: Lou Trapani <lou_trap@li.net>
Message-ID: <3mh6oj$2g8@linet02.li.net>
Source record: 167707

In article <3373823@matrix.fdn.fr> Marc Savard, polom@matrix.fdn.fr
writes:
>Why do not post the text of the alert box ?
>
>Where do I have to go to find a demo of this software ?
>Is it already sold, and a what price ?

I will have to write down what the alert box says and post it if giving
the app
more RAM does not solve things.

It is available at Toad Computers. At least that is what their Web page
indicates (http://www.charm.net/~toad/). There is a demo of it floating
around
somewhere, don't recall where on the net, I have it on my BBS though
(516-764-5748).
-= Lou =- | lou_trap@li.net | The Machine BBS
1-516-764-5748
Art Trap Productions | arttrap@aol.net | 24 hours - 14.4K -
No Fee
==========

566. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: Lou Trapani <lou_trap@li.net>
Message-ID: <3mh7a7$3g1@linet02.li.net>
Source record: 167708

Sorry for the mess on the bottom of my messages...

Seemed that there were tabs in my signature file, I think I fixed it now,
anyway, this message should be a test for that.
-= Lou =- | lou_trap@li.net
| The Machine BBS 1-516-764-5748
Art Trap Productions | arttrap@aol.net | 24 hours
- 14.4K - No Fee
==

567. FALCON 030 4/x WANTED

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-1204951208380001@tecnation.com>
Source record: 167709

Please contact us at the address below:

--
Something wonderful IS happening!

TECNATION DIGITAL WORLD
555 Bryant Street #257
Palo Alto, CA 94301, U.S.A.
Tel: (415) 327-4332 Fax: (415) 327-1910
e-mail: hello@tecnation.com
http://www.tecnation.com/tecnation/

568. Re: No More FALCONS...!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-1204951211160001@tecnation.com>
Source record: 167710

In article <3lm063$3k6@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz wrote:

> Well before you jump on me I do sugest you go read AEO 404...
>
> Atari has no Falcons in stock and is not making any more...
>
> Also the German C-Labs Falcon is way way over priced
> at $3000US and has very little new features or fixed,
> in fact all of the features and mods can be fitted
> to a standard Falcon for far less money...
>
>
> To the People that tell me to upgrade to a Falcon, Atari computers
> are not sold in this part of the world and have not been for 1-2 years..
>
> Even if you did import one, thier are no shops selling Software and if it
> breaks down it will have to end up in the rubish bin, Atari parts are not
> easy to get hold off and no one would fix it......
>
> For a way over priced machine that risk is far to high...

You may like to read about our Falcon based product at our web site...

http://www.tecnation.com/tecnation/

Select OUR PRODUCTS, then SONOVISTA.

Alex

--
Something wonderful IS happening!

TECNATION DIGITAL WORLD
555 Bryant Street #257
Palo Alto, CA 94301, U.S.A.
Tel: (415) 327-4332 Fax: (415) 327-1910
e-mail: hello@tecnation.com
http://www.tecnation.com/tecnation/

569. FALCON 030 4/x WANTED

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-1204951211420001@tecnation.com>
Source record: 167711

Please contact us at the address below:

--
Something wonderful IS happening!

TECNATION DIGITAL WORLD
555 Bryant Street #257
Palo Alto, CA 94301, U.S.A.
Tel: (415) 327-4332 Fax: (415) 327-1910
e-mail: hello@tecnation.com
http://www.tecnation.com/tecnation/

570. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: Lou Trapani <lou_trap@li.net>
Message-ID: <3mh8a5$4ns@linet02.li.net>
Source record: 167712

```
It is still not right... grrr....

Sorry for this nonsense... I just wanted to test the signature file out
and
hope that it was right now...
-= Lou =- | lou_trap@li.net
| The Machine BBS 1-516-764-5748
Art Trap Productions | arttrap@aol.net | 24 hours
- 14.4K - No Fee
============================================================
```

571. Re: .au files on STE?

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FDMSFCAGUP@cabal.shnet.org>
Source record: 167713

In <3m93pa$m95@oznet03.ozemail.com.au> Jennifer Ives wrote:

>Thomas Hansen (thomah@ifi.uio.no) wrote:
>
>: Is it possible to listen to .au files (often found on the Web...)
>: with my STE at home?
>
>Yes it is, I have forgotten the files name and cannot access my ST at
>present but I am positive that the approprate programme was/is on a.a
>and it plays .au files straight from the command line.

Or, as an alternative: pick 525 v 2.x and convert it to .AVR.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 22. Mar. '95

572. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3mh4h1$4qo@sphinx.Gsu.EDU>
Source record: 167714

: Joachim Kupke (Joachim_Kupke@bm.maus.de) wrote:
: : David Stewart wrote:

: : Of course. MagiCMac. But I wouldn't suggest you to buy it. In my opinion, it's
: : slow

: This is just a lie. Why do you do lie ? Revenge ? Hate ? Envy ?

This seems a bit "dangerous"; both to put down MacOS - and MagicMac.
People seem to think that Macintosh and its OS is above criticism, just
like people on the PC side think we have no right to criticize Windoze... :-(
Well, not everyone - I know. It just feels sometimes that way..

But anyway, I'd like to know, whether the "real" MagicMac has a
dramatically better program compatibility than the demo? This is,
because the more I try _new_ programs on MagicMac, the more I get the
impression that more programs don't work than do work.

This isn't any revenge, hate, or envy either - since I'm really
interested in MagicMac. Especially, if Barracuda 040 for Falcon will be
priced above my budget.. But it worries me, that most shareware I try on
Mac, just crashes the machine. Even software that runs on Falcon (which
isn't a compatibility wonder, either) often fails on MagicMac. Too often
- to make me comfortable...

How is it, folks? Some of you say that almost everything runs, except
games of course - and I don't seem to have much success, despite my 9
year Atari experience. Am I really _this_ stupid, or what's the truth ;-)
? Mac seems to hate me, anyway. It's a wonder, how _every damn day_ I
use the Performa 660AVs or Quadras at GSU Computer Lab, those great
programs get somehow stuck - crash, bang, boom! Yesterday I (for the
first time) witnessed this: MacOS crashes, if you try to format a DOS
disk that contains bad sectors. It swallows the disk, and just dies... Or
at least, that's what happened yesterday. My neighbour on the right
couldn't print, because her word processor produced postscript errors and
jammed the whole pronter. PageMaker sometimes prints o.k - but sometimes
just produces PostScript errors. And even when it prints o.k - the
kerning on screen differs a lot from the actual result. Something that
never happens to me while using Calamus...

I'm glad people generally love their Macs. It's good to have something
you like. But I never take seriously folks who ("knowing better..") come
to me and say: Mac is THE real computer, for people who want REAL
results.. Can't help it, but Calamus SL is superior to anything I've seen
on Mac. For some people that's hard to believe, or take seriously. But we
really have no reason to envy those Mac users. It's just funny that if a

Mac user spoke like this, everybody'd take it as a fact ("PageMaker is superior to Atari DTP progs.."). But when an Atari user claims to have something better than Mac has..? It's hard to believe, isn't it? It just sounds like empty words, or trying to irritate others. Do we really ever question some things?

And do we need people who question too much, and irritate the others?

Well, some people really don't like those who think different.. At my home university, the local computer experts (Windows/Mac people) almost shot me, after I told them we were going to make a magazine using Atari, instead of their "real" computers. Some still don't talk to me :-). Telling them: "Atari and Calamus just work better for our project than Mac and PageMaker.." was like a personal insult towards them. And also struck a "non-trustable Atari fanatic" label on us, who didn't know what "REAL" computing is like =-) ! Oh, that wonderful Windows world 8-) !!

Crazy (me and the world)

573. Re: ACC bombs my mste

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3mhe74$k9e@newsbf02.news.aol.com>
Source record: 167715

> Some Hd drivers like the Protar ones allow you to select an alternative
> boot drive on startup.

ICD's software lets you choose the boot drive on the fly. When the ICD logo appears during a normal bootup, press a letter key and the boot drive switches automatically.

Al Fasoldt, Systems Editor, Syracuse Newspapers

574. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.128.000FDA8E@ti.com>
Source record: 167716

```
In article <3mh8a5$4ns@linet02.li.net> Lou Trapani <lou_trap@li.net> writes:
>It is still not right... grrr....
>Sorry for this nonsense... I just wanted to test the signature file out
>and
>hope that it was right now...
> -= Lou =- | lou_trap@li.net
>| The Machine BBS 1-516-764-5748
> Art Trap Productions | arttrap@aol.net | 24 hours
> - 14.4K - No Fee
> ============================================================

There is a test newsgroup just for this sort of stuff. Try test, alt.test
etc..

William
+=============================================================================+
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| 486DX33 8Mb 210M HDD
MCI Email: 4673356@mcimail.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
+========================== Disclaimer: What I say here is my own view =====+
```

575. Re: q. about coverdisk software

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: popemerlin@delphi.com
Message-ID: <Ji1clPl.popemerlin@delphi.com>
Source record: 167717

Hallvard Tangeraas <hallvart@oslonett.no> writes:

>I was just wondering if software like this can be copied or if they're treated
>in the same way as if you buy the actual software by itself.
>I'm in doubt since the software is free (included with the magazine).

Any software on a coverdisk other than specific PD and Shareware titles remains
the copyright of whoever put it on the coverdisk. Therefore you are not
legally allowed to sell the coverdisks without the magazine and therefore you
can not keep a copy of this copyrighted software.

Basically, the Publisher pays the copyright holder a fixed fee per copy sold,
they then allow the purchaser to buy the rights to that one disk by buying the
magazine.

Hope this clears like mud<g>

TTFN

Phin

576. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: beavis@dnaco.net
Message-ID: <beavis-1204951846290001@uhura-12.dnaco.net>
Source record: 167718

> How is it, folks? Some of you say that almost everything runs, except
> games of course - and I don't seem to have much success, despite my 9
> year Atari experience. Am I really _this_ stupid, or what's the truth ;-)
> ? Mac seems to hate me, anyway. It's a wonder, how _every damn day_ I
> use the Performa 660AVs or Quadras at GSU Computer Lab, those great
> programs get somehow stuck - crash, bang, boom! Yesterday I (for the
> first time) witnessed this: MacOS crashes, if you try to format a DOS
> disk that contains bad sectors. It swallows the disk, and just dies... Or
> at least, that's what happened yesterday. My neighbour on the right
> couldn't print, because her word processor produced postscript errors and
> jammed the whole pronter. PageMaker sometimes prints o.k - but sometimes
> just produces PostScript errors. And even when it prints o.k - the
> kerning on screen differs a lot from the actual result. Something that
> never happens to me while using Calamus...

I was able to get Calamus Sl Demo to run fine.

Something everybody needs to remember is MagiCMac is not a Emulator its an Operating System.

What seems to work best on the MagiCmac is programs that do not write to the screen or directorly to the hardware (MIDI and Most Games.) I have only found one game that works (battlezone the Unix port)

Most of the shareware text editors work QED, 7up GFA and griffens' steno works. I could not get Neodesk 3.0 to run and Gemini will not let you read directorys

As for your Macs in your lab try turning off some of those "Shareware" control panels and extensions. I bet things will work a lot better.

Look for a what work and what don't listing Soon

--

"I should have listen to what my mother said when I was growing up!"
Why what did she say?? "I don't know because I wasn't Listening!"
Thank the Gods for Candace Gingrich Beavis@dnaco.net(finger me!)
http://www.dnaco.net/~beavis

577. SLIP/PPP on Atari 520 ST

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: torzecho@nyx10.cs.du.edu
Message-ID: <3mhp6u$1r9@nyx10.cs.du.edu>
Source record: 167719

Hi

I have a >old< Atari 520ST and want to run SLIP on it. Is there any SLIP/PPP software, and if so where? I need a dialer, driver, telnet client at least. FTP and IRC clients would be nice, but not necessary, as a FTP server maybe.

Thank you,

Tom

578. Re: MagiC & MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950412.114202.51@powerslv.demon.co.uk>
Source record: 167720

In message <D6vunK.3D1@cix.compulink.co.uk> "Phil Hodgkins" wrote:

> In message <1995Apr9.233556.20320@bradford.ac.uk>, S.P.Taylor@bradford.ac.uk said:
>
> >I think the reason is that development of Mag!X began when the Falcon was
> >only a glint in someone's eye...
>
> AIUI Magic 3 with Falcon support should be out in June, this is what
> System Solutions are saying ATM, but they were saying Jan/Feb before Xmas!
>
> Phil.
>

Simple - they're just taking their lead from Micro$oft and the Chicago fiasco.
This is known as the FUD approach - announce something before it's even been
coded, then let the release date slip; meanwhile, Joe Punter won't buy any
alternatives 'cos he knows that they won't be as good (the company told him,
so it must be true :). Examples - GEM vs Windoze 1 & 2, Warp vs Chicago etc.

Why ASH & 2B feel a need to do this, however, remains a mystery <g>

--
Cheers __
| /\ |\ |
\/ \/ | \|

579. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: mbaffoni@skat.usc.edu
Message-ID: <3mhrka$rks@skat.usc.edu>
Source record: 167721

In article <FDKRBBAFUP@galaxy.teuto.de>,
Hendrik Mylius <neptune@galaxy.teuto.de> wrote:
[Interesting stuff on Linux cut here....]
>
>ATM, I am not sure if this is X11- R5 or -R6, but I can find out if you want
>to.

Does LINUX have support for the many third-party video cards out there?
For example, my TT has Nova card - will it work with LINUX or will I be
stuck with built-in TT resolutions?

>Hendr!K

-MikeB

580. Re: CHEAP!CHEAP! SW, Books, 520ST!

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <BO29gtv.ckormos@delphi.com>
Source record: 167722

I am interested in the 520 STf computer etc. for $50.
Is it still available?
Charley

581. Re: 9600 Ext Modem / 520 ST / Laptop

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <JM38g7g.ckormos@delphi.com>
Source record: 167723

I would be interested in the modem, assuming I could just it in to replace the current 2400 baud Hayes I am presently using with my ST.
Charley

That is assuming I could just Plug it in to replace the Hayes....

Charley, world's worst typist.....

582. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDLXEFUXUP@dksoft.ping.dk>
Source record: 167724

In <199504081957.a65175@bm.maus.de> Joachim Kupke wrote:

>Henrik Lunardi Weide wrote:
>
>HLW>The C-lab Falcon IS TOO EXSPENSIVE that IS a fact!
>
>That is an opinion. Can opinions be facts? Perhaps it is because Roger Sheppard
>wrote the C-Lab Falcon cost $3000. - That's wrong: It costs DM 3000. And that
>for a 14 MB expansion included and a 340 MB hard disk and Cubase....
>
>I truely /don't/ think that is too expensive.
>

If the price is only DM 3000, why is it sold for 26.000 Danish Kr. here
then ? (26.000 Dkr is DM 6500.) Thats the same as stealing the money insted

I can get about 2 60Mhz Pentiums with 16Mb ram and 540Mb Scsi II hard drives
+ monitor, keyboard ect. for the same price.

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

583. Re: Useful shareware

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: Dirk_Michel@bi.maus.de
Message-ID: <199504121550.a40773@bi.maus.de>
Source record: 167725

Hi Arno!

A>Or you can try Thing - the version, wich was tested by ST Computer, was
A>the _very first_ release 0.24(!) The current version is 0.31 (many
A>bugfixes, some additional features etc.) ... ... and there is an
A>english version available too - just email me :)

It was I who wrote the desktop report for STC 3/95. I had to rate Thing lower than, say Gemini, because there was one nasty bug which Arno removed a /long/ time ago. Thing bombed when one saved preferences in TT-high.

Thing certainly is impressive considering the relatively short time it's been around. Definitely worth a look or two!

Cheers,
Dirk.

584. Assembler - Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: Pierre_Fenkart@a2w.maus.sub.org
Message-ID: <199504120949.a17399@a2w.maus.de>
Source record: 167726

Kann mir jemand sagen, welcher *Assembler* auf dem _Falcon_ laeuft?
Ob er gut ist(nach seiner Meinung nach, und vielleicht, woher ich ihn besorgen kann.

Ist dringend

Abs: Pierre Fenkart @ A2W

Does anybody knows, which *Assembler* *runs* *on* *the* *Falcon*? It is not necessary, but when you know it, please tell me, if the Compiler ist good, and how I can order.

Its important!

I am *looking* *forward* to *hearing* *from* *you* as soon as possible.

senders's Adress:
Pierre Fenkart @ A2W
(Net)

585. Re: PostScript interpreter

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199504121842.a17720@a2w.maus.de>
Source record: 167727

Joachim Kupke (Joachim Kupke @ BM) wrote on 09.04.95:

>Unfortunately, you cannot convert PostScript files to ASCII files or the
>like.
If you look inside a .ps file you will see that the body of the text
is in readable ascii wrapped up in font and layout information. Text
inside images will not be readable of course. However if you are
willing to wade through the postscript commands you can read the text
directly.

I have seen a unix based converter but it was not very usable.

It should not be too difficult for someone with a Phd to write a
converter to extract the ascii text and do the basic layout (eg
paragraphs and headings) :)

Ian_Taylor@a2w.maus.de The hidden secret of life is

586. Re: MagicMac and protected games

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199504120624.a10373@wi2.maus.de>
Source record: 167728

In article <3ma4pn$au0@nkosi.well.com>, David Small (dsmall@well.sf.ca.us)
wrote:
>[re: MagicMac not running games because they "hit on" Atari ST h/w locs]
>
> That's a shame. With a 68030 or 68040 (I don't know about PowerPC),
>you could program the MMU to interrupt out whenever anything in the $Fx xxxx
>address range is it, decode the "hit", and emulate it. For instance,
>if they're writing a byte to the shifter_mode, change resolution. There
>would be speed problems in some areas (like software overscan) but that's
>hopeless anyway.

I would say that it's not woth the effort. Almost all games fail on TTs
and Falcons, although they are very compatible (regarding the video
hardware).

> Anyway, MagicMac is pretty impressive in the number of TOS things
>(especially VDI) they must emulate to make it work. (I wonder if they
>fixed some bugs -- say, slow v_gtext, or normalized x/y not working).
>Spectre GCR never ran "MegaRoids" (an Asteroids clone), either, so I
>know how they feel. (Nor Dark Castle. nuts.) But it ran enough to be
>useful, and that's the point.

MagiCMac has it's own VDI, so they don't have to care about Atari's bugs.
BTW: normalized coordinates *do* work. You just have to install a GDOS.

587. Re: Next choice???

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199504122000.a10434@wi2.maus.de>
Source record: 167729

In article <199504091803.a65331@bm.maus.de>, Joachim Kupke
(Joachim_Kupke@bm.maus.de) wrote:
>Well, that would truely be a /very/ bad choice. But still, you /can/ use your
>Falcon for something. And I do not confirm that MagiC is a very excellent
>choice. With Geneva (which runs with or without MiNT), you have quite more

...which is *supposed* to run with or without MiNT and seems not to be
ready (as MagiC for Falcon)...

>comfort and speed. Regarding all its incompatibilities, MagiC truely cannot be
>said to be the only thing which stops you of buying a PC.

MagiC is definitively faster than MTOS, and it's definitively more compatible
to Single-TOS. Please give us facts, otherwise your claim seems to be a
little dubious.

588. Re: IOMEGA ZIP Drive Info..

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199504122000.a10435@wi2.maus.de>
Source record: 167730

In article <FDKQCACTUP@galaxy.teuto.de>, Hendrik Mylius
(neptune@galaxy.teuto.de) wrote:
>>And besides, SCSI II is generally downward compatible with the 'original'
>>SCSI spec, is it not? At least I've never had any problem doing so.
>
<It is, Hutch, it is. The hardware is merely the same, the II-commandset has
>some more possibilities. IIRC, all the audio-commands on a CD-ROM are SCSI-II.

Please do not mix up the SCSI-2 standard with class 2 commands. Class 2
commands (as used for audio) have been in use for a long, long time.

>Some Atari-hostadaptors do not support sending II-commands. ICS introduced a
>certain "hack" to enable just that.

Yep. But again, these are class-2-commands. This has nothing to do
with SCSI 2.

589. Re: Two IDE on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199504122000.a10436@wi2.maus.de>
Source record: 167731

In article <3mbqli$57d@aristotle.algonet.se>, ljord@algonet.se wrote:
>I'm using SCSI-tools with HuSHI ver 5.10 maybe
>there is a newer?

Of course (6.10 I think).

>My manual tells me that SCSI-tools do not
>support IDE, but the program does. I have one

Consult the file LIESMICH (readme).

>disk installet already. I can partition the
>second IDE but not install it.

Please send me a detailed description (what happened?, error messages?,
'Reportdatei' and so on) by email.

>My hard-disks are CONNOR CFS 210A running,
>CONNOR CFA 340S (scsi disk) and the new
>CFS 540A.
>Do anybody have any suggestions?
>Are there any other hard disk programs?

Of course.

>What are the newest version of AHDI?

Won't support a second IDE drive.

590. Re: TwiLight - Screensaver

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: Lutz_Weigand@gi.maus.de
Message-ID: <199504122015.a6715@gi.maus.de>
Source record: 167732

Hi there,

SW>70DM for a screensaver?! People pay this kind of money just so they
SW>can get pretty pictures flying around the screen while they're out of
SW>the room?
SW> Have a look at "Darklord" and "Before Dawn".

But...Twilight is very well GEM-"cleaned" programmed and some of the
many modules are totally crazy. It's also with sound.
For example the drinking pinguins: You can choose there
alcoholic level and what they drink. they walk...tumble..drink...and burp..
they are even leave a green **** ;-))
They also have an DOS Emulator and PONG as screensaver(you can even play pong)

So for me its not only a screen saver, its also amuzing.

Regards Lutz

P.S. It is worth every DM

591. Re: OPUS v2.3 ; .html files

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950412Z200334.040barheath@heathen.demon.co.uk>
Source record: 167733

In article <D6v0HI.13x@murdoch.acc.Virginia.EDU>
jws4p@fermi.clas.Virginia.EDU "John Stanmeyer" writes:

<clipped a couple of lines>
: Normally I would not condone downloading an illegally posted registered
: version of any shareware from an ftp site, but under the circumstances,
: being that Doug Harrison can apparently no longer be reached, has
: completely stopped improving or even supporting his software, and has
: screwed over many people (including myself) who have sent him money to get
: the registered version, I will use situational ethics to justify it in
:
:
If, as you say, the author has not only given up supporting the program, but
more importantly has also stiffed you and others in the matters of fees, then
I think he has given up the moral right to consideration in regard of his
program. Pragmatically, if he has effectively vanished, how do you ask him,
anyway?
It's akin to the situation with failed software houses; they still hold
legal title to their work, but if they do not exist, who *actually* owns
the rights, and licenses use?
I'd say go ahead and wait for HIM to argue.
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - 0 0 0 0 0 0 *
| ------------------- ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_________________| |_____________| |_____| |_________| |
_________o_o__________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

592. Re: Q:picture convertion s/w

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: henk@elrond.Simplex.NL
Message-ID: <FDMSEAUWUp@elrond.Simplex.NL>
Source record: 167734

In <3mf93m$g2t@hasle.oslonett.no> Hallvard Tangeraas wrote :

>what software can I use to convert .IMG to .GIF files?
>
>--
> ** Hallvard Tangeraas, Oslo, Norway **
>[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
> ************************************
> Norway, Norvege, Noruega, Norwegen, Norge
>
GemView

Henk
--
Henk van der Griendt, Student Library Sciences
Dordrecht Email: henk@elrond.Simplex.NL or
The Netherlands griendt@Simplex.NL

593. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDMREDUUUP@dksoft.ping.dk>
Source record: 167735

In <Pine.ULT.3.91.950411115334.28611A-100000@mars> Jens Andreasen wrote:

>hmmm.. interresting.. What would be even more interresting was if you had
>some theory to support your statement. Is it so that "Magic" is plain
>impossible on a falcon, and if so why?? Or is it so that the developers don't
>care shit about it??

Rumors is known to be Heidleberg causing the delay. I think they demanded
an ST/TT release before the Falcon release... Totally stupid!!

Greets
Kim

--

/---\
-/---\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\---/-
\---/

594. Re: MagiC & Falcons?

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDMREDUXUP@dksoft.ping.dk>
Source record: 167736

In <3mc4q8$hit@brachio.zrz.TU-Berlin.DE> Andre Leistner wrote:

>I've got a mail which explains how to get MagiC *3* running on the Falcon
>without patching it. It's just a matter of configuration and of course, the
>Falcon-specific hardware (sound system, DSP) is not supported. Everything
>else is OK -- the mail says.

And why would anyone be interested in buying MagiC 3 for an ST and then
fix it to a Falcon, when a Falcon version is _suppose- to hit the market ?

Totally waste of money!

>IMHO internal IDE drives because MagiC 2 didn't have any inbuilt IDE support.
>

Could be.. I can't remember!

Greets
Kim

--

/--\
-/--\-
DK-Soft BBS phone +45 43 71 70 75	Kim Andersen email kim@dksoft.ping.dk
The scandinavian board when you	5 Atari computers including a Falcon.
have Atari problems or requests.	Modem handle 19200 Zyxel baud.
CD-Roms online Free download limit.	Many years of experience.
-\--/-
\--/

595. What's wrong with Spectre?

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: lasse.carlsson@lc-studio.ct.se
Message-ID: <ftn_2.203.203.6_2f8c1eb4_Lasse.Carlsson@lc-studio.ct.se>
Source record: 167737

You should never give up.... Once again:
I use un old Spectre 128, laser SLM 804, Mega 4 and SM124. The system worked really nice.

But then,
I changed to the big monitor SM194 with Atari monitorcard, and changed HD with Top Link 2, and now the laser doesn't print, (paper comes out but nothing on it).

There must be someone out there who has a GCR and know the answer about 19' screen and GCR?! I got one answer (thank you!) but he referred to the manual, but mine is too old.

****
* *
Lasse Carlsson * Why travel to Artic, when it's *
lasse@lc-studio.ct.se * still as cold in Sweden? *
* *
****

(UUCP Dialup connection)

596. Re: Barracud, was Re: TT Specs?

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.1.00134159@cfcsc.dnd.ca>
Source record: 167738

neptune@galaxy.teuto.de (Hendrik Mylius) writes:
>In <macdonald.218.000DE1B0@cfcsc.dnd.ca> Ken Macdonald wrote:
>>Barracuda. Unfortunately they did not have one there operationally speaking,
>Not!?
>>and I was told that they are still working out some problems. Sorry - I wish
>Still!?
>Did they say anything about a possible release-date? S. th, like Summer or so?
>But stating the YEAR as well :)
>Bye.
> /Hendr!K/

Yes Hendr!K, they said summer/late summer 1995.
yes, 1995
(does that mean this year?)
-ken

597. Re: SCSI Host adaptors?? (UK)

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: JeremyB@ORAC.pec.co.nz
Message-ID: <JEREMYB.95Apr12132634@ORAC.pec.co.nz>
Source record: 167832
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <25@stamford.win-uk.net> (Andrew Wright) writes:

> In article <3m0it8$al8@mailer.york.ac.uk>, john.. (jat5@york.ac.uk) writes:
> >
> >I've recently acquired a bare SCSI hard drive, now I need a host adapter!
> >Where's the best/cheapest place to get them? Alternatively does anyone
> >have an old one that I could have cheaply?!
>
> Cheapest will be System Solutions in the Uk. Their Translator isn't
> bad. Next best is the ICD Link for which you can shop around (look
> out for Atari World - it's full of ads <g>).
>
> Avoid the Gasteiner one - the build quality is suspect, not to
> mention the apalling software.
>
I would like to get a SCSI interface, perhaps an AdSCSI micro for my
Mega ST2. What should I be paying for this ? Could someone respond by
email please or post here. Thanks
--
/---\
Jeremy Bowen	"I am entitled to my own opinion." ...Vila
Email: JeremyB@pec.co.nz	"Yes, but it's your constant assumption that
P.E.C.(NZ)Ltd, Marton	everyone else is also that's so annoying"..Avon
Tel: + 64 6 327 8189	from Blake's 7
\---/

598. Re: Redirecting printer to file

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3mg37q$l1f@percy.cs.bham.ac.uk>
Source record: 167833

rfiedler@wst.edvz.sbg.ac.at (Reinhold Fiedler) writes:
>
>Hi Atari fans,
>
>Does anyone out there know about a AtariST utility for redirecting the
>printer-output to a file?

From what application?

NVDI 3 can redirect output into a file for any GDOS application.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

599. Re: True Type Fonts

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3mg3f3$l2e@percy.cs.bham.ac.uk>
Source record: 167834

Dennis McGuire <mcguired@moose.erie.net> writes:
>
>
> Are there different types of True Type fonts? My friend just
>bought NVDI 3 at the ACE '95 show and it doesn't seem to like the headers
>on his True Type fonts. We tried some other True Type fonts from a PC
>CD-ROM and they seemed to work fine.

THere's only one kind of TrueType font, but each font differs in the
number of character set encodings stored in the font. eg UNICODE,
Macintosh, Windows.

My guess is that the font you tried had a character set that NVDI 3
didn't recognise.

No-one knows exactly what kind of TT fonts NVDI 3 and Speedo 5 really
like...

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

600. FS: Mega 4 with Moniterm

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: Paul Foster <70007.6244@CompuServe.COM>
Message-ID: <3mg4ecrrk1@mhadg.production.compuserve.com>
Source record: 167835

I have...

Mega 4ST
Moniterm monitor
213MB + 44MB removable in PC case w/ICD
2nd Floppy also in case
Assorted software.

No idea what this is worth these days

email me an offer or post what you think is reasonable

Paul

601. Re: ZOO help needed

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: jason@whatnext.demon.co.uk
Message-ID: <D6wBDH.1BL@demon.co.uk>
Source record: 167836

Andrew Thackrah <at@roe.ac.uk> wrote:

> Help! I'm a complete novice trying to uncompress some software from the
>HENSA archive. It's in .zoo format and I haven't a clue how to use the
>zoo.ttp program. I find the manual incomprehensible so if any one could
>send me a step-by-step idiots guide to extracting a .zoo file from a
>.ttp command line thingy

Have you come across DCX_PLUS.PRG which provides a windows/mouse
interface to built in .zoo (& .arc, .lzh .zip) de/compression.

It's idiosyncratic, but easy to use, 'fairly'' reliable and shareware
(though I seem to remember that Double Click Software doen't exist
anymore?). I also seem to remember it being on a UK magazine disk
quite a while ago.

jason.

602. Re: Book for assembly

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950412045340.11918A-100000@mars>
Source record: 167837

There i a file called arp68-book.zoo at Merrit. It may be what you are looking for. There is another file called arp68-pix.zoo with explaining images.

I just downloaded it. Haven't read it yet (500k in compressed form).

/Jens M Andreasen

603. Re: Midi-area?

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950412052754.12036A-100000@mars>
Source record: 167838

On Sat, 8 Apr 1995, Lasse Carlsson wrote:

> To:All
>
> Does anyone know if there is a special area for midi?
>
> Kind regards, Lasse
> lasse.c@lc-studio.ct.se

I found this posting in alt.binaries.sounds.midi

/Jens M Andreasen

From piet@cs.ruu.nlWed Apr 12 05:27:16 1995
Date: 31 MAR 1995 23:11:09 GMT
From: Piet van Oostrum <piet@cs.ruu.nl>
Newsgroups: rec.music.makers.synth, comp.music,
comp.sys.ibm.pc.soundcard.misc, comp.sys.amiga.audio,
alt.binaries.sounds.music, alt.binaries.sounds.midi, rec.answers,
comp.answers, news.answers, alt.answers
Subject: Midi files/software archives on the Internet

Posted-By: auto-faq 2.4
Archive-name: music/midi/archives

Version: $Id: archives,v 1.121 1995/02/24 14:44:20 piet Exp $

Note: the latest version of this file is available from the ftp.cs.ruu.nl
archive as MIDI/DOC/archives (see below how to access the archive) and
on the various news.answers archives. This archive also contains a lot of
midi music and programs. Mirrors of the MIDI/SONGS directory or the whole
archive can be found on the following sites:
ftp.cis.nctu.edu.tw /MIDI/SONGS/
ftp.pu-toyama.ac.jp /pub/ftpmail/ftp.cs.ruu.nl/pub/MIDI/SONGS
ftp.monash.edu.au /pub/midi/SONGS
ftp.funet.fi /pub/sounds/midi
ftp.ibp.fr /pub/midi

A large collection of midifiles can be found on wuarchive.wustl.edu, in
/systems/ibmpc/ultrasound/sound/midi/files. Some of these files are
specific for the Gravis Ultrasound card but most are also usable for other
synthesizers.

There is an FTP archive at ftp.ucsd.edu [128.54.16.7] . It contains a.o. MIDI
files, patches and a few programs. See the directory 'midi'. This archive

looks rather out of date, by the way.

There is a demo of Symbolic Composer at media-lab.media.mit.edu [18.85.0.2] (directory 'music/midi') and on sumex.stanford.edu [171.65.4.3] in /info-mac/Application/ (symbolic-composer-*). It can probably also be found on other info-mac archives. More Symbolic Composer stuff can be obtained from Fokke de Boer by e-mail to Fokke.de.Boer@rivm.nl a message with Subject: retrieve directory and following the instructions that you will receive.

atari.archive.umich.edu [141.211.120.11] contains Atari stuff in directory '/atari/Music'.

scam.berkeley.edu [128.32.138.1] contains netjam submissions on midifiles in directory '/pub/misc/netjam/submissions/'.

Sites for MIDI Sample Dump Standard programs and samples:
alf.uib.no [129.177.30.3], directory /pub/sds
sweaty.palm.cri.nz [161.66.1.11], directory sds

wagner.musicnet.ua.edu [130.160.156.75] is a site that just started to collect music stuff. It has patches for Roland JV-80/880/1000 in directory /pub/music/patches/jv80.

oak.oakland.edu [141.210.10.117] has EPS/EPS-16+/ASR samples in /pub/eps/samples. More EPS info is in pub/eps/docs/. There are some programs for the EPS in /pub/eps/utils (Atari ST, Amiga, MAC, MSDOS). See pub/eps/docs/utils for info. Feel free to access oak.oakland.edu using Gopher (gopher.acs.oakland.edu, port 70) or WWW (Mosaic/Lynx URL: http://www.acs.oakland.edu).

Ftp sites for the Kurzweil K2000:
1) ftp.uwp.edu:/pub/music/lists/kurzweil (maintained by jbuckman@aas.org)
2) bach.nevada.edu:/pub/k2000 (maintained by johann@nevada.edu)

bach.nevada.edu also contains christian music midi files in /pub/midi.

qiclab.scn.rain.com in /pub/music contains various conversion programs.

Roland Samplers:
There is an FTP archive that includes introductory information, useful utilities (read Roland disks on your computer), archives of the mailing list, and some samples. The archive is on lotus.UWaterloo.ca in the pub/sgroup directory.

There also is a ftp-site with TX16W samples, maintained by one of the TX16W list-members. FTP to ftp.informatik.uni-freiburg.de [132.230.150.1], the samples are in the directory "pub/sounds/tx16w/samples". There are also back issues of the TX-16W newsletter in pub/sounds/tx16w/mail. A WWW entry is http://ls7-www.informatik.uni-dortmund.de/html/tx16w.html

Archives of the Music-Research Digest can be found at cattell.psych.upenn.edu [12128.91.2.173] in directory pub/Music.Research

impaqt1.mem.drexel.edu [129.25.10.1] has a couple of msdos files in
'pub/files/ibm/midi'

There is an EMAX (I and II) FTP site at sweaty.palm.cri.nz (161.66.1.11)
some samples, FAQ, archives of mailing list and some software to allow
sample interchange for PC compatibles

Cakewalk files can be found at ftp.funet.fi [128.214.6.100] in
'pub/msdos/sound/cakewalk' and also on ucsd.edu (see above). More cakewalk
stuff (including archives of the Cakewalk mailing list) can be found at:
ftp.cs.colorado.edu:/users/mccreary/archive/cakewalk or on WWW as
http://www.cs.colorado.edu/~mccreary/archive/cakewalk
There is a VFX archive in the parallel directory mccreary/archive/vfx.
Another site for Cakewalk is mort.isvr.soton.ac.uk:/pub/pc/cakewalk (ftp) or
http://www.isvr.soton.ac.uk/People/ccb/Cakewalk (WWW)

There are several MIDI programs for MS Windows in
ftp.cica.indiana.edu:pub/pc/win3/sounds.

OS/2 programs can be found on ftp-os2.cdrom.com [192.153.46.2]. Directories
/pub/os2/2_x/mmedia and /pub/os2/2_1/mmedia contain the bulk of the
MIDI-related files for OS/2. (There is a specific ftp site for OS/2
multimedia in the formative stages right now, but it is not yet in
operation.) For a full index of OS/2 files at that site, retrieve
/pub/os2/00index.txt. Submissions may be placed in /pub/os2/incoming.

mac.archive.umich.edu [141.211.165.41] has a Macintosh midi archive in
mac/sound/midi

Other Macintosh sites: See the file Mac-archives in this directory.

An FTP site for predominantly D-70-related files: /pub/D70 on
kilroy.jpl.nasa.gov.

ftp.neuroinformatik.ruhr-uni-bochum.de in directory
/pub/outgoing/heja/sy-list there are several infos/sounds/programs of
interest for Yamaha SY users (this is the "inofficial" ftp-site of the
sy-list). IMPORTANT NOTE: go directly to the above mentioned directory!
Access via WWW:
http://www.neuroinformatik.ruhr-uni-bochum.de/ini/PEOPLE/heja/sy-list.html

The site contains mostly original material and is not a mirror of the big
music archives.

ftp.ecn.nl:/pub/RP-1: DIGITECH RP-1 MIDI guitar effect pedals and some
other midi stuff.

Apple 2 MIDI Synth archives can be found on cco.caltech.edu [131.215.6.10]
in the pub/apple2/music/synthlab/ directory. They are mirrored on
grind.isca.uiowa.edu [128.255.21.233]

Amiga users can get some things by mail from mrcserv@janus.mtroyal.ab.ca
(send a HELP message first)

For amiga see also the aminet sites:

litamiga.epfl.ch 128.178.151.32
ftp.luth.se 130.240.18.2
ftp.uni-kl.de 131.246.9.95
ftp.uni-erlangen.de 131.188.1.43
ftp.cs.tu-berlin.de 130.149.17.7
ftp.uni-paderborn.de 131.234.2.32
ftp.wustl.edu 128.252.135.4
ftp.cdrom.com 192.153.46.2
merlin.etsu.edu 192.43.199.20

There is a listserv containing e-music related stuff at American
University.
Send a message to listserv@auvm.bitnet containing the line:
get emusic filelist

IRCAM:
IRCAM operates an anonymous ftp site, ftp.ircam.fr, with programs and
information on music, DSP, multimedia, infosystems, networking, etc.,
for unix platforms, macintoshes and PC.

(amongst others:)
/pub/
music/ Computer music software and info
databases/ Music databases
doc/ Documentation
FAQ/ FAQ about audio, dsp, etc...
MIDI/ MIDI standard definition
programs/ Repository of public domain computer music programs
snd/
It also has a WWW server on similar resources, http://www.ircam.fr.
This includes a MIDI archive (programs, sounds, patches, docs)

Computer Music Journal Internet Archive and World-Wide Web Home Page:

mitpress.mit.edu:/pub/Computer-Music-Journal and
ccrma-ftp.stanford.edu:/pub/Publications/cmj

Tables of contents, abstracts, and editor's notes of several volumes of
CMJ.

World-Wide Web (WWW) home page in the file CMJ.html (e.g. URL
ftp://mitpress.mit.edu/pub/Computer-Music-Journal/CMJ.html)
---
ftp.mcc.ac.uk /pub/cubase Cubase archive. Contains Atari, Mac and
MSWindows demos
---
ftp.waldorf-gmbh.de: A site with information, patches etc. of Waldorf
products, contains also a lot of other Midi stuff. Also reachable by email
to archive-server@waldorf-gmbh.de (send a HELP message). See also mailing
list section below.

You'll find some NoiseTracker/SoundTracker MOD files, and Soundblaster
things on the following FTP sites:

Garbo.Uwasa.fi /pc/sb and /pc/music
Wuarchive.Wustl.Edu
Simtel20.Army.Mil
ftp.funet.fi /pub/amiga/audio
/pub/atari/sound
/pub/unix/sound
/pub/msdos/sound
ux1.cso.uiuc.edu /amiga/mirror/mods
ftp.brad.ac.uk /misc/mods /incoming/mods
ftp.uni-kl.de /pub/amiga/mods
/pub/amiga/ianet/mods

/ftp.eng.ufl.edu:/pub/msdos/demos/music/ contains several music files,
demos etc. (hardly any MIDI, but mostly MODs etc).

The demo version of QSEQ, a complete sequencer for MSDOS/SoundBlaster, is
available by email automatic server. Just send a message to
qseqmail@h2o.cad.cea.fr with the following line in the body of the message:
sendqseqto <your-complete-email-address> or sendhelpto
<your-complete-email-address> , if you just want an help file about the
mailer and QSEQ. QSEQ is also available on SIMTEL mirrors
(oak.oakland.edu, etc...). And from
ftp.cs.ruu.nl:/pub/MIDI/PROGRAMS/MSDOS.
---
ella.mills.edu in /ccm/tuning contains files about alternative tunings,
a.o. back issues of the Alternate Tuning mailing list, software to put
synths in alternate tunings and a bibliography on the subject. You can also
acess this archive by sending a message to listproc@varese.mills.edu. See
the file /ccm/README for more info about this archive.
---
ftp.und.ac.za (University of Natal, Durban) contains midifiles and programs
for the Sound Canvas and MT-32 in directory: /pub/pc/midi/

The EMUSIC-L mailing list (see below) archives can be found on the WWW
http://sunsite.unc.edu/mcmahon/emusic-l/welcome.html. Ftp access will be
available soon.
--- A
ftp.mcc.ac.uk contains the archives of the Emagic Logic mailing list in
pub/emagic/ListArchive and other MIDI stuff in pub/MIDIMISC.
There is also a WWW page on http://www.mcc.ac.uk/~emagic/emagic_page.html
---
Sound Canvas User's Group WWW Homepage -
http://www.eeb.ele.tue.nl/midi/scgroup/index.html

WWW archive of the Korg Wavestation Mailing List can be found at:
http://anjovis.tky.hut.fi/~ws/

There is a large collection of patches for the Korg DW/EX8000 at
loose.apana.org.au in the directory pub/dw8000

Korg X3-FTP - ftp.netcom.com in /pub/jo/jonin/midi/x3

The Korg X3 ftp site for patches and various programs relating
to and supporting the Korg X3. (editors, utilitys, cakewalk
ini settings, documents, etc..)

/musie.phlab.missouri.edu:/pub/korg/
contains info related to Korg electronic music products,
particularly the "0" (01/W, 03, 05) and X synthesizers.
Anon ftp upload is available in subdirectory submissions.
WWW access is via http://musie.phlab.missouri.edu/pub/korg/

>
>

604. Re: ST mouse problem...

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3mfk4l$46h@iconz.co.nz>
Source record: 167839

Tommi Pekka Hietavuo (gs01tph@panther.Gsu.EDU) wrote:
: Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
: Well, you have some alternatives. If you want to use some dedicated ST
: mouse, I recommend the Golden Image / Jin Mouse model. It's fast and
: accurate, and pretty durable too. LogiMouse Pilot is good, too. If I were
: you, I'd hide the original Atari mouse immediately - it's not a good
: design. But you can also use some good PC serial mouse, with certain
: software. I believe, some PD software makes this possible, as does some
: commercial package (does anyone remember the names?). The pen-mouse they
: sell in England (at least 2 models) seems very interesting, too.

The Microsoft Serial Mouse can be driven with Mouse22 available from
ftp.uni-kl.de, sorry, I don't recall the exact path. Something to do with
Utilities I believe.

- Mario Becroft (mbecroft@iconz.co.nz)

605. CodeHead Software..

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3mffu3$3he@golem.wcc.govt.nz>
Source record: 167840

What is the best way for me to contact CodeHead, I have tried on
GEnie and did not get a reply, so is their another place that
I can E-Mail them....??

Thanks.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

606. Re: WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.797699561@news.cwi.nl>
Source record: 167841
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Jens Andreasen <jens-and@dsv.su.se> writes:

>On Sun, 9 Apr 1995, John Moon wrote:

>> Yes! Yes! Yes! oh pleeeeeze.
>>
>> I dont wanna hafta get a pc, I dont wanna hafta get a pc, I dont wanna.......

>I agree with the above statement. And NO, I don't wanna hafta get a Mac
>neither, don't wanna hafta..

As we get older and everything around us gets more and more modern
there will always be a time that we are gonna hafta getta whateva we
need to keep ourselves going, if you see what I mean (probably not).
Clearly that is not going to be an Atari!? (I do think it is good to
resist the temptation as long as possible, but really, even a
hyper-upgraded TT nowadays is getting slightly old-fashioned, isn't it?)

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

607. Re: VIRUS?? Stop, the system is out of memory!

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: henk@elrond.Simplex.NL
Message-ID: <FDMRBAUZUp@elrond.Simplex.NL>
Source record: 167842
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <wongck.126.000BDA32@ti.com> William Wong wrote :

>In <FDHSAAUQUp@elrond.Simplex.NL> Henk van der Griendt wrote:
>>>Since some time I regularly get the message
>>>
>>>
>>>STOP! The system is out of memory.
>>>
>>>
>>>After this message I can carry on mostly, but windows that were
>>>open are closed and not everything works any more.
>
>
>I think you have your DESKTOP.INF or NEWDESK.INF too large. Try reducing the
>size of it. It is the environment memory that is overflow, that's why your
>opened windows are closed, there was no space left to keep that info in the
>memory.
>
>William
>

Thanks, William,

You are probably right. I'll try that. The problems started indeed after
I added an icon on the desktop.

Henk

--
Henk van der Griendt, Student Library Sciences
Dordrecht Email: henk@elrond.Simplex.NL or
The Netherlands griendt@Simplex.NL

608. Re: WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3mh9qm$q0p@prime.mdata.fi>
Source record: 167843
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <D6KwDK.EwB@watserv3.uwaterloo.ca>,
Samy Mesbah <sasmesba@kingcong.uwaterloo.ca> wrote:
>of writing one (well, when I get more of my thesis finished). The thing
>is I don't want to rewrite all the networking stuff avaialable under
>MiNT/MintNet like SLIP,PPP interfaces and the approriate daemons and
>even the 'chat' program. This stuff already works (and very well I might add)

I'd hate to install Mint just for a WWW-browser. Isn't there any
workaround for getting a stand-alone (just click it on the desktop)
browser? Please!

>Magic runs over Mint? I would like to write something accessible to
>all Atari users - is it reasonable to expect most Atari users have
>one of these OS's to use?

No.

>GDOS would also be a requirement as there is again no need to
>re-invent the wheel. I think most Atari owners
>have access to GDOS and some fonts.

Yes, but IMHO the fonts should be supplied with the browser (Speedo/
Truetype & GDOS). Otherwise the screens could become a mess due some
odd kernings and line-widths.

>Let me know what you all think... when I have some time I will start
>developing a strategy for coding. I would like to write something
>that's relatively efficient so 8Mhz ST owners can enjoy browsing the
>WEB and 48Mhz TT owners (like myself) can show off how much faster
>our WEB browser is than those on other home platforms. (hey calamus wins
>hands down for DP speed compared to anything on any platform).

I think you should aim for an independent product (no extras except
GDOS needed). I'm a sort of an Atari "power user", but still not willing
to use any hard-disk space for Mint, or spend hours installing Linux.
Plug&Pray is what is needed. Don't make the product suffer fro too
complicated installation. Good luck!

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/

```
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/
-----------------------------------------------------------------------
```

609. Re: WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D6xuv0.A6K@watserv3.uwaterloo.ca>
Source record: 167844
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <avg.797699561@news.cwi.nl>, Annius Groenink <avg@cwi.nl> wrote:
>Jens Andreasen <jens-and@dsv.su.se> writes:
>
>>On Sun, 9 Apr 1995, John Moon wrote:
>
>>> Yes! Yes! Yes! oh pleeeeeze.
>>>
>>> I dont wanna hafta get a pc, I dont wanna hafta get a pc, I dont wanna.......
>
>>I agree with the above statement. And NO, I don't wanna hafta get a Mac
>>neither, don't wanna hafta..
>
>As we get older and everything around us gets more and more modern
>there will always be a time that we are gonna hafta getta whateva we
>need to keep ourselves going, if you see what I mean (probably not).
>Clearly that is not going to be an Atari!? (I do think it is good to
>resist the temptation as long as possible, but really, even a
>hyper-upgraded TT nowadays is getting slightly old-fashioned, isn't it?)
>
I have to disagree somewhat - the computer you _need_ is one that
satisfies the requirements of what you have to do. If you're saying
that PCs are getting more modern - think again. The basic layout
and hardware is still one of the worst computer architectures possible.
Sure when the 386 came out they had the means to change it but, unfortunately,
the software standards had already been put in place and they stuck with
the PC-AT type architecture. PCs are still nowhere near using the capabilities
of their high end CPUs - the other thing is that software has been
written so grossly inefficient for a long time now that some PC programs
are actually unbearable to use, even on a 486/66!

Macs are a little further ahead in the game, but the new system software
is a real dog. You can also predict what Win9x will run like if it
ever makes it to market. Unix type OS's are definitely the way to
go - that allows platforms with the latest and greatest technology
to be 'compatible' with standard software and still use all of the
bells and whistles on the new technology.

The real advantage the high end Ataris (like 48Mhz TT's with TT-RAM) have
is that much of the software is designed to be bearable (and quite useable)
on an 8Mhz ST - needless to say software flies on a TT. Have you seen
Calamus on a TT? It was way ahead of its time. The major disadvantage
is a lack of 'compatible' software - this is somewhat moot when things
like AtariWorks and Papyrus Gold come out and support RTF. You don't
need to run WP or WORD (besides you need a REALLY high end PC to run

these without tossing it out the window!)

I would eventally want a Unix-based workstation with the future things I plan to dabble in but for now I have no need for a PC - my TT does everything I need it to do. Besides now on my TT I can run Atari,Mac, and Unix (including X windows) software. Needless to say there is a lot of stuff out there but most people only regularly use a few key packages.

Sam

610. Cyrel Graphics Card Info

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: mtaylor@perth.DIALix.oz.au
Message-ID: <3mgf4cddl1@perth.DIALix.oz.au>
Source record: 167845

Hello

I was just wondering if anyone has any info on this graphics card for my TT. I have sent several E-Mails to CyberCube Research on Genie but have received no replies. Does anyone have any idea what has happened to this company and if they are still actively around. If anyone knows other sources for same say someone like TOAD I'd also like to know. Would also appreciate other TT users experiences with various graphics cards in particular this one.

Look forward to the info and cheers from OZ
Mark

--

Mark Taylor || INDELIBLE DESIGN - General Printing
Western Australia || InterNet: mtaylor@perth.dialix.oz.au

611. tes

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1062dbrewood@nest.demon.co.uk>
Source record: 167846

one quick test message. Will it work we will have to see.
Waiting.

Daron - dbrewood@nest.demon.co.uk

--

612. Re: HD for atari 1040ste?

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3mf62u$b1c@hasle.oslonett.no>
Source record: 167847

Frank Mark R (mrf546t@nic.smsu.edu) wrote:
: i am looking for a hard drive for my 1040ste. something small (in the
: 200 MB range or less) would do. what do i need to accomplish this
: inexpensively? i.e., what drivers, what software, etc. i think i'd like
: to use a quantum drive or something equivalant.

: thanks in advance!

I'm trying to do the same thing with my STE. What I really want is to install
an internal drive *inside*(!!) my STE.
I know this can be done with 2.5" drives (very expensive), but possibly
also 3.5" drives (reasonable). I'm checking around for IDE controllers
in Germany now, and I've seend several ads for them, and found a very reasonable
one somewhere. I'll let you know if you're interested.
You shouldn't need an external power supply as well as the case, which would
let you save quite a bit. I'm also awaiting a PCB for an IDE controller which
has the DIL type socket for the 68000 processor, but will hopefully adapt for
the STE's square PLCC socket (the changeover from DIL to PLCC is easy-peasy,
but I'm not sure if the electronics of the two machines are the same, as
someone told me it wouldn't work). I guess I'll just have to try.
Anyone else got info about this?
Incidently, the IDE project is from the German magazine C't.

Hallvard
--
** Hallvard Tangeraas, Oslo, Norway **
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
****
Norway, Norvege, Noruega, Norwegen, Norge

613. Q:picture convertion s/w

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3mf93m$g2t@hasle.oslonett.no>
Source record: 167848

what software can I use to convert .IMG to .GIF files?

--
** Hallvard Tangeraas, Oslo, Norway **
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
****
Norway, Norvege, Noruega, Norwegen, Norge

614. Re: Q:picture convertion s/w

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: Graham Beint <Graham.Beint@insignia.co.uk>
Message-ID: <D6xByC.6vJ@isltd.insignia.com>
Source record: 167849

hallvart@oslonett.no (Hallvard Tangeraas) wrote:
>what software can I use to convert .IMG to .GIF files?
>
Gemview!
--
Graham Beint

The.Computer@Alpha.Complex:"Trust The Computer! The Computer is Your Friend!"

615. Legends of Valour Woes

Newsgroup: comp.sys.atari.st
Date: 1995-04-12 00:00:00 UTC
From: diehl@io.org
Message-ID: <3mgl0l$aue@ionews.io.org>
Source record: 167850

Looks like my save disk for Legends of Valour has spun its last. Who's silly idea was it to make a proprietary save disk, anyway? Well, at any rate, needless to say, now that the disk has gone to mylar heaven, I can't save games any more ... does anyone know where I can get another save disk? Or if it's possible to format my own save disk? (I tried a normal disk; it doesn't like that at all...) OR even if it's possible to save to the hard drive instead? (I've never been partial to floppies... I wish more games installed to the hard disk) Any info would be most appreciated.

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

616. Re: Atari Web Pages new home!

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: amsler@nevada.edu
Message-ID: <3mjssc$eu4@news.nevada.edu>
Source record: 167651

D.Bhabuta (efac001@alpha.qmw.ac.uk) wrote:

[snip]

: So, c'mon guys, log in, and download...if you wanna keep the Atari
: section at HENSA going...

: Danny
: --
: .signature.signature

I don't think I understand what's going on at HENSA. Is it about to be
shut down because there are *too few* people dialing in and downloading
TOS software?!?

- John

617. .GL animation viewer for ST/TT/Falcon/NOVA Card???

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3mkrik$nbm@news2.delphi.com>
Source record: 167652

I've got a .FLI/.FLC player, a .DL player (no .DL files though), but I can't find a .GL player.

Any thoughts?

Dom

618. Re: RatSoft BBS software? Where? How? How much?

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: cysco@tyrell.net
Message-ID: <D6zICK.1BM@tyrell.net>
Source record: 167653

Rasmus Paetau (paetau@mits.mdata.fi) wrote:

: Hello!

: If anybody knows how to order a BBS software called Ratsoft, made by
: Rodent Labs (or something like that), I'd apperciate to hear about
: it. I'd like to know what kind of a BBS program this is, how much it
: costs, and where I can order it from.

: Thank you in advance!

Steve has a BBS (running RATSoft of coarse) at 909-481-1927 (USA)

His address is:

R0dent Laboratories Software
P.O. Box 391
Alta Loma, CA 91701

I don't know the current cost but I paid $89 for it about a 1 1/2 years ago.

Jeffrey

619. Re: Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: mbaffoni@skat.usc.edu
Message-ID: <3mku1j$jgh@skat.usc.edu>
Source record: 167654

In article <3me2nm$e08@turing.fwi.uva.nl>,
M. Dekker <mdekker@fwi.uva.nl> wrote:
>iagaw@cluster1.urz.uni-halle.de wrote:

>:Can anyone tell me, when UDS will release theyr Doom-clone (I think the
>:name was Substation) for the STE and Falcon?

>will it run only on an STE or also on my STfm?

I want to know if it will run on my TT...and my Nova card! If I'm
gonna buy Doom, I want it at least the same quality as the PC, but it would
be acceptable if it were like the Jaguar port - half resolution, but at
32k color. Hmmm...640x480x32k colors sounds fun...slow but fun... :).
Although, if they follow the Jag. port, I hope they remember to put the music,
levels, etc. back in.

>--
>Martijn Dekker
>University of Amsterdam
>Math department
>E-mail: mdekker@fwi.uva.nl

-MikeB

620. re: st fan question

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1112rcain@nest.demon.co.uk>
Source record: 167655

On 13 Apr 95 Gustavo wrote:
:

GC> I have a Mega 4 and an ICD FA-ST hard disk drive box, which I
GC> use for music applications, and frankly, the combined noise their
GC> fans is getting on my nerves. The question is: how unsafe is it to
GC> disconnect the fans? The more annoying one is the one on the hard
GC> drive, but it seems to me that nothing there gets warm at all; I am
GC> somewhat less sure about the computer itself. Has anyone tried
GC> this? Thanks un advance for any tips.

Electronics is usually safe up to 50 deg. C. You could stick a
thermometer on the HDD and onto the processor chip of the Mega to check.

At one time I saw a simple circuit using a thermistor which would only
switch on the fan if the temperature was getting too high. A lot depends on
the ambient temperature so don't do anything drastic until you have checked
the electronic temperatures on a warm day!

Roger
rcain@nest.demon.co.uk

--

621. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f8d32ed_Tom.Thomason@fpc.ct.se>
Source record: 167656

To: nharlow@cix.compulink.co.uk

From: tom_thomason@fpc.ct.se

Hi Nick,

I knew I'd find you somewhere on the Net one of these days! I've just
linked into here for the first time.

BFN,
Tom

(UUCP Dialup connection)

622. Re: SCSI-problems with a Falcon 030...

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: ludewig@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3mip80$58v@rzsun02.rrz.uni-hamburg.de>
Source record: 167657

malm@cd-system.se wrote:
: properly. It all seems to be working fine as long as I don't attempt=20
: reading, or writing any larger files. As soon as I do that, the HD "locks=20
: up" and I get the error message "Your output device is not receiving data".=
: =20
: The only way to get pass this is to reset the computer as the "Retry"=20
: function simply does not affect the HD-status ("Busy"-light constantly lit)=

Hi, this is a very typical error and has something to do with bad timing on
the 16MHz clock of the falcon. The only real cure is a hardware patch, the so
called "clock patch". To give you a quick workaround: use as few colors as
possible, max. 16! Then no problems should occur.

Greetings,
Thomas

--

_____ Thomas Ludewig, Hamburg, Germany
_ _ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
_ _ e-mail: ludewig@tu-harburg.d400.de
_ ____ Maus (<16kB): Thomas Ludewig @ HH

623. Re: 2b (Behne & Behne)

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: Robert_Schaffner@of2.maus.sub.org
Message-ID: <199504131916.a15850@of2.maus.de>
Source record: 167658

```
m> Would anyone have (would there be) an e-mail address for Behne and Behne
m> systemsoftware? (of NVDI fame?)
```

Wilfried Behne@H.maus.de

624. ST Fan question

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: gustavo@dent.uchicago.edu
Message-ID: <D6zFA9.4E1@midway.uchicago.edu>
Source record: 167739
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi there!
I have a Mega 4 and an ICD FA-ST hard disk drive box, which I use for music applications, and frankly, the combined noise their fans is getting on my nerves. The question is: how unsafe is it to disconnect the fans? The more annoying one is the one on the hard drive, but it seems to me that nothing there gets warm at all; I am somewhat less sure about the computer itself. Has anyone tried this? Thanks un advance for any tips.

Gustavo

625. Re: HELP!!! ST in the recording studio

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDNQEJBQUP@galaxy.teuto.de>
Source record: 167740
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <1995Apr9.003135.30198@wmichgw> Brian McWilliams wrote:

>longest time in a home studio and have recently purchased a used Mega 2 with
>4 megs of memory. I have the following problems/questions:

> 1) Can putting the monitor between two speakers (they're about 4 1/2
>feet apart) harm the monitor? I've noticed a bend develope on the edge of

IMO, the distance is sufficient to not influence the monitor.

> 2) The 1040st and 1040STE don't have fans. Can't I disable the fan

HMM, Mega 2 with 4 megs? Are there any other modifications installed in that
machine?

You can easily reduce the noise of the fan, if you cut out the plastic cover
in front of it. Use a sharp knife.

> 3) Simply turning the monitor, and especially the computer on, adds
>line noise to the mix. I've tried using an outlet strip that filters noise

Try to move 'em as far apart as possible. Play around with the way you've
plugged the different machines to the mains.

Is the shielding of your cables done correctly? Perhaps wrap some metal-foil
around the sensitive cables.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

626. Re: WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr13.194024.23650@bradford.ac.uk>
Source record: 167741
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 12 Apr 1995 19:31:34 GMT, Pekka Saarinen wrote:

: >Magic runs over Mint? I would like to write something accessible to
: >all Atari users - is it reasonable to expect most Atari users have
: >one of these OS's to use?

: No.

But having said that, I am in favour of compulsory ownership of MagiC :-)
Since I first tried it many months ago, I have NEVER booted without it
(except for colour games). It revolutionizes the way you work, and cures
all the bugs and speed deficiencies present in (almost?) every TOS.

Just My Opinion!

--
Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ

627. Re: VIRUS?? Stop, the system is out of memory!

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr13.194252.23707@bradford.ac.uk>
Source record: 167742
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On Wed, 12 Apr 95 18:35:22 MET, Henk van der Griendt wrote:
: >
: >I think you have your DESKTOP.INF or NEWDESK.INF too large. Try reducing the
: >size of it. It is the environment memory that is overflow, that's why your
: >opened windows are closed, there was no space left to keep that info in the
: >memory.

: You are probably right. I'll try that. The problems started indeed after
: I added an icon on the desktop.

If it turns out that your DESKTOP.INF or NEWDESK.INF file is too large for
the buffer, the buffer size can be increased. You need a program called
SHBUF (Shell Buffer), and also GEMRAM or ROMSPEED. If you use WinX you
will already have one of these latter 2 installed.

--
Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ

628. X11/Mint and Chimera/WWW

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <b76_9504140149@tor250.org>
Source record: 167743

```
F > A while ago someone said that Chimera (actually they said
F > XMosaic) was going to be demonstrated on X11/Mint at a
F > computer show. They also said that some kind of disk would be
F > distributed with info. to get people started, and that they
F > would report here after then (April 3rd or something). Did
F > this actually occur? Any idea how whoever it was got things
F > set up?

Well, yes and no.

The software WAS ready for demonstration at the show.
Unfortunately, in trying to demonstrate it there were some problems
with the hotel's phone system, which wouldn't allow for proper
internet connection. The disks weren't ready at that moment, either.

However, Sam Mesbah will be returning to the TAF meeting on
April 20th to have another go at demoing it. TAF will also be
offering the necessary disks in the near future (I don't think it
will be in time for the meeting).

Anyway, Sam is on this conference and he IS interested in
hearing in interest in his project. You can get in touch with him at
sasmesba@kingcong.uwaterloo.ca .

I'll let you know more on what's going on....

... Oh! Here's your problem... you had it set for evil.
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
```

629. Pagestream and MagiC

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: komives@holly.ACNS.ColoState.EDU
Message-ID: <3mkhqd$4fjl@holly.ACNS.ColoState.EDU>
Source record: 167744

Does Pagestream work under MagiC?c
on the St?
on the Mac?

Bob Komives

630. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3mio8s$ji7@golem.wcc.govt.nz>
Source record: 167745

In article <199504081957.a65175@bm.maus.de>, Joachim_Kupke@bm.maus.de (Joachim Kupke) writes:
>Henrik Lunardi Weide wrote:
>
>HLW>The C-lab Falcon IS TOO EXSPENSIVE that IS a fact!
>
>That is an opinion. Can opinions be facts? Perhaps it is because Roger Sheppard
>wrote the C-Lab Falcon cost $3000. - That's wrong: It costs DM 3000. And that
>for a 14 MB expansion included and a 340 MB hard disk and Cubase....
>
>I truely /don't/ think that is too expensive.

Yes for a German with German Wages, but the added options are way over priced,
go read AEO 404.....

I can get a Full Pentium for that price and with CD Rom and with Monitor..

And for a outdated machine and a Buged OS who are you trying to kid...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

631. FTP at HENSA

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: kellogg@ftsu00.ee.TU-Berlin.DE
Message-ID: <3minnf$r78@brachio.zrz.TU-Berlin.DE>
Source record: 167746

Hi there!

Anybody know why one can no longer connect to HENSA from Germany???
Have they changed the address? Restrictions? Anything?

Please post; I'm quite sure I'm not the only one with this problem.

Regards, Peter.
--

Peter Kellogg . (LRE-Project ONOMASTICA Prof. Fellbaum)

Institut fuer Fernmeldetechnik | e-mail: kellogg@ftsu00.ee.tu-berlin.de

632. ST Sale, Most Titles: $10.

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3mitgt$ouf@kelly.teleport.com>
Source record: 167747

```
<<HardWare>>|<<HardWare>>|<<HardWare>> <<HardWare>>|<<HardWare>>|<<HardWare>>
------------------------------------ ------------------------------------
SF354 Disk Drive upgraded to Double
Sided, with Cable & Power Supply
.........................$50.00 U.S.

SC1224 Color Monitor (January 1987)
.........................$75.00 U.S.

SC1224 Mega Style Color Monitor
(September 1988).....$75.00 U.S.

Mouse Master (ST/Amiga Compatible)Good
for Left or Right Handers..$25.00 U.S.

ComputerEyes Video Digitizer (Color or
Mono) Plugs into Cartridge Port,
digitizes off of any Video Source.
.........................$50.00 U.S.

Following are the Codes used to
Describe the Condition of SoftWare
Titles

U=Unopened=Brand New. If U is shown
then B-M-D all apply and I won't
open Box.
B=Box=Box or Original Packaging
M=Manuals/Docs. If # before M means
More than 1 piece Manual/Doc i.e. 2M
D=Disk/s # of Disks i.e. 4D. If just D
than only 1 Disk.

=--=Any Game $10=--=Any Game $10=--= =--=Any Game $10=--=Any Game $10=--=
Title: Make: Codes:|U#B#M#D|
------------------------------------ ----------------------------|-------|
A.L.C.O.N. Taito |U |
BoBo InfoGrames/Terrific SoftWare |U |
California Games Epyx | B M2D|
ChampionShip Wrestling Epyx |U |
Chess Champion 2175 ST The Oxford SoftWorks | B M D|
Crash Garret Metal Hurlant Logiciels |U |
Death Sword Epyx |U |
Dive Bomber Epyx | B M2D|
Dragon Scape Free Spirit SoftWare |U |
Final Assault Epyx |U |
```

Flight Simulator II SubLogic |U |
Flight Simulator II SubLogic | 4M D|
The Games / Winter Edition Epyx |U |
Gato Spectrum HoloByte | M D|
Gauntlet Mindscape | B M2D|
GFL Championship Football Gamestar |U |
Gold Runner II MicroDeal |U |
Golden Path FireBird |U |
Gunship Micro Prose | B3M2D|
The Hunt for Red October DataSoft | B2M D|
Jet SubLogic | B2M D|
Knight Orc Rainbird/Firebird |U |
L.E.D. Storm Capcom USA |U |
Man Hunter Sierra |U |
Mean 18 Famous Course Disk Volume II Accolade |U |
Metro Cross US Gold |U |
The Pawn RainBird/FireBird |U |
The Pawn RainBird/FireBird | B3M D|
Phantasm Exocet Software |U |
Prime Time First Row Software Publishing|U |
Project Neptune Epyx |U |
Renegade Taito |U |
S.D.I. Cinemaware | B M2D|
Space School Simulator (the Academy). CRL Group PLC |U |
Space Station Oblivion Epyx |U |
ST Karate Paradox/ElderSoft SoftWare | M D|
ST Mega Pack / 5 Disk set of Games. Tyne Soft | M5D|
Star Glider RainBird/FireBird | B3M D|
Star Quake Terrific Software |U |
SwiftaR Accustar Software | B M D|
Techno Cop US Gold | B M2D|
Test Drive Accolade | M2D|
Their Finest Hour LucasFilm Games | B3M2D|
TV Sports FootBall CinemaWare | M D|
Ultima V (Warriors of Destiny) Origin Systems Inc. |U |
Warship SSI |U |
Winter Games Epyx |U |
World Games Epyx |U |
World Karate Championship Epyx | B M2D|
Zero Gravity MicroDeal | B M D|
Zynaps Hewson |U |
========== ==========

=--=Any Title $10=--=Any Title $10=--= =--=Any Title $10=--=Any Title $10=--=
Title: Make: Codes:|U#B#M#D|
---------- ----------|-------|
Analyze (Spread Sheet) Micro Systems Software | M D|
BB/ST (Bulletin Board SoftWare) QMI | M D|
CAD-3D w/extra disks Antic | 5D|
Data Manager ST (DataBase) TimeWorks | B M D|

Express (Term/Text Editor/Mail List) Mirage Concepts, Inc. | M D|
EZ-Grade (Elect. Teachers GradeBook) Integral SoftWare | D|
The Graphic Artist (Application) Progressive Computer Applicat| B M3D|
HotWire (Shell) CodeHead | M D|
Macro Mouse Antic | M D|
Modula-2 /ST Language/w xtra Text Book TDI SoftWare | 2M2D|
Personal Pascal (Prog. Language) Optimized Systems Software | M D|
PHA$AR (Proffessional Home Accounting) Antic | B M2D|
Word Writer ST(With Speller & Thesaur) TimeWorks | B M2D|

=--=Any Title $4=---=Three for $10=--= =--=Any Title $4=---=Three for $10=--=
Title: Make Codes:|U#B#M#D|
------------------------------------ ----------------------------|-------|
Analyze (Spread Sheet) Micro Systems Software | D|
A-Ram (RAM Disk Drive) Antic/Kuma | D|
Data Map Collect(Req. Maps & Legends 2 Antic | D|
Easy-Draw's HP DeskJet Driver Set MiGraph, Inc. | 2D|
FONTZ! (?) v.1.03 NEOCept | D|
GFA Basic Book Programmer Tutorial MichTron | D|
HotWire (Shell) CodeHead | D|
Let's Make Greeting Cards (PrintShop?) ValueTime | D|
D-10/20/110 Capture! Edit/Prog/Library MIDImouse Music | D|
Multi-Desk CodeHead | D|
Music Studio Activision | D|
ProCopy Proco Products | D|

Title: Publisher/Author: |Amount|
------------------------------------ ----------------------------|------|
Atari ST 3D Graphics Programming Abacus/Braun |$10.00|
The Atari ST Book (ST User's Guide) Index Legalis/Ralph C. Turner |$10.00|
Atari ST Internals Abacus/Bruckman,English,Gertis|$10.00|
Atari ST User's Handbook Weber Systems Inc/Gilbert Held| $6.00|
Introduction to Sound & Graphics Compute!/Tim Knight |$10.00|
Kids and the Atari ST Compute!/Edward H. Carlson |$10.00|
Programmer's Guide to Gem Sybex/Balma & Fitler |$10.00|
ST Applications Compute!/Brian & John J. Flynn|$10.00|
Understanding Atari ST Basic Programm. Sybex/Tim Knight |$10.00|
Working with the Atari ST Sunshine/Lawrence & England | $5.00|

All interested Parties Reply in E-Mail
to: bensmith@teleport.com or call
(503)256-9974 Anytime. Call for faster
service! Customer pays Shipping &
Handling.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

633. Re: What Defragger ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: rousseau@cnam.fr
Message-ID: <3miup0$343@sheckley.cnam.fr>
Source record: 167748

In article <3mi97s$h5r@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (steve wells) writes:
>] > Hi, can anyone recommend a good hard drive defragmenter...
>
>In the commercial world, nothing (IMHO) beats Diamond Edge. As well
>as de-fragmentation, it has a host of other data-saving features.
>
>In the PD, something like Zorg (if you read German and have mono'
>monitor) or Check-Disk 3 (chkdsk3) if you can find it, or DLII if you

Just a correction. Zorg has not yet a german translation. The program is
originaly in french and I have also writen an english translation.

>There was a french de-fragger released a few months back which wasn't
>too bad, but I'm damned if I can remember the name of it.

I think you speak about Zorg here.

You can get it at ftp.cnam.fr:/pub/Atari/Disk/zorg_194.lzh

Ludovic Rousseau ftp-admin of ftp.cnam.fr:/pub/Atari
Ludovic.Rousseau@cnam.fr
http://web.cnam.fr/personnes/rousseau/Who_is_LR.dom

"normaliser Unix c'est comme pasteuriser le Camembert" moi-meme

634. Re: WAV player

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3mirsmE45l@uni-erlangen.de>
Source record: 167749

Andrew.Oyama@balmybeach.gryn.org (Andrew Oyama) writes:

>I'm looking for a WAV player for my 520ST only 512k ram...are their any
>around?

Once again I can recommend '525' to convert WAV files to any other format
you need.

'525' is available at different ftp sites or via email from me.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

635. Re: Degas Elite dile format

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3mj0jqojt3@mhade.production.compuserve.com>
Source record: 167750

Re: Graphics format for Degas compressed pictures...

There used to be a regularly posted file of graphics formats, including Degas compressed, compiled by David Baggett, and posted here in c.s.a.st monthly.

I haven't seen it here in quite some time, but I'd imagine it should be on Atari ftp sites. I know we have it on CompuServe (at least I hope it's still there..!), so if it can't be found anywhere else I could mail a copy out...

BobR

636. Re: HD for atari 1040ste?

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3mj11hojt4@mhade.production.compuserve.com>
Source record: 167751

Re: What's needed for an Atari hard drive...

You'll need a "host adapter" like the ICD Link (available direct from ICD or from stores like Toad Computers in Maryland) which comes with the necessary drivers, utilities and cables to connect to the DMA outlet on the STe.

Then you'll need a standard SCSI hard drive mechanism which just plugs into the ICD Link.

Finally you need a case to put it all into, and a power supply.

Be aware too that early units of the 1040 STe had problems with their DMA chips which can possibly trash a hard drive's file system at random intervals.

I don't remember the exact details, but you can check the part number on the chip to determine whether it's one of the suspect chips or not.

BobR

637. Re: No More FALCONS...!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: ralunsfo@uncc.edu
Message-ID: <3mic94$h91@news.uncc.edu>
Source record: 167752

```
In article <alex-1204951211160001@tecnation.com>,
Alex <alex@tecnation.com> wrote:
>
>You may like to read about our Falcon based product at our web site...
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
>
>
>http://www.tecnation.com/tecnation/
>
>Select OUR PRODUCTS, then SONOVISTA.
>
:stuff cut
>
>http://www.tecnation.com/tecnation/

I would be thrilled to try, but lynx doesn't support 'ISMAPS'???

Russ

--
*****************************************************************************
"Let yourself go with the disease, be with it, keep company with it - this
is the way to be rid of it." - Bruce Lee
ralunsfo@uncc.edu
```

638. Re: ST mouse problem...

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3mj1rnojt5@mhade.production.compuserve.com>
Source record: 167753

Re: Alternate mouses for the ST...

Both Best Electronics and Toad Computers should have replacement "native Atari" mice available, just plug and play. (The Best Mouse I've been using for the last 4 or 5 years has outlasted three "genuine" Atari mice..!)

Also you can use PC mice... There is a software driver distributed by DMC Publishing that allows you to use a standard Microsoft compatible serial mouse on the ST, and you can modify a PC buss mouse to work directly with no drivers needed. The text files detailing how to do the modifications should be available on Atari ftp sites... if not, I know we have them on CompuServe, and I could mail a copy out if needed.

BobR

639. Downloads for Canon BJ10e

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: mms02bj@loqi.elka.pg.gda.pl
Message-ID: <3mim2u$4qa@sunrise.pg.gda.pl>
Source record: 167754

I don't belevie it! Really nobody can help me?

I need _ANY_ download characters for Canon BJ10e or _ANY-
similar (i.e. ink jet) printer. It can be even GDOS font
(but with driver, please).

Please help me!

Banan.

640. FILE/ITEM Selectors..

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3mj31s$lbj@golem.wcc.govt.nz>
Source record: 167755

Well untill one of you come up with some of the better features
that UIS III has I am staying with it...

Like up to 4 columns of files, all otheres only have 1...!!!

29 File (user-definable) extension mask's, what do the otheres have 4..!!!

10 Directory user-definable paths..

Selectable display font..

Can find size of group of files/directories..

UIS III is not PD, its full Commercial, I don't even know if there is a Demo..

The other problem is most of the other File Selectors are writen in 'C' and
are very large like 170k, UIS III is only 34k and the ACC to call it is only
423 bytes.....

So can any one write a good File selector that is better than UIS III, not just
in one or 2 ways but all ways and works in all Atari resolutions.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

641. re^2: emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1087dbrewood@nest.demon.co.uk>
Source record: 167756

```
In a message of 13 Apr 95 "ofir Gal" (0) wrote to All :
G> I would not say that Ease is crap. It has NEVER crashed on me and it
G> has many nice features. It supports the AV Protocol, popup folders,
G> multiple parameters per app, etc. etc.

Seconded 100%, I'd not use anything else on my machines.

Daron - dbrewood@nest.demon.co.uk

--
```

642. Re: PostScript interpreter

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: Graham Beint <Graham.Beint@insignia.co.uk>
Message-ID: <D6z4GA.G4K@isltd.insignia.com>
Source record: 167757

Postscript is a programming language that lays down graphics. There is no guarantee that the text is in a deducable form. A more fruitful approach might be to run a PS interpreter either into an OCR system. Another would be to modify the 'show' operators to emit each text fragment with its x,y and length which could then be sorted and where possible merged (though that would be more difficult where kerning was used or the generating application had inaccurate character sizes).

--
Graham Beint

The.Computer@Alpha.Complex:"Trust The Computer! The Computer is Your Friend!"

643. Re: Atari Works

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950413083110.27939B-100000@moose.erie.net>
Source record: 167758

On Wed, 5 Apr 1995, Steven Slater wrote:

> I mainly got this AW to use the mail merge from the Database and the Word
> processor, as it is a function AW does well, but it is bedeviling if a
> simple thing like defineing and storing report formats ts is not
> possible! Thanks for any suggestions.
>

If you are managing a mailing list, try the Pro version of
Mailing Manager ST. It will save you a LOT of work.

644. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: m9174@abc.se
Message-ID: <3mj9jo$t5s@oden.abc.se>
Source record: 167759

Joachim_Kupke@bm.maus.de wrote something like :

J> That is an opinion. Can opinions be facts? Perhaps it is because Roger Shepp
J> wrote the C-Lab Falcon cost $3000. - That's wrong: It costs DM 3000. And tha
J> for a 14 MB expansion included and a 340 MB hard disk and Cubase....
J> I truely /don't/ think that is too expensive.

Is Cubase Audio really included in the package? I have a friend who
got the first phase one model for evaluation, and Cubase was included
on the HD but no key...

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

645. Re: Falcon accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: m9174@abc.se
Message-ID: <3mj9jq$t5t@oden.abc.se>
Source record: 167760

sxp17@po.CWRU.Edu wrote something like :

s> They also were showing a
s> nice graphical sample editor at the show.

Zero-X perhaps? ;-)

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

646. Re: Fax software needed

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: m9174@abc.se
Message-ID: <3mj9js$t5u@oden.abc.se>
Source record: 167761

S.P.Taylor@bradford.ac.uk wrote something like :

S> Actually it's in German... But I have recently translated it into English,
S> and written a concise English usage guide.

Wow! Could you mail me a copy of the English version?

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

647. Re: Mega 2 as X terminal?

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: m9174@abc.se
Message-ID: <3mj9ju$t5v@oden.abc.se>
Source record: 167762

Daniel_Roesen@su.maus.de wrote something like :

D> With 2 MB RAM, I think you don't have a chance to get X11 running. But with
D> 4MB
D> you have a real chance, if you use the Xserver just as a terminal (run all
D> programs remotely).
D>
D> But you definately need MiNT!

Is there any FAQ:s around to help setting up Linux/X11?

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

648. Re: Re^2: No More MACs...

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: m9174@abc.se
Message-ID: <3mj9k0$t60@oden.abc.se>
Source record: 167763

Joachim_Kupke@bm.maus.de wrote something like :

J> GE-Soft. The 040 version will be coming - the problem was a chip Motorola
J> doesn't produce anymore. So they invented an according custom chip. And sinc
J> the 030 version already works at the speed of an 040 because of the intellig
J> concept, you may wonder how fast the 040 version will be. And last but not
J> least - the Eagle has got a processor /card,/ so that you may replace the 03
J> or 040 (however) by an Intel or a PowerPC; the only thing you need is a
J> suitable ROM.

Will you still be able to run TOS if you exchange the chip into a PPC?
I guess I don't get it....:-(

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

649. Re: Re^2: No More MACs...

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: m9174@abc.se
Message-ID: <3mj9k1$t61@oden.abc.se>
Source record: 167764

Joachim_Kupke@bm.maus.de wrote something like :

J> You think Apple is more alive than Atari? Don't be so na�ve.

Uh? Well... isn't it?

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

650. Re: Searching for POV-Edi

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: m9174@abc.se
Message-ID: <3mj9k2$t62@oden.abc.se>
Source record: 167765

brenjb@hg.uleth.ca wrote something like :

b> comp.sys.atari.st" Arg! What have I missed?) The file you are all seeking
b> found on ftp.cnam.fr and I believe the file is called "ED_POV.ZIP" or someth
b> close to that. I tried it out, and it looks quite good, but my french isn't
b> very good so I didn't get too far. I can tell you though, that it seems to
b> support a complete installation of POV, and will create objects and scenes,
b> apply textures, and from what I can tell (I don't know because I needed the
b> space that POV was taking) it can also launch POV. If I remember correctly,
b> does work under MultiTOS, and it has a very nice 16 colour interface.
b>
b> I would have spent more time with it, but I find POV too slow and bulky
b> compared to InShape. (And* my french isn't very good...)

Worth checking out. I can speak some french, maybe I could try
translate it. Hmm...

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

651. QUES: Music sample conver

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: m9174@abc.se
Message-ID: <3mj9k5$t63@oden.abc.se>
Source record: 167766

gbar@mcs.com wrote something like :

g> I'm looking for a way to convert SDS (MIDI Sample Dump Standard), WAV and
g> AIFF files to SoundDesigner (SD) format. Any ideas?

Zero-X will do it, but it's commercial. SOX can handle WAV and RAW.

Carl.

---
* Kivi 1.30 *

652. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: m9174@abc.se
Message-ID: <3mj9k7$t64@oden.abc.se>
Source record: 167767

neptune@galaxy.teuto.de wrote something like :

n> No dumb questions, only dumb answers ;-)

OK, another dumb question : Does it work on a Falcon030? Yes? No?
Maybe? Sometime? Never?

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

653. Testing (Was: Re: Emulator for the mac?)

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504131318.AA03252@ilmen.lanl.gov>
Source record: 167768

In a previous article, Lou Trapani <lou_trap@li.net> wrote:

>It is still not right... grrr....
>
>Sorry for this nonsense... I just wanted to test the signature file out
>and
>hope that it was right now...
> -= Lou =- | lou_trap@li.net
>| The Machine BBS 1-516-764-5748
> Art Trap Productions | arttrap@aol.net | 24 hours
> - 14.4K - No Fee
> ==

First of all, as others have said, there are newsgroups specifically designed for this sort of thing (try alt.test). No big deal, though.

More importantly, the reason you can't get your signature file to work out properly (which should be no more than *4* lines anyway, in accordance with the net rules of use) is because you are letting your text extend beyond 80 characters in width. Type about 75 characters or so and punch in a hard carriage return at the end of every line.

There are others in this newsgroup who could benefit from this advice, as well. ;-)

-Hutch- @ Fair Dinkum Tech

654. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504131348.AA03256@ilmen.lanl.gov>
Source record: 167769

In a previous article, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

>But anyway, I'd like to know, whether the "real" MagicMac has a
>dramatically better program compatibility than the demo?

AFAIK, the demo and production version are identical except for the nag box and time limit imposed on you with the demo version. I have heard of a GFA patch in the works for MagiCMac but time will tell. Any others?

>Even software that runs on Falcon (which isn't a compatibility wonder,
>either) often fails on MagicMac.

From a sheer numbers standpoint, I don't think MagiCMac's compatibility score is very high. It's just that the software that does work seems to work very well indeed (Calamus SL, for example). If the software that you most frequently use is in the compatible group you will likely be quite pleased with MagiCMac. If not, you won't. Human nature prevails.

>Mac seems to hate me, anyway. It's a wonder, how _every damn day_ I
>use the Performa 660AVs or Quadras at GSU Computer Lab, those great
>programs get somehow stuck - crash, bang, boom!

Given that you've made it clear in this newsgroup how YOU hate Macs then you can't really blame the machines for feeling the same way about you. :) But seriously, millions of other Mac users do not experience the constant troubles you find in that computer lab (where machines are always screwed up, anyway) so don't assume your bad luck holds true for everyone. The single, easiest fix for most Mac ailments is to turn all the extensions off by rebooting with the shift key held down. My 660av is rock solid.

And as far as your continued complaints about PageMaker, I repeat what I said before... don't blame the software if the user doesn't understand how to use the hardware/software properly. PM 5.0 works great for me.

>Can't help it, but Calamus SL is superior to anything I've seen on Mac.

No argument there. But PageMaker works too... when you know how to use it.

>I never take seriously folks who ("knowing better..") come to me and
>say: Mac is THE real computer, for people who want REAL results.

I wouldn't take them seriously either, although in my experience, it's the PC users who tend to make the claim about using 'real' computers. :)

Interestingly, some of the most informed people I know are Atari users who also own Macintoshes... they appreciate the power and ease of use of the Mac but still appreciate just how good the 'Atari way' was (and is). In fact, GEnie has a topic area specifically for this group of people.

It's one of the most active discussion areas in the Mac roundtable, too (Page 605, Category 40, Topic 5... "Atari Refugees").

Hey, let's face it... I would have preferred a very fast 040 or PPC Atari platform but NOT if I had to pay $3,000-$4,000 to get it and certainly not in a shrinking market with too little software, support, etc. Given all that, the Mac is a viable alternative now that prices have come down and performance is up. MagiCMac just sweetens the pot. :)

All IMHO, of course.

-Hutch- @ Fair Dinkum Tech

655. Re: MagiC & Falcons?

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Apr13.160827.1862@cathy.ijs.si>
Source record: 167770

In article <3mc4q8$hit@brachio.zrz.TU-Berlin.DE>,
Andre Leistner <alpldbia@w255zrz.zrz.tu-berlin.de> wrote:
>I've got a mail which explains how to get MagiC *3* running on the Falcon
>without patching it. It's just a matter of configuration and of course, the
>Falcon-specific hardware (sound system, DSP) is not supported. Everything
>else is OK -- the mail says.
>
>Is anyone interested in a translation? ;-)
Plase, do post it. And if you don't have time to do the translation,
post the original, and we'll use our dictionaries.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

656. Re: MagiC & MultiTos ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: ljord@algonet.se
Message-ID: <3mjmgo$5cc@aristotle.algonet.se>
Source record: 167771

Please add this to your spellcheckers:
IBIWISI - I'll Belive It When I See It

Thanks Kim.

Bye Reine.

657. XMosaic and X11 under MiNT?

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: Conan Ford <ford@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.90.950413112616.80733B-100000@srv1.freenet.calgary.ab.ca>
Source record: 167772

With all that I've heard regarding this Chimera program, has anyone tried
and/or suceeded in getting NCSA's XMosaic to run under X11/MiNT?

...
Conan Ford
ford@freenet.calgary.ab.ca
...

658. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDNQEJBTUP@galaxy.teuto.de>
Source record: 167773

In <3m8f9r$27r@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>Most modern SCSI drives have their spects set internal and should
>tell the ICD software how to format the disks...

Correct.

>Mind you the disks could allready be formated, try and format a Quantum
>drive, you can't, all you can do is to partition it...

That depends entirely on the formatter you're using. ICD-format won't format
them newer drives.

I do have formatted my Quantum LPS270S with SCSI-Tools, to get RIDD (Hiya
Chris ;-) of a couple of bad sectors.

>Most modern drives are now formated at the Factory and you can't format them

Even the SyQuest cartridges only need to be partitioned when they come out of
the box. Formatting isn't necessary.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

659. re: test message

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1104rcain@nest.demon.co.uk>
Source record: 167774

```
On 12 Apr 95 Daron wrote::

DB> Please respond if you read this.

Hello, what's up, Doc?

Roger
rcain@nest.demon.co.uk

--
```

660. re: conner hard drives

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1105rcain@nest.demon.co.uk>
Source record: 167775

On 12 Apr 95 Alan wrote::

AR> I borrowed a link 1 off a friend and when connected ICD boot
AR> recognises the drive as an Adaptec 4000/4070/5500, which is
AR> incorrect. I have been told that this is probably because the parity
AR> of the drive is enabled, can anyone confirm that?

If parity was enabled I doubt you would even get this far as the SCSI
"Identify" command would not be recognised.

AR> Does the CP30200 have parity permanently enabled?

Don't you have specs. for this thing? Are there any jumpers near the 50-way
socket labelled PE (parity enable). I have heard that some Connors have
parity enabled in firmware. Running BOOTFIX, which comes with the ICD
utils. is supposed to disable it.

Roger
rcain@nest.demon.co.uk

--

661. MIME

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <797736956snz@chowgar.demon.co.uk>
Source record: 167776

Does anybody know of any software that can decode MIME without needing
MiNT installed ??

Regards.

--

Simon Moore
smoore@chowgar.demon.co.uk

662. Re: Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr13.194821.23885@bradford.ac.uk>
Source record: 167777

On 4 Apr 1995 14:50:29 +0200, M. Dekker wrote:

: I have a fax modem, but never got my st to work with it :-(.
: But it seems that 1Mb ram is not much for fax purposes anyhow.

I am sure 1Mb is FINE for Fax purposes... I have 2.5Mb but MagiC and lots
of concurrent applications running. I have faxed with far less than 1Mb free.

--
Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ

663. Re: conner Hard drives

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D6y5Mx.9JB@cix.compulink.co.uk>
Source record: 167778

In message <D6x1BL.GFJ@westminster.ac.uk>, richara@wmin.ac.uk said:

> I'm currently trying to get a Conner CP30200 hard drive working with
> my STFm.
>
> I borrowed a link 1 off a friend and when connected ICD boot recognises
> the drive as an Adaptec 4000/4070/5500, which is incorrect. I have
> been told that this is probably because the parity of the drive is
> enabled, can anyone confirm that?

My NEC CDR-37 CD-ROM used to give me that on boot if I had a CD in the drive (or maybe it was *without* a CD in the drive). The was with a MSTE and ICD AdSCSI+.

I've since sold the MSTE - and on the TT it just doesn't show up at all on booting (but works fine).

The CD-ROM has parity permanently disabled. Don't know about my boot drive - but as it was connected to a ICD MicroSCSI I suspect it was parity disabled also.

:-)

Roland.

664. Falcon + external SCSI

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <797736312snz@chowgar.demon.co.uk>
Source record: 167779

I've got an external SCSI hard disk here that I can't sell so I'm going to hook it up to my Falcon. I know I need a SCSI 2 cable (or would just plain SCSI do) to connect but how do I get the Falcon to recognise it ?

I've got ICD Pro utilities so I suppose something on there would do the trick but I'm hoping I won't have to mess about with the ADHI software I'm using for the internal IDE.

Any advice ???

Cheers.

--

Simon Moore
smoore@chowgar.demon.co.uk

665. Re: True Type Fonts

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D6y8C9.DwB@cix.compulink.co.uk>
Source record: 167780

>No-one knows exactly what kind of TT fonts NVDI 3 and Speedo 5 really
>like...

The TT fonts supplied with Windows work (you need the TTF files)

Steve

666. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D6y8Fz.E2u@cix.compulink.co.uk>
Source record: 167781

>The most likely cause is that you don't have enough "real" (non-virtual)
>RAM. 8MB is the practical minimum. With my 4MB P475, the system left less
>than 2MB for apps :-(I now have 20MB, and run MagiCMac very happily.
>Except for the desktop "Ease", which is seriously crap.

I would not say that Ease is crap. It has NEVER crashed on me and it has many
nice features. It supports the AV Protocol, popup folders, multiple parameters
per app, etc. etc.

Ofir ogal@cix.compulink.co.uk
----

667. Re: MagiC & MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D6y8G1.E3K@cix.compulink.co.uk>
Source record: 167782

```
>Simple - they're just taking their lead from Micro$oft and the Chicago fiasco.
>This is known as the FUD approach - announce something before it's even been
>coded, then let the release date slip; meanwhile, Joe Punter won't buy any
>alternatives 'cos he knows that they won't be as good (the company told him,
>so it must be true :). Examples - GEM vs Windoze 1 & 2, Warp vs Chicago etc.
>
>Why ASH & 2B feel a need to do this, however, remains a mystery <g>

This is nonsense. If you check your facts you will find the truth.

--------------------------------
Ofir ogal@cix.compulink.co.uk
--------------------------------
```

668. Re: Falcon + external SCSI

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: Richard Grable <richie@wolfe.net>
Message-ID: <3mhve4$80q@news1.wolfe.net>
Source record: 167783

The ICD Pro utilities will work fine. Just sold my Falcon that had 4 external drives with 3 SCSI addresses attached. You will, however, find that they are slower with the Falcon than other Atari's.

669. Re: Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr13.195528.24114@bradford.ac.uk>
Source record: 167784

On Mon, 3 Apr 95 22:41:58 -0500, valisman@delphi.com wrote:
: I just got a fax modem...I tried the j-ofice thing, but not being able to
: read German myself, I can't get it to work....is STFax a commercial pro-
: gram or not??? If you can answer any of these questions, please email me!

Geez,,, the number of times I have answered this question in this very
newsgroup must nearly be in triple figures! Surely it should be in the
FAQ... Do we even have a FAQ? Anyway, here goes again...

Modems support Fax classes 1,2,and 2.0. Your modem will support a
combination of these.
Fax software also supports a combination of these...

Most modems nowadays support classes 1 and 2, except USR modems which
support classes 1 and 2.0.

I have been doing a lot of research into this area recently...
Although there are others (StarFax, HackFax, BTFax etc.) the three worthy
of consideration are the following (IMO of course)

CoMa - Shareware, fully GEM Compliant, supports classes 2 and
2.0, imports TXT files and IMG files (and propietory FAX
files).
It also supports Voice capable modems and has a built in
FTP server, which is the simplest form of BBS. This is the
best but is very dear - about #50 pounds to register.

STraight Fax - Commercial, costing #80 pounds from System Solutions.
Supports Fax classes 1 and 2, imports TXT and IMG and comes
with drivers for most word processors and DTP packages
(E.g. Calamus, Pagestream, That's Write, Calligrapher etc.)

classes 1 and 2, imports TXT and IMG and comes
with drivers for most word processors and DTP packages
(E.g. Calamus, Pagestream, That's Write, Calligrapher etc.)

Junior Office - Shareware, originally German but I have just translated it
into English. It will be about #17 to register. It imports
TXT and IMG and allows you to freely combine them. It is
very GEM compliant and supports FAX classes 1 and 2.

--
Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ

670. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3mi8nv$h5r@golem.wcc.govt.nz>
Source record: 167785

```
] From: Max.Denebian@f318.n105.z1.fidonet.org (Max Denebian)
] Newsgroups: comp.sys.atari.st
] Subject: Re: Atari World
] Date: Sun, 09 Apr 1995 09:34:32 -0800
] Lines: 7
]
] Previously, Nicholas Harlow shouted,
]
] > Everybody in the Atari World should subscribe. Now......
] >
]
] Subscribe to what?
]
```

Read the Subject line.

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671. Re: What Defragger ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3mi97s$h5r@golem.wcc.govt.nz>
Source record: 167786

] > Hi, can anyone recommend a good hard drive defragmenter...

In the commercial world, nothing (IMHO) beats Diamond Edge. As well
as de-fragmentation, it has a host of other data-saving features.

In the PD, something like Zorg (if you read German and have mono'
monitor) or Check-Disk 3 (chkdsk3) if you can find it, or DLII if you
can put up with the wait and bugs (Reorg is the de-fragging part of DLII,
and ain't the greatest....). ST-Tools is a horrendously slow, but
perfectly good program for defragging.

There was a french de-fragger released a few months back which wasn't
too bad, but I'm damned if I can remember the name of it.

Hunt around FTP sites for CHKDSK3.LZH/ARC/ZIP it's quick, simple and
does the job. It's also reasonably rare due to the hassle Atari
gave everyone due to the fact that only developers are/were supposed
to have it. But it _is_ on one of these FTP sites:

atari.archive.umich.edu
micros.hensa.ac.uk
ftp.cs.tu-berlin.de
ftp.uni-kl.de
ftp.cnam.fr

They're the only ones I use, and I saw it on one of them, look in
pub/atari or pub/micros/atari mostly.

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672. Re: Book for assembly

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3mi9ea$h5r@golem.wcc.govt.nz>
Source record: 167787

```
] You'll probably get this message a dozen times or so but I recommend :
]
] Introducing Atari ST Machine Code by ZZSoft.
]
] I bought mine from UK, and had it shipped to New Zealand. There was no
] problem learning 68000 from this book, and everything is supplied with
] on a disk to boot ! Its a complete reference for the beginner, order
] yours today !! You'll probably find an address in most Atari
] magazines, if not, let me know and I'll post it.
```

So this would be a good book for someone who has absolutely no idea what a bra.l $00FA1C command would do etc.? (i.e. someone who has about as much clue about 68000 Assembler programming as they do about quantum particle physics, e.g. me)

I've got all the programs, (Devpac etc.) from coverdisks etc., but no idea how it all works, and I've made one or two attempts at learning, but I've never come across something that starts with "So, you want to learn how to program 68000 assembler language and don't know where to begin".... If you could post an address and costs etc. it'd be appreciated!

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673. Re: Mega 2 as X terminal?

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3mia0c$h5r@golem.wcc.govt.nz>
Source record: 167788

] Newsgroups: comp.sys.atari.st
] From: rgivan@cix.compulink.co.uk ("Roland Givan")
] Subject: Re: Mega 2 as X terminal?
] Date: Sun, 9 Apr 1995 22:06:53 GMT
] Lines: 28
]
] You'll also need a fair chunk of disk space - and a serial port mod to get
] to 38400 (assuming your PC can do that (16550a)) is also pretty handy.
] Works usefully at 19200 though.

It's best if the PC has a 16550c chip either in the modem, or on the
RS232 card, otherwise they tend to have difficulty at speeds above
38400 (e.g. 57600 and upwards). And if you're going to run a 14400 or
better modem on an ST, then this should be the kind of top speed the
hardware mod you put in should be capable of, as it _does_ make
quite a difference to speed when all you're transferring is text.

If you really want a good connection, buy an accelerator card to get
your ST up to 16Mhz or better, stick 4meg into it, sort out the serial
port so it can cope with 57600bps, then stick a 28800bps modem onto
it, then assuming your PPP/SLIP (or whatever) connection has a
v.34/v.FC modem on the other end, you'll get some pretty horrific
transfer speeds! (My 8Mhz STe is strained doing 19200bps, so I really
wouldn't trust it to handle 57600, hence the accelerator).

Of course, this is only usefil if you've got a spare $500 or so to
play with ;-) (Which I don't... :(

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674. Re: OPUS v2.3 ; .html files

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3miel6$4ed@sphinx.Gsu.EDU>
Source record: 167789

John Stanmeyer (jws4p@fermi.clas.Virginia.EDU) wrote:
: I found a registered copy of Opus with WKS/WK1 file support on some ftp
: site, maybe it was the Finland one though I can't remember for sure.
: Normally I would not condone downloading an illegally posted registered
: version of any shareware from an ftp site, but under the circumstances,
: being that Doug Harrison can apparently no longer be reached, has
: completely stopped improving or even supporting his software, and has
: screwed over many people (including myself) who have sent him money to get
: the registered version, I will use situational ethics to justify it in
: this case. If other people have comments about this please speak your
: mind but don't flame me.

I won't :-) Without knowing, why the author has quitted the
developement, I can't say much for or against him. Still, there are some
Atari programmers who have suddenly "jumped" to the PC or Mac side - and
after that jump, treated quite roughly their ex. Atari customers. It's
funny, how many people, after this Change (for the worse ;-?) completely
stop doing Atari stuff, begin talking about "business is business and
Atari is dead..", and - well, sometimes turn into complete assholes
otherwise, too.

Test yourselves: if you sometimes feel a pressure to shout out loud:
"Program makers are here to MAKE MONEY!!" - and hear strange messages
from nowhere, whispering about Windows 95 and Pentium Power - brother,
you're in some trouble ;-) !

I still wonder where the new NetHack for GEM is? Is that project one of
those "gottamakemoneyonPCbecauseatariisaloser-computer.." things?
Sacrified for a sexy Pentium Power Box? I really hope that this is not
the case..!

I can't forget the attitude of some programmers who have publicly here
stated that: "forget the Falcon games", and "why make an Atari version,
if you can get more bucks from PC-world..". Fortunately, there are still
people who think that money is NOT everything - and Atari is a fun
computer to use. We can see those damn fast, powerful and utterly
unuseable Windows P-90 wonders everywhere, use them at work, and use
those standard programs everybody uses. But isn't it great to come home -
and see a FRIENDLY computer on your desk, instead of a stupid business
beast? I may (some day..) buy a PC for games - but as a hobby... Never.
This is much more fun. And with Calamus SL, very productive too =-) !

TH

Long live "do what you want to do" !

675. Re: Fax software needed

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <D6yn5B.8EJ@cix.compulink.co.uk>
Source record: 167790

In message <1995Apr11.213417.21926@bradford.ac.uk>,
S.P.Taylor@bradford.ac.uk said:

> CoMa - very good, supporting FAX classes 2 and 2.0. about 40 UKP to

CoMa is available in a demo version, which only sends about one-sixth of a page; still, useful for trying it out. Using it on my USR Sportster, I found that, though my faxes arrived OK, they finished with a time-out, rather than closing properly, when sent to some machines. I've not found out how to avoid that yet; it's a real problem, as one can't be quite sure that the fax has arrived safely.

Straight Fax sounds nice, but I would not get it until it supports class 2.0 properly; I don't think that has a demo version, though.

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

676. Donate a system, write it off your taxes

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: laramary@eden.rutgers.edu
Message-ID: <3mihn6$nlr@er6.rutgers.edu>
Source record: 167791

I am looking for a 1 meg (or better) ST system for a teen
center in NJ. I'd like to get both a color and mono monitor, 1040ST,
and maybe an external drive. A hard drive would be an extra bonus,
as well as a printer.

All I ask is this stuff works. This is not a scam, either.
Personally, I still owe someone from Ohio $50. This really is for
a teen center. I know there are people out there that have stuff
we can use sitting in their closet, and it would mean a lot. You'd
be dealing dirrectly with them, not me. I'm just getting info.

You can write it off your taxes as a charitable donation,
and probably make out all right.

I you have stuff and wanna sell it to the center REAL CHEAP,
we can work that out as well. Please e-mail me for any information.

--
---	----All praise BOB!----
In the immortal words of Socrates, "I drank what?!"	The Church
---	---of the Sub-genius---

677. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3mii7r$ifu@golem.wcc.govt.nz>
Source record: 167792

In article <FDJSAJBOUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius) writes:
>In <3luogi$pim@news.ysu.edu> tom lamparty wrote:
>
>>>And yes... they are SCSI II devices.
>>>-Hutch- @ Fair Dinkum Tech
>
>Special features, e. g. enabling/disabling of cache, auto-park/shutdown,
>software selection of the ID and this sorta stuff are more or less vendor
>specific and might not be supported by _any_ software.

What utter RUBISH....

SCSI II Standards are clean...

>And I have my doubts, that this drive will play a major role in the
>Atari-world, and therefore it might be unlikely to see the arrival of
>special versions of e. g. HDDRIVER or HuSHI.

Have a look in the Amiga Hardware group, its causing a lot of interest,
this is were I found the info in the first place...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

678. Re: MIME

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: ab164@yfn.ysu.edu
Message-ID: <3mjvjb$qur@news.ysu.edu>
Source record: 167793

There is an Excellent Shareware program ESSCD63, or ESSCODE
program. It does uuencode, uudecode, mime, btoa and ship. If you
need any of these. You can't go wrong. Available from most Atari
FTP sites. (a.a.u.m, ftp.cnam.fr, hensa.micros.ac.uk)

Tom Lamparty (ab164@yfn.ysu.edu)
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

679. Re: FILE/ITEM Selectors..

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr13.200838.24363@bradford.ac.uk>
Source record: 167794

On 13 Apr 1995 11:48:12 GMT, Roger Sheppard.. wrote:

: 10 Directory user-definable paths..

No, Roger, it supports 20 paths! Try holding SHIFT whilst you do whatever
you do to get the list of paths...
I cannot remember as it is a year or 2 since I used UISIII. Oh and this is
solely due to memory constraints... I am a UISIII fan too!

--
Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ

680. ST Repairs?

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: paul@rance.demon.co.uk
Message-ID: <9504132142.AA0038b@rance.demon.co.uk>
Source record: 167795

Does anyone know where I can get a 520ST repaired in the Uk,
preferably in the London area.

Thanks

Paul

681. 520ST for sale

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: gordo@austin.ibm.com
Message-ID: <D6zr4H.329q@austin.ibm.com>
Source record: 167796

```
ATARI 520ST
2 meg RAM
2 Floppies
2 Joysticks
1 Good color display
Mouse

All manuals plus store bought stuff - 520St Internals, etc.

Many games
Arctic Fox
Tubin'
Arcade style AD&D trademark game
Many graphics adventures
Guild of Thieves
Silicon Dreams
About 5-6 others
Black Cauldron
APB
Others I can't think of off the top of my head
Much Children's educational stuff

Apps
CAD
Database
Word Processors
Programming languages
Other assorted stuff

Email me or call if you're interested...

Gordon
gordo@austin.ibm.com
home 512-392-5988, after 8:00PM Central
work 512-838-4467, before 7:00PM
```

682. Re: Q:picture convertion s/w

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <D6zqCq.HDH@beaver.cs.washington.edu>
Source record: 167797

Hallvard Tangeraas (hallvart@oslonett.no) wrote:
: what software can I use to convert .IMG to .GIF files?

Try my Image Processor Speed of Light version 3.7b. I can send it to
you uuencoded or you can get it via ftp from atari.archive.umich.edu or
ftp.cnam.fr, or you can get it from my World Wide Web Page
http://www.cs.washington.edu/homes/sdenman/

Good luck,

Stuart Denman

683. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950413194138.3831A-100000@mars>
Source record: 167798

On Wed, 12 Apr 1995, Kim Andersen wrote:

> If the price is only DM 3000, why is it sold for 26.000 Danish Kr. here
> then ? (26.000 Dkr is DM 6500.) Thats the same as stealing the money...

Well, this may be one of the reasons why Atari is out of business. It was
the same when I bought my Mste. In sweden it was supposed to cost 17 000 sek
I imported it from germany and payed 10 500 sek. Unfortunately I screwed up
and had to pay "mehrwertsteuer" + "moms" (that is 2 * VAT) so it should have
been even cheeper if I had only known the trade laws.

/Jens M Andreasen

684. Re: Degas Elite dile format

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: JayCee@midmarsh.demon.co.uk
Message-ID: <892883080wnr@midmarsh.demon.co.uk>
Source record: 167799

In article: <3mbkka$kpm@cicg-communication.grenet.fr> nmonnet@grenet.fr (Nicolas Monnet) writes:

> Does someone know the format of compressed files .PC? ?
> (I already know those of .PI?, thanks)

Hi Nicholas, I tried to mail this but it bounced back to me :(

1 word resolution (same as Degas, but high order bit is set;
i.e., hex 8000 = low res, hex 8001 = medium res,
hex 8002 = high res). Other bits may be used in the
future; use a simple bit test rather than checking
for specific word values.
16 words palette
< 32000 bytes control/data bytes
4 words left color animation limit table (starting color numbers)
4 words right color animation limit table (ending color numbers)
4 words animation channel direction flag [0 = left, 1 = off, 2 =
right]
4 words 128 - animation channel delay in 1/60's of a second. [0 -
128]
(I.e., subtract word from 128 to get 1/60th's of a second.)

< 32066 bytes total

Compression Scheme:

PackBits compression is used (see below). Each scan line is compressed
separately; i.e., all data for a given scan line appears before any data
for the next scan line. The scan lines are specified from top to bottom
(i.e., 0 is first). For each scan line, all the data for a given bit plane
appears before any data for the next higher order bit plane. Note that this
is identical to the IFF 'BODY' image data.
To clarify: The first data in the file will be the data for the lowest
order bit plane of scan line zero, followed by the data for the next higher
order bit plane of scan line zero, etc., until all bit planes have been
specified for scan line zero. The next data in the file will be the data
for the lowest order bit plane of scan line one, followed by the data for
the next higher order bit plane of scan line one, etc., until all bit planes
have been specified for all scan lines.

Caveats:

DEGAS Elite's picture loading routine places some restrictions on
compressed DEGAS files:

o Elite uses a 40-byte buffer to store data being decompressed.

o Whenever a control command is encountered, bytes are stuffed
in this buffer.

o The buffer is only emptied when there are EXACTLY 40
characters in it.

The important conclusion here is that

No control command may cause the buffer to have more than 40
bytes in it. In other words, all control commands must end on
or before the 40-byte boundary.

Any picture violating the last condition will cause Elite to get a bus
error when the picture is loaded.

This was lifted from a file named picformt.txt which details many of the
picture
formats used on the Atari - have fun.....

--
Best Wishes - JayCee@midmarsh.demon.co.uk
"It must come sometimes to 'jam today'." Alice objected.
"It's jam every other day. Today isn't any other day." said the Queen

685. Re: WTB: Supercharger

Newsgroup: comp.sys.atari.st
Date: 1995-04-13 00:00:00 UTC
From: bicey@delphi.com
Message-ID: <5AzcYFI.bicey@delphi.com>
Source record: 167800

Bela

I happen to have one sitting on my shelf at the moment . I would like
to get $65 for it . I have all he software and DOS 5.xxx something.Please
Email if you are interested, - John King

686. Anyone got TOS 1.02?

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: Case@parkhead.demon.co.uk
Message-ID: <Case.02ma@parkhead.demon.co.uk>
Source record: 167601

I need an image of TOS 1.02, but I've only (?) got an STE...

..could anyone run a prog for me (if I Email it to you) to extract the file...

..then Email it to me...

..obviously you'll need UUE/UUD or something

687. Re: Re^2: No More MACs...!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDOUAEBJUP@galaxy.teuto.de>
Source record: 167602

In <199504081948.a65174@bm.maus.de> Joachim Kupke wrote:

>GE-Soft. The 040 version will be coming - the problem was a chip Motorola

I'll beleive that when it's THERE. Not a bloody second earlier.

>the 030 version already works at the speed of an 040 because of the intelligent

Sure. It works as fast as the 68000 of a Janus works as fast as a TT. Or even faster, hmm?

>or 040 (however) by an Intel or a PowerPC; the only thing you need is a

And we've all heard the statement of GE-Soft getting the 68k-emulator from Moto ...

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

688. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDOUAEBMUP@galaxy.teuto.de>
Source record: 167603

In <199504082002.a65176@bm.maus.de> Joachim Kupke wrote:

>DS>What I would like to know, is:- Does anyone know of an atari emulator
>DS>for the mac?
>Of course. MagiCMac. But I wouldn't suggest you to buy it. In my opinion, it's
>slow and little compatible. Especially to a previous 520 owner, who had few

Great. Another newsgroup where I have to read your stupid postings :-(

>problems with compatibility, there are only /very/ few programs that will still
>run - however, it can be a good feeling to know that you haven't trashed

Do you have _anything_ to backup YHO? Haven't read anything from you except
stupid remarks.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

689. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDOUAEBPUP@galaxy.teuto.de>
Source record: 167604

In <djs.797516758@gen-off-2> David Stevenson wrote:

>Joachim_Kupke@bm.maus.de (Joachim Kupke) writes:
>>Of course. MagiCMac. But I wouldn't suggest you to buy it. In my opinion, it's
>>slow and little compatible.
>I have _loads_ of Atari software, and it _nearly all_ runs under MagiCMac.
>There are some hacks that don't work, and of course most games fail too.

Which are most likely to fail under any other Atari-compatible system (Janus,
Eagle, Medusa) as well.

>I have been very impressed with MagiCMac's compatibility.

So is everybody else, but this jerk has been babbling about MagiC(MAC) in the
MausNet for a couple of weeks now, without backing up his postings at all.

Perhaps we should call him Roger, too ;-))

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
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+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

690. Re: No More FALCONS...!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDOWAHAIUP@galaxy.teuto.de>
Source record: 167605

In <3m2pqm$5pu@sphinx.Gsu.EDU> Tommi Pekka Hietavuo wrote:

>: : The REAL alternative may well be the Eagle. A German TT-clone, twice as
>: : fast as a TT, and very easy to upgrade with 68040, or even 68060.
>: Where from? no sign of one in England that I know of. My Mac has a 68040
>GE-Soft, in Germany. It's been in production only a short time, so it's

All Eagles came with a 68030. No sign of the 040 yet.

Just to make sure ...

>anything else... Sometimes I wonder why I can't believe that
>"100.000.000 Windoze users can't be wrong". Maybe it's because they can.

I think thay can. It is like this sect-syndrom. So many folks are in 'em, but
hardly anyone admits it in public.

"Thy shalt not have any other GUI besides Windows". Amen. Billy G., Amen.

Bye.

/Hendr!K/

--
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691. Thing

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDOWAHALUP@galaxy.teuto.de>
Source record: 167606

In <FDHSDGAVUP@zaphot.augusta.de> Arno Welzel wrote:

>Or you can try Thing - the version, wich was tested by ST Computer,
>was the _very first_ release 0.24(!) The current version is 0.31
>... and there is an english version available too - just email me :)

What a shameless plug, Arno ;-) The author himself doin' some ads.

Go stand in the corner for a while :-))

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
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+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

692. Re: Fax software needed

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDOWAHAOUP@galaxy.teuto.de>
Source record: 167607

In <3m96on$5aj@lightning.powertech.no> Jabran Akhtar wrote:

>Junior Office is all in Dutch

Come again?

Ciao

/Hendr!K/

693. Robinson's Requim Trouble

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: mss@xs4all.nl
Message-ID: <3mmr1h$evd@news.xs4all.nl>
Source record: 167608

Hello, world!

Does anybody know where to find the resin tree on the first climate? I'm completely stuck there, but I have once found it. I have already got the feathers, and the egg, and I presume that you will need the resin to make a bow.(????)

Any help would be appreciated!

mss@xs4all.nl

694. Re: ST Repairs?

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950414Z135718.023barheath@heathen.demon.co.uk>
Source record: 167609

In article <9504132142.AA0038b@rance.demon.co.uk>
paul@rance.demon.co.uk "Paul Rance" writes:

: Does anyone know where I can get a 520ST repaired in the Uk,
: preferably in the London area.
:
No recommendations, but try:
Analogic, Kingston, on 0181 546 9575
silica Systems, Sidcup 0181 309 1111
System Solutions (the Atari workshop) Windsor and SE1 01753 832212
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - O O O O O O *
| ------------------- ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_________________| |_____________| |_____| |_________| |
_________o_o___________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

695. Any SunDog players out there?

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1404951836150001@edwarda.interlog.com>
Source record: 167610

Hello,

I'm writing a small article on interactive space adventure and exploration games. Topics include "Startrek" clones, Elite and even some PBM games. Back when I used to have my ST, one of the best games I ever played was called SunDog. I would love to include it in my article.

Problem is it's been about 5 or 6 years since I last touched it, and I didn't have a colour monitor so I had to play it at a friends house - in other words, not much at all.

If you're a SunDog player, either now or in the past, could you drop me e-mail? maury@softarc.com. Thanks!

Maury

696. Re: Partition software

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDOWAHBGUP@galaxy.teuto.de>
Source record: 167611

In <9504101403.AA01947@ilmen.lanl.gov> Hutch wrote:

>In a previous article, neptune@galaxy.teuto.de (Hendrik Mylius) wrote:
>> BTW, could you possibly restrict your linelength to < 80 columns? TNX!
>Uh, oh. Now you've gone and done it, Hendrik. How dare you have such
>gall to expect people to conform to the suggested rules of net use.

Daredevil is my middle name ...

>Last time I asked the same thing, I was flamed publicly and in email
>for asking someone else to conform to 'my' archaic 80-column rule. If

Cometo think of it, yeah I remember that one. Didn't receive anything, yet.

>How dare you expect such a thing! ;-)

Devil must have driven me ;-)

>ROTFLMAO!

ROFLGO :-)

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

697. Re: FOR SALE: NEW 540MB Quantum HD in ICD FA-ST Case

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDOWAHBJUP@galaxy.teuto.de>
Source record: 167612

In <9504101328.AA01932@ilmen.lanl.gov> Hutch wrote:

>In a previous article, DOMINGO@news.delphi.com (DOMINGO@DELPHI.COM) wrote:
>> Actually, I can currently get anyone a 560 Meg Samsung drive for
>Those are good prices, but I would -never- try to compare either a
>Samsung or a Seagate drive with the high quality Quantum mechanisms.

The first thing that came to my mind after reading the original posting was

"Who the heck wants to have a Samsung drive in the first place!"

Nice coincidence, Hutch ;-))

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

698. Re: Dave Small... Nice to see you back

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDOWAHBMUP@galaxy.teuto.de>
Source record: 167613

In <9504101400.AA01941@ilmen.lanl.gov> Hutch wrote:

>Nice to see Dave Small back amongst the living.
>Say, isn't it your shout for the Fosters, mate? ;-)

Hey you guys, can't we meet somewhere in the midle ;-)?)

Bye.

/Hendr!K/

699. Re: Toronto Atari show

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: diehl@nudge.io.org
Message-ID: <3mmou7$73k@ionews.io.org>
Source record: 167614

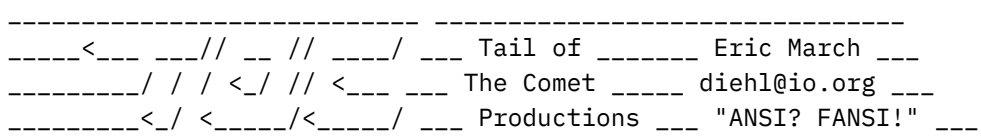
Sanjay Parker (sxp17@po.CWRU.Edu) wrote:

: I'm sure I missed some things (TAF Public Domain disk booth, etc). Mind
: you, this was only one room. I planned on returning the next day to see
: the MIDI room, but never made it. All in all, it was a very nice, upscale
: show (lots of nice monitors and systems that showed the programs).

The Gold Room held the likes of ICD, where Tom Harker was demoing two Jaguars networked playing Doom on the new Catbox (very nice). Also, Suzy B's Software was there, as well as Esquimalt Logic (OMEn), Steinberg, and a number of others. It wasn't as busy as the Burgundy Room, but that was liklely because it's a smaller room. I was disappointed at Atari's no-show at ACE, but all in all it was fairly good. I just wish Shawn Tedder (Scarboro Computers) would have shut up. :-) (He was the loudmouth over in the far corner to the left of the GEnie booth)

: Sanjay
: --
: Sanjay Parker sxp17@po.cwru.edu Case Western Reserve University
: ~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
: Atari Falcon 4/540e Atari Mega 4/32e Keyboardist Extraordinaire!
: ~~~~~~~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~

--



700. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199504141256.a10573@wi2.maus.de>
Source record: 167615

In article <3mii7r$ifu@golem.wcc.govt.nz>, Roger Sheppard
(sheppard_r@ix.wcc.govt.nz) wrote:
>>Special features, e. g. enabling/disabling of cache, auto-park/shutdown,
>>software selection of the ID and this sorta stuff are more or less vendor
>>specific and might not be supported by _any_ software.
>
>What utter RUBISH....

Also applies to you :-) Software selection of the SCSI id *is* vendor
specific. The rest isn't (although some drives have vendor specific
extensions for the cache configuration).

>SCSI II Standards are clean...

But not necessarily enough.

>>And I have my doubts, that this drive will play a major role in the
>>Atari-world, and therefore it might be unlikely to see the arrival of
>>special versions of e. g. HDDRIVER or HuSHI.

If the drive is behaving like a properly designed SCSI device, it will
work without special support.

701. Re^2: WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2f8ec9b4_Christian.Andersson@tnogobl.ct.se>
Source record: 167616

> I'd hate to install Mint just for a WWW-browser. Isn't there any
> workaround for getting a stand-alone (just click it on the desktop)
> browser? Please!

Well! I'm Trying to make one standalone WWW-browser as a school-project, but as
I have just started with it, it might take some time for me to get a "first"
beta out! (Sorry for that)

/Chris./ (*Falcon /030/* _4/580_ /32Mhz/)

(UUCP Dialup connection)

702. Re: MintNET/PPP connections ....

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_2f8e542d_Magnus.Kollberg@p11.straight.ct.se>
Source record: 167617

In a message Samy Mesbah wrote to All :
>> Also, it would be real nice to have the connection software more
>> user friendly - maybe a Gem program that has windows where you put in
>> the right information (local IP, hostname, port, etc.), and perhaps a
>> simple terminal window with the ability to learn your actions (save into a
>> real simple script file). That way the user need only go to one area to
>> setup the actual connection. I'm sure someone is working on making the
>> installation easier so I won't start on that. :-)
SM> In time, in time....

I think it's a pitty that no one have done it all ready. Here we are sitting
with a very *powerfull* connection software and nobody can or want to use it
(at least a ordinary user as me, who don't want to get to deep into this)!

Cheers,
Magnus Kollberg

(UUCP Dialup connection)

703. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3mktoolNNgtc@duncan.cs.utk.edu>
Source record: 167659
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

704. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: Lou Trapani <lou_trap@li.net>
Message-ID: <3mla53$df1@linet02.li.net>
Source record: 167660

In article <wongck.128.000FDA8E@ti.com> William Wong, wongck@ti.com
writes:
>There is a test newsgroup just for this sort of stuff. Try test,
alt.test
>etc..

Thanks. I did not realize that there was such a group until someone else
had
also pointed that out to me. Though I think (hope) the signature is
alright
now. I think the problem was that I was not using a monospace font when I
created it. If it is still wrong, off to the alt.test group I go... ;-)
-= Lou =- | lou_trap@li.net | The Machine BBS 1-516-764-5748
Art Trap Productions | arttrap@aol.net | 24 hours - 14.4K - No Fee
==========

705. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: Lou Trapani <lou_trap@li.net>
Message-ID: <3mladv$dk0@linet02.li.net>
Source record: 167661

In article <3373823@matrix.fdn.fr> Marc Savard, polom@matrix.fdn.fr
writes:
>Why do not post the text of the alert box ?

Okay, here is the error message that I keep getting. Anyone know german???

MagiCmac error message:

Fataler Fehler:

MagiC kann keinen Grafiktreiber fur diese Auflosung laden.

[Beenden]

Thanks.
-= Lou =- | lou_trap@li.net | The Machine BBS 1-516-764-5748
Art Trap Productions | arttrap@aol.net | 24 hours - 14.4K - No Fee
==========

706. Virtual consoles for MiNT - where?

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: BorekLupomesky@kvt.ujep.cz
Message-ID: <BorekLupomesky.21.000AE8AD@kvt.ujep.cz>
Source record: 167662

Hi all!

There has been announcement about vtty demon for MiNT, but I can't find it on any ftp. Can anyone help me?

Bye Borek

707. S: Atari Laufwerk

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: scheer@faw.uni-ulm.de
Message-ID: <3mlfao$aji@waage.rz.uni-ulm.de>
Source record: 167663

Suche ein INTERNES oder Externes Atari Laufwerk (gebraucht)

wer ein's uebrig hat oder jemand kennt der eins verkaufen will
bitte mail an mich !!

Thomas :)

scheer@faw.uni-ulm.de

708. Re: Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3mliag$rug@turing.fwi.uva.nl>
Source record: 167664

S.P.Taylor@bradford.ac.uk (Steve Taylor) wrote:

:On 4 Apr 1995 14:50:29 +0200, M. Dekker wrote:
:
:: I have a fax modem, but never got my st to work with it :-(.
:: But it seems that 1Mb ram is not much for fax purposes anyhow.
:
:I am sure 1Mb is FINE for Fax purposes... I have 2.5Mb but MagiC and lots
:of concurrent applications running. I have faxed with far less than 1Mb free.

So you faxed only text? I was not interested in that (email for those
purposes). To fax a picture or something, 1Mb seems small to me. IMHO BTW.

:
:--
:Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
:6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

709. Re: Searching for POV-Editor

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3mlked$34p@prime.mdata.fi>
Source record: 167665

In article <3md0fr$2mn@holly.cc.uleth.ca>, <brenjb@hg.uleth.ca> wrote:
>In article <3m97t6$dd3@odin.diku.dk>, "Hrafnkell Freyr Hl��versson" <freyr@diku.dk> writes:
>>m9174@abc.se (Carl Lofgren) wrote:
>>> christian.mittendorf@ostk wrote something like :
>>>
>>> c> In german ATARI magazine "ATARI Inside" I saw a small article about a
>>> c> graphical editor for the POV-Raytracer. Even though I don't think this mag i
>>> c> very reliant (and it was the April issue :-) I really would like to know if
>>> c> such a prog exists and where I could find it. BTW, it was a french program.
>>> c> know that there are lots of editors available for the pc.)
>
> Yes, it exists! (Hi everybody, I'm back... "1875 New messages in
>comp.sys.atari.st" Arg! What have I missed?) The file you are all seeking I
>found on ftp.cnam.fr and I believe the file is called "ED_POV.ZIP" or something
>close to that. I tried it out, and it looks quite good, but my french isn't
>very good so I didn't get too far. I can tell you though, that it seems to
>support a complete installation of POV, and will create objects and scenes, and
>apply textures, and from what I can tell (I don't know because I needed the HD
>space that POV was taking) it can also launch POV. If I remember correctly, it
>does work under MultiTOS, and it has a very nice 16 colour interface.

I tested it too (an got it working very well). To make it work, you'll have to
set the paths right from the menu "Parametrages" (show the .INC-files for colours
and textures you want to use etc.) - if you click off the "Mode Rapide" there,
you'll see the objects in 3d as they are (shadowed/dithered).
You can mode camera and it's focus point by mouse (in 2D-mode), and generally
edit all the POV 2 parameters! Also lights can be dragged around by mouse.

There's also Fractal Mountain generator, Bezier Object Generator, Spin/Extrude,
Constructive Solid Geometry editor etc., all in very well designed 3D-look
dialogs. There's also Animation Editor, but that gives an error (TOS error
66536, comes from wrong paths in the other parts of the program).
There's a 3D2 and Inshape object import, and it creates a nice commented
POV-script very fast.

General view is almost like in 3D Studio.
A great program!

There's the beta-version (scenes included don't load to the real version)
eb_edpov.tos, and the "real version" eb_edpov.lzh in ftp.cnam.fr
(pub/Atari/Graphics). You'll need also (at least) POV 2.0 binaries and
include-files).

Someone translate this great piece of software to English, please!

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/
---

710. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: kebab@cix.compulink.co.uk
Message-ID: <D707ow.Lss@cix.compulink.co.uk>
Source record: 167666

> Most modern drives are now formated at the Factory and you can't format
> them your self...
>
Bzzt, incorrect. You can format any drive as long as your formatting
software knows how to do so. You can even low level format an IDE drive,
though that would pretty much kill it.

Kev

Kevin O'Donovan | If nobody wants war, why are there
kebab@cix.compulink.co.uk | so many wars?
abaddon@nasoftwr.demon.co.uk | Hail Eris, All Hail Discordia.

711. Mega STE for SALE!!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: dogman@svpal.svpal.org
Message-ID: <3mktol$ncp@borg.svpal.org>
Source record: 167667

I have the following Atari Computer for Sale:

Hardware:

Atari Mega STE 4
4 MB RAM
50 MB internal hard drive
Magnavox ICM135 14" Stereo Color Monitor
External DS(720K) Floppy Drive
Supra 2400 Baud external Modem
Beetle Mouse
Atari standard Mouse
Wico Joystick
3 2600 Joysticks

Software:

Pagestream
WordWriter
Word Flair II with FSM GDOS
Diamond Back II
various other utilities (Warp 9, look it, etc...)
plus MANY GAMES (Dungeon Master, Empire, Uninvited, etc...)

****
Everything is in MINT condition, and I have the original
manuals for the software/hardware, as well as the orginial
boxes for the hardware.

Shipping can be arranged. I would prefer US sales, payment
must be in US funds.

I am asking $800 or best offer for the whole package. Please
send me EMAIL at dogman@svpal.org if interested of if you have
an offer.

--
---
* "My Pancreas may be green, but its the last living thing on this *
* ugly rock you call a planet." *
* *
* dogman@svpal.org "Have you played Pettyland yet? *
---

712. Re: Dave Small... Nice to see you back

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3ml1ib$i56@cxc1.cl.msu.edu>
Source record: 167668

hutch@ilmen.lanl.gov (Hutch) writes:

>Nice to see Dave Small back amongst the living.
>Say, isn't it your shout for the Fosters, mate? ;-)

Dave Small is hanging out in csas??? WHERE??? That _WOULD_ be a breath of
fresh air!

Hey, Dave... If you're looking in, HAPPY BIRTHDAY, DOOOOOOOOD!

(I _GOTTA_ say 'doooooood' every now and then. Makes me feel young!)
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

713. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3ml1r4$i7a@cxc1.cl.msu.edu>
Source record: 167669

alfasoldt@aol.com (Al Fasoldt) writes:

>> I have Warp 9. Would it be redundant to also use NVDI? Thanks
>> in advance!

>They don't work together. NVDI is faster at most operations than W9, and
>includes GDOS, so you'll use NVDI most of the time.

Al, if you don't mind me asking questions about NVDI.........

I use Warp9 on my Falcon, and have considered the possibility of using NVDI
instead. But I'm also interested in the _OTHER_ things Warp9 does for me:

1) mouse acceleration
2) screen blanking
3) PinHead

Can you please comment on these three items? Thanx!
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

714. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: nolram@delphi.com
Message-ID: <52zeQ5n.nolram@delphi.com>
Source record: 167670

To change the German Ease from the MAgic Emu/os, simply get it out of the folder, And use your own Desktop util, The one from Atari Format works. there are many
out there. If your system doesn't work, remember to use a conflict catcher, or start the mac without extentions.

Ps. If you know hos to use Resedit, you can convert the german dialog. I used the 520st with a german trans program to do it. Sorry, against the law to distribute it. But you can do it for your own

715. Atari_pictures_info

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: miqco@sci.fi
Message-ID: <3mlqme$qfs@tron.sci.fi>
Source record: 167671

Someone was searching document about atari picture-formats.
I think there is one that explains many of them in
nic.funet.fi in directory pub/atari/doc called ataripic.zoo.

I Hope this will help...
From : Veikko Vanamo / miqco@sci.fi
VVANAMO@tays.fi

716. Re: ST Repairs?

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <D7106L.C1x@cix.compulink.co.uk>
Source record: 167672

Atari Workshop...Dulwich 0181 693 3355
16/32 Systems Strood, Kent 0634 710788

nick

****
16/32 Systems TEL 01634 710788 *FOR SALE*
173 High Street FAX 01634 295895 INTERNET
Strood 30 Million
Kent ME2 4TW Careful Users
****

717. re: macmagic, as bad as the demo?

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1126dbrewood@nest.demon.co.uk>
Source record: 167673

In a message of 14 Apr 95 David H Butler (0) wrote to All :
DHB> set it up to use Neodesk 4.0 instead of that EASE thing, so I have a
DHB> decent desktop (no offence to EASE users, but Neodesk suits my needs
DHB> much better).

What you manage to put up with all the bugs, and crashing out every few
minutes?? I'll stick with Ease, it's never crashed yet.

Daron - dbrewood@nest.demon.co.uk

--

718. Re: MIME

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <ftn_2.200.423_2f8ea1c4_Jesper.Kock@kockens.ct.se>
Source record: 167674

Hello android Moore! The 13.04.95 you talked about "MIME",and my reply is:
> From: smoore@chowgar.demon.co.uk (Simon Moore)
>
> Does anybody know of any software that can decode MIME without needing
> MiNT installed ??
>

Yes. ESS-Code v6.3 can.You will find it at atari.archive or at any wellsorted
Atari BBS.(Like mine) :-)

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock@kockens.ct.se | "To boldly go were no |
| |____| | man has gone before" |
|< oo > WiZZard on -*-Kockens BBS-*-| |
| |\__/| | - Kirk |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

(UUCP Dialup connection)

719. Re^2: Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <ftn_2.200.423_2f8ea2f5_Jesper.Kock@kockens.ct.se>
Source record: 167675

To: S.P.Taylor@bradford.ac.uk

Hello android Taylor! The 13.04.95 you talked about "Any good pd or shareware
Fax ST programs, and where??",and my reply is:
> I have been doing a lot of research into this area recently...
> Although there are others (StarFax, HackFax, BTFax etc.) the three worthy
> of consideration are the following (IMO of course)
>
> CoMa - Shareware, fully GEM Compliant, supports classes 2 and

> STraight Fax - Commercial, costing #80 pounds from System Solutions.

> Junior Office - Shareware, originally German but I have just translated

Well.. You forgotten to mention the BEST Faxprogram overall to Atari.
Qfax v4.08. STraight Fax and Qfax is equal good.But i will still recomend
Qfax as i have NEVER had any problems with it.

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock@kockens.ct.se | "To boldly go were no |
| |____| | man has gone before" |
|< oo > WiZZard on -*-Kockens BBS-*-| |
| |\__/| | - Kirk |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

(UUCP Dialup connection)

720. Re: Fax software needed

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr14.133815.6643@bradford.ac.uk>
Source record: 167676

On 13 Apr 1995 13:40:12 GMT, Carl Lofgren wrote:
: S.P.Taylor@bradford.ac.uk wrote something like :

: S> Actually it's in German... But I have recently translated it into English,
: S> and written a concise English usage guide.

: Wow! Could you mail me a copy of the English version?

It will be available from Hensa, and most probably other sites just as
soon as TKR give their approval - the disk is on the way to them as we speak!

--
Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ

721. Re: Pagestream and MagiC

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr14.134323.6718@bradford.ac.uk>
Source record: 167677

On 13 Apr 1995 19:06:21 -0600, Robert Komives wrote:
: Does Pagestream work under MagiC?c
: on the St?

Yes it does... Although it grabs whatever memory is available, thus precluding you from running further programs, and already running programs from requesting more memory.

And if you limit the memory available to it using LIMITMEM.TTP it will not run properly, stating "No memory available for FileSelector" when you try to open a file.

So basically the answer is yes.

BTW, how does LIMITMEM actually work? As the names of the programs it acts upon are not actually stored anywhere, I assume it must modify the executables themselves???

--
Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ

722. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199504141318.a47971@m4.maus.de>
Source record: 167678

>Most modern SCSI drives have their spects set internal and should
>tell the ICD software how to format the disks...

Right - granted that the Zip drives identifies as either a storage or optical media, any SCSI formatting tool should be able to format and partition.

>Mind you the disks could allready be formated, try and format a Quantum
>drive, you can't, all you can do is to partition it...
>Most modern drives are now formated at the Factory and you can't format
>them your self...

Nonsense, sorry. A SCSI device decides by itself what to do when receiving a FORMAT UNIT command. Some drives really format their surface, some are hard-sectored and just erase a few tracks (like newer Quantums do), some don't do anything at all. But the "FORMAT UNIT" command is mandatory, there is a defined set of answers to it. What the drive does between getting the request and answering it is its own problem.

bye, Peter

723. tes

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f8e453f_Tom.Thomason@fpc.ct.se>
Source record: 167679

To: dbrewood@nest.demon.co.uk

From: tom_thomason@fpc.ct.se

On 12 Apr 95, Daron Brewood shot this through the ether to All ...

DB> From: dbrewood@nest.demon.co.uk (Daron Brewood)
DB>
DB> one quick test message. Will it work we will have to see.
DB> Waiting.

Reading you loud and clear Mr. Brewood! 8^)

BFN,
Tom

(UUCP Dialup connection)

724. Re: MagiC & MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f8e45f0_Tom.Thomason@fpc.ct.se>
Source record: 167680

To: jon@powerslv.demon.co.uk

From: tom_thomason@fpc.ct.se

On 12 Apr 95, Jon Kale shot this through the ether to All ...

JK> Why ASH & 2B feel a need to do this, however, remains a mystery <g>

It seems that 2B are very upset that the MagiC3 has been released prior
to the Falcon compatibility being added in. The decision was made by ASH all on
their own!

ATB,
Tom

(UUCP Dialup connection)

725. re^2: emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f8e49e4_Tom.Thomason@fpc.ct.se>
Source record: 167681

To: dbrewood@nest.demon.co.uk

From: tom_thomason@fpc.ct.se

On 13 Apr 95, Daron Brewood shot this through the ether to All ...

DB> Seconded 100%, I'd not use anything else on my machines.

That's just because you couldn't be bothered with the German in no!desk,
Daron. "If at first you don't succeed....."

Cheers,
Tom

(UUCP Dialup connection)

726. Re: Searching for POV-Edi

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f8e4ad5_Tom.Thomason@fpc.ct.se>
Source record: 167682

To: m9174@abc.se

From: tom_thomason@fpc.ct.se

On 13 Apr 95, Carl Lofgren shot this through the ether to All ...

CL> Worth checking out. I can speak some french, maybe I could try
CL> translate it. Hmm...

If the file isn't too long I'd be willing to give you some help with the bits you don't understand. French is my second mother-tongue. You know how to reach me.

Mvh,
Tom

(UUCP Dialup connection)

727. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f8e4b34_Tom.Thomason@fpc.ct.se>
Source record: 167683

To: gs01tph@panther.Gsu.EDU

On 11 Apr 95, Tommi Pekka Hietavuo shot this through the ether to All ...

TPH> MagicMac runs many (not all) commercial applications, but few ST-
TPH> and Falcon programs. If a program works perfectly on a TT, especially
TPH> with graphics cards, it may work on a Mac, too. If it has problems
TPH> with TT, then... Well, this is a very coarse comparison. I just don't
TPH> want people who own a ST to think that by buying a Mac and MagicMac,
TPH> they will get a perfect, ultramodern Apple-ST that runs practically
TPH> all their existing software. This is not the case, unfortunately.. So,
TPH> whatever we think, there still exists need for real Atari computers. I
TPH> think, if might be ideal to own both a fast Mac with MagicMac (MacOS
TPH> isn't that great, after all) - and a Falcon. The best from the both
TPH> worlds..

The problem with Falcon software probably arises when it tries to access
the DSP chip in any way. MagiCMac isn't configured to implement this chip so,
even if your Mac has a DSP, the signal has nowhere to go and thus locks up the
program.

What's a Finn doing so far away from home? (Asks the American living in
Sweden!) 8^)

Cheers,
Tom

(UUCP Dialup connection)

728. xterm under Linux68k

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: ac382@freenet2.carleton.ca
Message-ID: <D71Ct1.LKJ@freenet.carleton.ca>
Source record: 167684

When I try to run xterm I get
xterm error 14 errno 2 : no such file or directory
Did anyone else have this problem when setting up with the tsx11
X11 binaries?

Any ideas as to what is wrong ?

--
** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

729. Re: Magic for Falco

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504141315.AA03673@ilmen.lanl.gov>
Source record: 167685

In a previous article, kim@dksoft.ping.dk (Kim Andersen) wrote:

> Rumors is known to be Heidleberg causing the delay. I think they demanded
> an ST/TT release before the Falcon release... Totally stupid!!

Er... not that it really matters in the long run but considering how many
more ST/STe/TT machines are in existance compared to Falcons, why do you
think this was a stupid idea? I would have done likewise.

-Hutch- @ Fair Dinkum Tech

730. Re: ST Repairs?

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D713Dq.H9D@cix.compulink.co.uk>
Source record: 167686

>Does anyone know where I can get a 520ST repaired in the Uk,
>preferably in the London area.

System Solutions 0181 693 3355

Ofir ogal@cix.compulink.co.uk
---

731. Re: Dave Small... Nice to see you back

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504141333.AA03681@ilmen.lanl.gov>
Source record: 167687

In a previous article, molin@cxc1.cl.msu.edu (Michael Olin) wrote:

> Dave Small is hanging out in csas??? WHERE??? That _WOULD_ be a breath of
> fresh air!

Yes, he -was- here (spoken with heavy emphasis on the 'was'). Can't your newsreader search back through previous articles of the last few days?

Dave seems to have this nasty habit of popping into the newsgroup or topic areas on GEnie, posting a message or two, and then disappearing again for several months. Methinks his mailbox probably explodes following one of these appearances (mostly with Spectre demands and questions) which forces him off until things cool off again. Can't blame him, actually.

Ah... the life of an Atari celebrity is not an easy one. ;-)

-Hutch- @ Fair Dinkum Tech

732. MacMagic, as bad as the demo?

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: dhbutler@stat.mps.ohio-state.edu
Message-ID: <3mm3hd$kid@osustat.mps.ohio-state.edu>
Source record: 167688

Well, I finally downloaded the MacMagic demo and played around with it. It certainly is very fast, I'm running on a Powerbook 165c on an external monitor in 256 colors at 832 x 624 resolution (very nice), and it checks out as almost identical to a TT in speed, or even slightly faster in some cases. I managed to set it up to use Neodesk 4.0 instead of that EASE thing, so I have a decent desktop (no offence to EASE users, but Neodesk suits my needs much better).

Here's the problems; first, I currently only have 4megs ram in the powerbook, but will be upgrading soon. However, even with all extensions off, by the time MacMagic gets loaded I have only 1meg free ST ram! MemWatcher reports that I have 3384k total ST ram (or about that), but MacMagic takes a full two megs! Add Neodesk, and even in 16 colors instead of 256 I have only a meg left. Like I said, I'm going to upgrade, but does the final version of MacMagic really take two megs? Does the ST version of Magic take so much ram? I use Geneva on my ST, and that's extremely small. Anyway, I would like to be able to have a 10meg powerbook and not have to restart with extensions off everytime I want to run my ST software in order to make up for two megs of ram which seem to be dedicated to MacMagic.

Second, nothing seems to run on it. Now this is a problem. I've tried quite a bit of software, and I've had virtually no luck at all getting things to run. I can't get Calamus 1.09 to run, TouchUp does not work, the GemView package installer won't even work, Warp 9 does not work, Mouskamania's (how do you spell that?) AutoMouse does not work, The Speed of Light demo does not work, Wordup 3.0 does not work, the list just goes on and on. A few things did work, STZIP works, a little line-drawing program works, and NeoDesk 4.0 mostly works (the reorder function does not work, but most everything else seems to). The thing is that I don't know if these are Magic problems, or MacMagic problems, or if I just can't set anything correctly because it is all in German.

Is Magic this trouble prone? All the software I've tried works fine on my ST with 4megs ram, ISAC card, T25, Geneva, and NeoDesk, so I figured they would work on just about anything. Oh, actually, I have to turn Geneva off to use Wordup come to think of it.

Does Magic have a set of flags that can be set for each application like Geneva does? This was endlessly useful in getting certain apps to run under Geneva, and if Magic does not support this type of operation then it might not be useful to me.

Let's see, other things that failed were;

Xcontrol
Deskmanager 2.7
GEMBench (on float-math test only)

Anyone else have comments? Is this a problem with the demo only? Who else has these problems with MacMagic? Can anyone tell me of a software package that does function? It looks like a product with great potential, but if it is this buggy there is no way in hell I'm gonna buy it!

Thanks,

-David Butler
dhbutler@osustat.mps.ohio-state.edu

733. Re: X-Mint Install

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3mm6kq$ppt@newsbf02.news.aol.com>
Source record: 167689

> If anyone knows how to boot up MiNT in ST Hi on a TT let me know.

You can set the resolution of a TT from the NEWDESK desktop or from alternate desktops.

Al Fasoldt, Systems Editor, Syracuse Newspapers

734. MagiC and ICD HD software

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3mm7c3$pva@newsbf02.news.aol.com>
Source record: 167690

Help! I bought MagiC 2.0 in the states and am trying to get it to work with ICD's hard drive software. The ICD software seems to trample on memory used by applications in some way. They can't find their RSC or config files, even when those files are in the same folder.

This does not happen when I switch to the AHDI driver. Most software behaves fine under the AHDI booter, although STalker gives me fits now and then by crashing at odd times. (It behaves fine under Geneva or SingleTOS.)

Anyone able to get MagiC and the ICD software to coexist?

And are there any guidelines for setting the four MiNT program flags under MagiC other than the explanation that comes with the MiNT docs?

The system is a TOS 1.04 1040ST with 4 megs.

Al Fasoldt, Systems Editor, Syracuse Newspapers

735. re^2: magic & falcons?

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1117dbrewood@nest.demon.co.uk>
Source record: 167691

```
In a message of 14 Apr 95 Kim Andersen (0) wrote to All :
KA> And why would anyone be interested in buying MagiC 3 for an ST and
KA> then fix it to a Falcon, when a Falcon version is _suppose- to hit the
KA> market ?
KA> Totally waste of money!

I quite agree Kim, we will have to wait and see.

Daron - dbrewood@nest.demon.co.uk

--
```

736. Re: TwiLight - Screensaver

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3mm9ft$qbo@newsbf02.news.aol.com>
Source record: 167692

Does the Twilight screen saver behave when alternate serial ports are in use? One reason I like Before Dawn is its way of running without interfering with Modem 2. TT Artist, which is otherwise a fine screen saver, clobbers Modem 2, as do many other screen savers.

Al Fasoldt, Systems Editor, Syracuse Newspapers

737. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3mm9gi$qc7@newsbf02.news.aol.com>
Source record: 167693

>I use Warp9 on my Falcon, and have considered the possibility of using
>NVDI instead. But I'm also interested in the _OTHER_ things Warp9 does
for > me:

> 1) mouse acceleration
> 2) screen blanking
> 3) PinHead

> Can you please comment on these three items? Thanx!

Michael,

There are many good mouse accelerators. CKBD has one of the best, but I usually use SilkMouse. Screen savers? SilkMouse's is very competent, but for special effects Before Dawn is nice. Pinhead is available as a separate TSR called (oddly enough) Pinhead. It doesn't work with MagiC but works otherwise under SingleTOS and Geneva.

Al Fasoldt, Systems Editor, Syracuse Newspapers

738. TT Resolution setup at boot (was Re: X-Mint Install)

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <3mmbvl$hrm@batph8.bnr.ca>
Source record: 167694

In article <3mm6kq$ppt@newsbf02.news.aol.com>,
Al Fasoldt <alfasoldt@aol.com> wrote:
>> If anyone knows how to boot up MiNT in ST Hi on a TT let me know.
>
>You can set the resolution of a TT from the NEWDESK desktop or from
>alternate desktops.

Yes, but that does not work for MiNT. With MiNT, you never enter GEM, which never loads newdesk.inf, which never sets the resolution to ST high.

There is a program on atari.archive in the TT directory which claims to put a color TT into ST high during the boot time. I plan to try this tonight in order to run X.

What I would really like is a boot manager with does not use GEM and can select which TT rez to start up in. Superboot 8.1 is great, but it is not really TT resolution aware (It only likes ST modes, and doesn't allow ST high unless that happens to be the mode you are in. Besides, it doesn't allow you to switch resolutions).

If only someone would write simple programs to switch a TT into a certain resolutions. This would be similar to the programs for the MegaSTE which select diferent combos of the cache and CPU speed. Likewise there is a similar program which puts a regular ST into Med res during boot. You would have one program which sets TT med, one which sets TT low, one which sets ST high, etc.

Then, with the above res switching programs, it would be easy to set the resolution from any of the boot managers out there.

Am I way out in left field here? Does anyone else understand what is being asked for?

Thanks

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

739. Too much whitespace with TT!

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <3mmcuu$ije@batph8.bnr.ca>
Source record: 167695

Bear with me since I finally got my TT and my monitor. I will probably have many questions for all you TT owners out there.

What are the overscan capabilities of the TT? I have an NEC multisync plus, and the TT color modes have quite a bit of white space around the edges, esp. on the right side where the white bar is about 2+ inches thick! ST hi is basically a small box on my screen with HUGE borders.

Any way to remedy this? I already have the knobs turned to maximize the picture on the tube.

Thanks

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

740. Virtual Memory on TT?

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <3mmd1q$ijh@batph8.bnr.ca>
Source record: 167696

What do I need to get in order to use VM on my TT?

Thanks

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

741. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <797865318.0@mettav.exnet>
Source record: 167697

```
It was none other than Just another few years who did write on 6 Apr 95 that
....
Jafy> I have Warp 9. Would it be redundant to also use NVDI? Thanks
Jafy> in advance!

No it is Warp 9 that is redundant ..no longer being supported .

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)
```

742. Re: Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <D71C04.AHr@cix.compulink.co.uk>
Source record: 167698

In message <1995Apr13.195528.24114@bradford.ac.uk>,
S.P.Taylor@bradford.ac.uk said:

> STraight Fax - Commercial, costing ₧80 pounds from System Solutions.

₧70, not ₧80, according to SS latest catalogue. And it's one of those
programs which are much cheaper in the USA, $80 from Toad.

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

743. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: hjv@phil.ruu.nl
Message-ID: <3mmi85$91c@chico.staf.phil.ruu.nl>
Source record: 167699

Lou Trapani <lou_trap@li.net> writes:

>Okay, here is the error message that I keep getting. Anyone know german???

>MagiCmac error message:

>Fataler Fehler:

>MagiC kann keinen Grafiktreiber fur diese Auflosung laden.

"Fatal Error, MagiC can't load a Graphic Driver for this resolution."
(uhm... Graphic Driver is not the correct word I think... It's a literal
translation, since the correct term escapes me right now, but I guess you'll
get the point).

Ah, the advantages of being Dutch... :-)

--
Hendrik Jan Veenstra, Dept. of Phil., Utrecht University, the Netherlands
(hjv@phil.ruu.nl)
* I'm not under the alkafluence of inkahol that some thinkle peep I am. *
* It's just the drunker I sit here the longer I get. *

744. Re: Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-14 00:00:00 UTC
From: nell@cs.cornell.edu
Message-ID: <3mmj59$k96@aesir.cs.cornell.edu>
Source record: 167700

mbaffoni@skat.usc.edu (Michael Baffoni) writes:

>In article <3me2nm$e08@turing.fwi.uva.nl>,
>M. Dekker <mdekker@fwi.uva.nl> wrote:
>>iagaw@cluster1.urz.uni-halle.de wrote:

>>:Can anyone tell me, when UDS will release theyr Doom-clone (I think the
>>:name was Substation) for the STE and Falcon?

>>will it run only on an STE or also on my STfm?

> I want to know if it will run on my TT...and my Nova card! If I'm
>gonna buy Doom, I want it at least the same quality as the PC, but it would
>be acceptable if it were like the Jaguar port - half resolution, but at
>32k color. Hmmm...640x480x32k colors sounds fun...slow but fun... :).
>Although, if they follow the Jag. port, I hope they remember to put the music,
>levels, etc. back in.

Ditto! Make it work for the TT too!

--
nell@cs.cornell.edu | Anytime something screeches across the room
201 Maple Ave. Apt G5D | and attaches itself to some guy's neck and
Ithaca, NY 14850 | he can't get it off, I just have to laugh.
607-275-0648 | Because, what is that thing? - Jack Handey

745. Re: Partition software

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: Steven.Demetrius@250-525
Message-ID: <687_9504160741@tor250.org>
Source record: 167551

To: abstract@wam.umd.edu (Jus
a> : Does anybody know what partitionsoftware that supports changing the
a> settings : for one partition without changing (affecting the others)?

Use ICD host adapter and software. It does eveything you want to do
to your hard drive and is constantly upgraded.

Steven Demetrius@Leftover-Hippies
I think I was concieved then?????

* CQWK 2.2 *
--
|Fidonet: Steven Demetrius 1:250/525
|Internet: Steven.Demetrius@250-525
|
| Standard disclaimer: The views of this user are strictly his own.

746. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f8fcb16_Tom.Thomason@fpc.ct.se>
Source record: 167552

To: gs01tph@panther.Gsu.EDU

On 12 Apr 95, Tommi Pekka Hietavuo shot this through the ether to All ...

TPH> Well, some people really don't like those who think different.. At
TPH> my home university, the local computer experts (Windows/Mac people)
TPH> almost shot me, after I told them we were going to make a magazine
TPH> using Atari, instead of their "real" computers. Some still don't talk
TPH> to me :-). Telling them: "Atari and Calamus just work better for our
TPH> project than Mac and PageMaker.." was like a personal insult towards
TPH> them. And also struck a "non-trustable Atari fanatic" label on us, who
TPH> didn't know what "REAL" computing is like =-) ! Oh, that wonderful
TPH> Windows world 8-) !!

Kiitos for the above Tommi! The main problem is that the majority of
these people have never bothered to look at the Atari machines because they
somehow find it beneath their dignity. Most Atari users stopped playing "my
computer is bigger than your computer" several years ago and simply got down to
getting on with it. I find that PC and Mac users (in general) actually know
less about how their platform works than Atari users do. They simply accept the
propaganda that gets handed down to them. I don't begrudge them liking their
machines. To each his own. What irritates me is when they put down my platform
without checking it out first. I think that they're afraid that they'll
discover that their opinins vis-a-vis Atari have been wrong all these years and
they really don't want to know.

Cheers,
Tom

(UUCP Dialup connection)

747. Re: Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f8fcc03_Tom.Thomason@fpc.ct.se>
Source record: 167553

To: S.P.Taylor@bradford.ac.uk

From: tom_thomason@fpc.ct.se

On 13 Apr 95, Steve Taylor shot this through the ether to All ...

ST> I am sure 1Mb is FINE for Fax purposes... I have 2.5Mb but MagiC and
ST> lots of concurrent applications running. I have faxed with far less
ST> than 1Mb free.

1Mb is usually sufficient for _sending_ faxes but you often run into
trouble when attempting to _receive_ them.

ATB,
Tom

(UUCP Dialup connection)

748. Re: Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f8fcdd0_Tom.Thomason@fpc.ct.se>
Source record: 167554

To: S.P.Taylor@bradford.ac.uk

From: tom_thomason@fpc.ct.se

On 13 Apr 95, Steve Taylor shot this through the ether to All ...

ST> CoMa - Shareware, fully GEM Compliant, supports classes 2 and
ST> 2.0, imports TXT files and IMG files (and propietory FAX
ST> files).
ST> It also supports Voice capable modems and has a built in
ST> FTP server, which is the simplest form of BBS. This is the
ST> best but is very dear - about #50 pounds to register.

One should also point out that ?50 only registers the basic FAX program.
The voice upgrade is one additional fee and the FTP server is another. The cost
for the total package (CoMa PRO) runs to about ?150.

Q-Fax also works pretty well, the only shortcoming I've been able to
discover is that it doesn't appear to accept Modem2 on the Falcon. This is a
bit irritating as I'm running a 14k4/28k8 FAX/Modem which runs fine in all
other respects.

ATB,
Tom

(UUCP Dialup connection)

749. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f8fd0c9_Tom.Thomason@fpc.ct.se>
Source record: 167555

To: kim@dksoft.ping.dk

From: tom_thomason@fpc.ct.se

On 12 Apr 95, Kim Andersen shot this through the ether to All ...

KA> Rumors is known to be Heidleberg causing the delay. I think they
KA> demanded an ST/TT release before the Falcon release... Totally
KA> stupid!!

As I've said before, Kim, the *delay* is because B&B are intent in making the best possible use of the DSP to make MagiC faster. Heidelberg merely insisted on releasing MagiC 3 before it was ready for the Falcon. And yes! I agree that this was a stupid move. There we go agreeing again! 8^)

Mvh,
Tom

(UUCP Dialup connection)

750. HD for atari 1040ste?

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: jim.gain@primetime.org
Message-ID: <1e3.3307.4071@primetime.org>
Source record: 167556

```
-> i am looking for a hard drive for my 1040ste. something small (in the 200
-> MB range or less) would do. what do i need to accomplish this

TOAD COMPUTERS / 540 meg **** BEST BUY *** / only $259 US dollars!

---------------------------------------------------------------------------
Internet: jim.gain@primetime.org (Jim Gain)
This message lovingly processed in beautiful Muskoka, Ontario, Canada by:
PrimeTime BBS - (705)689-1757
---------------------------------------------------------------------------
```

751. Re: No More FALCONS...!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: thor@uunorth.north.net
Message-ID: <thor-1504951529310001@folklore.north.net>
Source record: 167557

In article <3lulmj$ei3@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

> Mac can ever replace e.g. a Falcon - the design of Macs (keyboards,
> mouse, strange disk drive, flickering 640x480 display, etc.) just doesn't

Ummm, have you used a modern Mac at all? I used to have an ST, but sold it after using a Mac for one hour. The Mac did everything that I wanted my Atari to do all along... multitasking (no arguments on this please, I don't care), cut and paste between apps, quality hardware that didn't break etc.

Perhaps the Mac is not the best music machine out there, but the hardware is up there with the best of the best. My Atari seemed to be an excersize on how to cut every possible corner. Every so often I had to grasp either side of the case and twist it back and forth to re-seat the ROMs.

Funny too, I quite liked the Mega ST.

> make me happy at all. And too many programs seem to have problems with
> MacMagic, as well. Some people, besides, love MacOS - but I rather hate
> it. It's as stupid as a cow. Easy, but stupid.

Why? What part of the Atari OS do you like better? I can find absolutely nothing in the Atari OS that does not exist in the Mac OS. On the other hand, I can find HUNDREDS of examples of the opposite.

> The REAL alternative may well be the Eagle. A German TT-clone, twice as
> fast as a TT, and very easy to upgrade with 68040, or even 68060. Just

The 68060 will never ship.

> Those times are over, when people bought Atari as a "cheap" alternative
> to something else. Today, only those people buy Atari-compatible
> computers, who WANT to use GEM instead of Windoze or MacOS. People who

And who are these people?

Maury

--
Harold Ballard is still dead.

752. Damn %$*! hard drives!

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: Callum.Lerwick@flight.org
Message-ID: <896_9504150107@flight.org>
Source record: 167618

Hi! I'm new here, and I have a bit of a problem with some hard drives I just recently hooked up, this'll probably take a few interrigations, but I hope someone can help! I have three MFM hard drives hooked to two Xebec controller cards, which are in turn hooked up to an original ICD STHA SCSI host adapter, which is then plugged into an original 520ST (the ones with "wall wart" power supplies) upgraded to 1mb ram and TOS 1.0 in ROM, I'm using ICD utilites ver 6.0.7 fresh off CompuEvil, now two of the drives (a CDC wren 1 30mb drive, and a Segate ST-225 20mb) were preveously used with an Atari, I can use the partions on both drives, exept the C: partition on the CDC 30mb drive has a problem with its partiton data, and needs a reformat (thats where the problem lies, I'll get to that later), the third drive (another Segate ST-225 20mb) was preveously used on an MS-DOS machine and needs to be formatted for Atari. Now the problem: When I try to run ICDFMT, it starts up, scans for SCSI devices and says nothings connected! I click Rescan a few times, doesn't work! I really need to reformat all my drives! Help!

P.S. You *MUST* reply in personal Email! The crappy software Flightline is running keeps the last 1000 messages posted here, and there is no way to mark all of them at read, without actually going through and reading them all! And with the 30 minute time limit, there is now way I can read them all by having it mindlessly print them all out. <grumble, grumble>

<cue the blatant plug for flightline>
---------- -//- ----------
Internet: Callum.Lerwick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

753. Re: ST Repairs?

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: paul@rance.demon.co.uk
Message-ID: <9504151149.AA003ae@rance.demon.co.uk>
Source record: 167619

Thanks to everyone who replied. Much appriciated.

Paul

754. Re: Two IDE on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDPNBEAFUP@galaxy.teuto.de>
Source record: 167620

In <3mbqli$57d@aristotle.algonet.se> ljord@algonet.se wrote:

>I'm using SCSI-tools with HuSHI ver 5.10 maybe
>there is a newer?

There is a 6.xx available, but this one ought to be fine for your purposes.

>My manual tells me that SCSI-tools do not
>support IDE, but the program does. I have one

Old manual of version 3.something ...

>disk installet already. I can partition the
>second IDE but not install it.

What exactly do you mean with "install"? You've obviously partitioned it, so
the jumpering (master/slave) should be fine. What happens after booting?

>Are there any other hard disk programs?

HDDRIVER might work for you as well. Dunno about ICD. IIRC, the 6.5.5 doesn't
support master/slave setups, either.

There is supposed to be a 6.6.x around, but I haven't seen it as of yet.

>What are the newest version of AHDI?

6.061, but it doesn't support two IDE drives, AFAIK.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

755. Subject Matter

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: internet@wis.win.net
Message-ID: <670@wis.win.net>
Source record: 167621

```
Newsgroup Description:

This newsgroup is for the discussion of Atari ST hardware and software.
```

756. Atari Public Domain Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: ecaruso@hookup.net
Message-ID: <3mol74$kqr@noc.tor.hookup.net>
Source record: 167622

I have over 100 disks of public domain software for the Atari ST on single sided and double sided disks.
Most are 1985-1992 dated software..from magazines, BBSes etc.
If you are interested, I am selling the complete package for $35 plus $9 for shipping: ($44 US Funds total)
I don't own an ST so I am no longer using these disks.

757. re: emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1132rcain@nest.demon.co.uk>
Source record: 167623

On 14 Apr 95 Invalid wrote::

IU> MagiC kann keinen Grafiktreiber fur diese Auflosung laden.
IU>
IU>
IU> [Beenden]

MagiC cannot load a graphics driver for this resolution.

[Quit]

Roger
rcain@nest.demon.co.uk

--

758. Re: Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: Conan Ford <ford@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.90.950415112226.71257A-100000@srv1.freenet.calgary.ab.ca>
Source record: 167624

Any chance this doom clone will be compatiable with the real Doom (as in
for over the modem games)?

759. Re: MacMagic, as bad as the demo?

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: mss@xs4all.nl
Message-ID: <3mp0gd$jjk@news.xs4all.nl>
Source record: 167625

Dear David,

If you have something to say about MagicMAC, and not MacMagic, as you call it, be sure you know everything about it. You have probably got one of the first versions of the demo in your posession, and you are complaining that nothing works with it. Let me first explain how foolish you have made yourself by running patches on an operating system, like automouse, which patches things that are not there, MagicMAC is an operating system, not a TOS version. All good written software, which runs under MiNT, Geneva or Magic, are working perfectly with MagicMAC. We are currently selling the software, and we have had no complaints whatsoever. Let me give you an example of software that IS working with MagicMAC:

Papyrus Gold - does take 2 seconds to load + 2 seconds for loading the vectorfonts under SpeedoGdos 4.2

Cadans Cad - The Ship-drawing does take up 3 seconds to complete

QuickIndex 2.1 - Gives mostly results like 400% - 600% increase in speed, compared with a TT

And I can continue on and on and on...

People, MagicMAC is perfect for running serious software, like wordprocessors and other professional programs. It runs on a Performa 475/25Mhz at 7 times the speed of a TT!!! All good written GEM programs are working good, at incredible speeds. There is even an option to go back to your apple-environment and go on with your apple programs, and then switch back to the Atari.

MagicMAC is for sale in Holland at:

Paradox Computers
Oosterkerkstraat 18
2312 SN Leiden

Stop by for a demo!!!

With friendly regards,

Martin Molenaar, mss@xs4all.nl

760. Re: Dave Small... Nice to see you back

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3mp5je$o17@osiris.wu-wien.ac.at>
Source record: 167626

With reference to the Atari celebrity, whose mailbox quills over;
why can't Dave Small make a statement on the status of Specre 3.1,
i.e. answer the question *WHY* in almost 5 years time Spectre users who
paid good and much money for their product, still cannot access their
SCSI drive on the TT, still cannot use System 7 and so on....

IMO opinion it canot be of technical reason; why would it be otherwise
possible to have TWO Mac emulators with color, System, HD drive support
for the amiga and -despite the initila develomen advantage- none for
Atari cimputers?

As to his statements there seems to be a better Spectre version
available; why isn't it released....if he doesn't want to continue work
on it, why doesn't he release it into PD? Why did he lie to users in the
statements about the Soectre 3.1, i.e. in the AEO magazine where he
announced availability almost immediately.

And now this obscure competition (well, he seems to have time for it....)

No argument about the genie inside Dave Small. But he owes a large number
of people, who paid money for a functioning mac emulator and expecting
new versions, at least an explanation. To me, his behavior in that matter
just does not make any sense.

Regards,

Alfred

761. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3mp5n5$o17@osiris.wu-wien.ac.at>
Source record: 167627

```
NVDI offers the "Dynamic mouse setting" which means already easier and
faster use of the mouse.
Alfred
```

762. Re: Atari Web Pages new home!

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: egbert@euronet.nl
Message-ID: <egbert.10.0015963F@euronet.nl>
Source record: 167628

In article <3mjssc$eu4@news.nevada.edu> amsler@nevada.edu (JOHN AMSLER) writes:
>From: amsler@nevada.edu (JOHN AMSLER)
>Subject: Re: Atari Web Pages new home!
>Date: 13 Apr 1995 19:09:00 GMT

>D.Bhabuta (efac001@alpha.qmw.ac.uk) wrote:

>[snip]

>: So, c'mon guys, log in, and download...if you wanna keep the Atari
>: section at HENSA going...

>: Danny
>: --
>: .signature.signature

Since I know that I can use WWW after 8pm I'm in several times a week to get something. Danesh does a great job organizing the TOS/MINT/FALCON trees. DO KEEP UP THE GOOD WORK. From Holland a.a.u.e is nearly impossible to access but mircos and doc in the UK are very fast!

Egbert Jan

763. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3mpecr$as3@sphinx.Gsu.EDU>
Source record: 167629

Hutch (hutch@ilmen.lanl.gov) wrote:
: In a previous article, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

: >Mac seems to hate me, anyway. It's a wonder, how _every damn day_ I
: >use the Performa 660AVs or Quadras at GSU Computer Lab, those great
: >programs get somehow stuck - crash, bang, boom!

: Given that you've made it clear in this newsgroup how YOU hate Macs then
: you can't really blame the machines for feeling the same way about you. :)

It seems like Macs are the first home computers that show real artificial intelligence ;-) ? I wouldn't, btw. say I "hate" Macs. I just criticize some things most people never criticize... Haven't you seen how critical lot we Atarians are: always bashing our own stuff with hammers? Why shouldn't we be critical towards other computers, too =-) ??

And, really: in computer world, there are pretty many things nobody criticizes, though everybody should. One such thing was Windows 3 when it appeared. If someone spoke out one bad word, the Believers of Win 3 usually got red, and exploded to your face! I know, there are people like that in every group - also among Atari users. But some Mac owners have surprised me, too - by being so high above "us mortals, using second class computers like Atari"... I mean people who can say: DO NOT criticize Mac's File Selector - IT IS PERFECT!!! After using UIS3 or Selectric, that thing hardly is perfect - do you agree? Some things you just have to criticize.

: But seriously, millions of other Mac users do not experience the constant
: troubles you find in that computer lab (where machines are always screwed
: up, anyway) so don't assume your bad luck holds true for everyone. The
: single, easiest fix for most Mac ailments is to turn all the extensions
: off by rebooting with the shift key held down. My 660av is rock solid.

Well, as seriously: I'm not at all the only one who has experienced such problems. And our Macs here don't use many extensions. Dark Side is there, but not much more.

: And as far as your continued complaints about PageMaker, I repeat what
: I said before... don't blame the software if the user doesn't understand
: how to use the hardware/software properly. PM 5.0 works great for me.

Wasn't that pretty much said - since you know nothing about my skills (or lack of them..) using PageMaker ? I'm sorry, but that's the attitude in many Mac users that I hate: they think that if somebody (PC, Amiga or Atari user) doesn't get the results he expects from a Mac program, it's always the USER who has been stupid..?

: >Can't help it, but Calamus SL is superior to anything I've seen on Mac.

: No argument there. But PageMaker works too... when you know how to use it.

So I don't, I guess..? What kind of an attitude is that? Is every Atari owner an idiot when using Mac and PM? Or am I the only idiot among (otherwise very Mac-honoring) Atari users..??

No, you can't say like that - to someone you don't know, can you? The fact is, that if a program is WYSIWYG (like PM is, afaik) - then, if something is o.k. on screen, it should very much look the same when printed, too. Do you disagree?

But this is what happened: I placed a headline text on its place, making sure that kerning is correct. When the headline looked good (I checked it many times, using different magnifications), I made a test print. And now the letters that WERE correctly spaced on screen, were not that anymore on paper! The printer was Apple LaserWriter 2. The kerning was just awful: some letters didn't have any space between them at all, and some did too much. If I was the "stupid Atarian who hates Macs", can you please tell me, what it was I did "wrong" ? Especially, when I haven't experienced any similar problems with PC PageMaker... With Mac PM I've had this kerning bug twice, on different machines and setups.

Let's face it: this wasn't my own fault. I know PM well enough to know that. This problem was related to differences between Postscript printing and PM's own screen rasterizing routines. The same font behaved differentely while printing than it did on screen. This isn't rare using Postscript, at all! And this is one of the reasons why Calamus was developed. The coders of Calamus had had enough of problems like this... So, they developed a page descripting language of their own which would always create absolutely similar results on screen and on print. I think, they succeeded very well with that.

: >I never take seriously folks who ("knowing better..") come to me and
: >say: Mac is THE real computer, for people who want REAL results.

: I wouldn't take them seriously either, although in my experience, it's
: the PC users who tend to make the claim about using 'real' computers. :)

I agree on that.

: Hey, let's face it... I would have preferred a very fast 040 or PPC
: Atari platform but NOT if I had to pay $3,000-$4,000 to get it and
: certainly not in a shrinking market with too little software, support,
: etc. Given all that, the Mac is a viable alternative now that prices
: have come down and performance is up. MagiCMac just sweetens the pot. :)

It's good that we still have some choices, isn't it?

: All IMHO, of course.

Of course :-)

: -Hutch- @ Fair Dinkum Tech

TH

764. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: Lou Trapani <lou_trap@li.net>
Message-ID: <3mpdv5$r8p@linet02.li.net>
Source record: 167630

In article <3mmi85$91c@chico.staf.phil.ruu.nl> Hendrik Jan Veenstra, hjv@phil.ruu.nl writes:
>"Fatal Error, MagiC can't load a Graphic Driver forthis resolution."
>(uhm... Graphic Driver is not the correct word I think... It's a literal
>translation, since the correct term escapes me right now, but I guess you'll
>get the point).

Thanks. I actually just figured it out this morning. I tried allocating more
and more RAM to it, but I was still getting error messages. Than I thought about jumping down to 256 colors. I did that, and then the MagiCMAC demo WORKED!!! WOW!! This is impressive!

Now, my question is, is the full commercial product that is being imported into
the US, will it have ENGLISH resources? Seeing german in all the drop down menus is a little worrisome.
-= Lou =- | lou_trap@li.net | The Machine BBS 1-516-764-5748
Art Trap Productions | arttrap@aol.net | 24 hours - 14.4K - No Fee
==========

765. Re: Atari Mags in America

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: Lou Trapani <lou_trap@li.net>
Message-ID: <3mpee4$r8p@linet02.li.net>
Source record: 167631

In article <D72EM3.19J@cix.compulink.co.uk> Ann Brooker,
thumper@cix.compulink.co.uk writes:

>Does anyone know if America publishes any Atari mags, and if so
>what are there names and is it possible to get copies sent to
>England.

There is ST Format and Current Notes. Not sure if there are any others
still in
publication at this current time.

ST Informmer Magazine
909 NW Starlite Place
Grants Pass, OR 97526

503-476-0071 (voice)
503-479-1825 (fax)

stinformer@chatlink.com
========================

Current Notes
122 N. Johnson Road
Sterling, VA 20164

703-450-4761 (voice)
703-430-2618 (fax)
========================
-= Lou =- | lou_trap@li.net | The Machine BBS 1-516-764-5748
Art Trap Productions | arttrap@aol.net | 24 hours - 14.4K - No Fee
===

766. Re: RatSoft BBS software? Where? How? How much?

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: Lou Trapani <lou_trap@li.net>
Message-ID: <3mpes8$r8p@linet02.li.net>
Source record: 167632

In article <3m40gi$5e5@prime.mdata.fi> Rasmus Paetau, paetau@mits.mdata.fi writes:

>If anybody knows how to order a BBS software called Ratsoft, made by

I believe I saw an ad in ST Informer or Current Notes, that Steve's Atari Sales
was selling it. Their phone # is 1-800-487-7753 or you can email to s.kipker@genie.geis.com

Currently I am running Trancendence software for my BBS. A little more than a
year ago, I was trying to get RATSOFT, but I could get a copy, although I tried. I may still switch, it depends on what the new version of Trancendence
will offer when it comes out this summer (hopefully).
-= Lou =- | lou_trap@li.net | The Machine BBS 1-516-764-5748
Art Trap Productions | arttrap@aol.net | 24 hours - 14.4K - No Fee
==========

767. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: Lou Trapani <lou_trap@li.net>
Message-ID: <3mpf1h$r8p@linet02.li.net>
Source record: 167633

In article <3373823@matrix.fdn.fr> Marc Savard, polom@matrix.fdn.fr writes:

>Where do I have to go to find a demo of this software ?
>Is it already sold, and a what price ?

The demo has to be floating around the net somewhere... I have the demo on my BBS if
you are interested. The commercial version is supposed to be available at TOAD
Computers later this month.
-= Lou =- | lou_trap@li.net | The Machine BBS 1-516-764-5748
Art Trap Productions | arttrap@aol.net | 24 hours - 14.4K - No Fee
==========

768. Neodesk/Geneva/Magix

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <04151995.233932@empyr.dircon.co.uk>
Source record: 167634

Hi, I've got into a right mess since installing X-Boot.

I've got NeoDesk4, Geneva and Mag!x. Why won't Neodesk4 automatically load after Geneva or Mag!x ?

I've got my boot setups all mangled and it's going haywire !

With my Geneva/Neodesk combination, Geneva loads OK, but Neodesk4 won't start automatically. The same with Mag!x, Neodesk won't start.

Say I want to have several combinations like Mag!x without Neodesk, Geneva with Teradesk, Neodesk on its own, etc etc, how can I set this up in X-Boot ?

I know this should be obvious to me, but my brain just died from trying too much :-)

Thanks in advance,

Kev.

Kevan@empyr.dircon.co.uk

VQWK 6.20 [Rev H - 04/04/94]

769. Re: Multisyn monitor question

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: bicey@delphi.com
Message-ID: <JG18xwF.bicey@delphi.com>
Source record: 167635

If you need a NEC3D I have one for sale for $240-Jobiki

770. Linux and Quantum 105S

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: asx@bix.com
Message-ID: <3mpkpu$a5p@news2.delphi.com>
Source record: 167636

I have a puzzling scenario: I have gotten Linux and X Window up and running on a Quantum 240S (with much help.) However, when I tried to copy the stuff over to a Quantum 105S-- wierd things happen: the file size shirnks and I get some serious file system errors.

I formatted the drive under AHDI 5.x (same way I did with the 240S) and partitioned with enough space for my data.

This Q105S was my primary HD until I got my new Quantum Ligthning 540S and I had no problems with it (under TOS.)

Any comments?

Also, I cannot run the xc program -- it keeps telling me that it cannot open device /dev/cua0. It has major number 5 and minor of 64. IT will also not work witj ttyS0 and I don't have the modem device in /dev.

771. Re: Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr15.233432.5185@bradford.ac.uk>
Source record: 167637

On Fri, 14 Apr 95 17:26:00 +0100, Jesper Kock wrote:

: Qfax v4.08. STraight Fax and Qfax is equal good.But i will still recomend
: Qfax as i have NEVER had any problems with it.

You're right I did - this is because I have no experience of it... It is
(AFAIK) of German origin, in German language, and not available in the UK.

--
Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ

772. Re: Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr15.233741.5284@bradford.ac.uk>
Source record: 167638

On Fri, 14 Apr 1995 17:16:52 GMT, Daniel Cohen wrote:

: > STraight Fax - Commercial, costing ₧80 pounds from System Solutions.
:
: ₧70, not ₧80, according to SS latest catalogue. And it's one of those
: programs which are much cheaper in the USA, $80 from Toad.

When I rang them they said 79.95...
I also contacted Toad, and he said that after all import duties,
trans-atlantic postages, insurances etc.etc. it would come to about the
same price Syssols are charging... naturally I would have been happy with
paying by credit card, and having the software electronically transmitted
to me, but Mr.Toad did not seem too impressed with that idea :-(.

--
Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ

773. Re: MagiC and ICD HD software

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr15.234437.5391@bradford.ac.uk>
Source record: 167639

On 14 Apr 1995 12:20:19 -0400, Al Fasoldt wrote:

: Anyone able to get MagiC and the ICD software to coexist?

No problems whatsoever from day one!

--
Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ

774. New to the net ATARIan

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: nibbler@wis.win.net
Message-ID: <700@wis.win.net>
Source record: 167640

Hi, I have a Mega 2 ST, with 3, 40+ meg HD (love it too!) 1's a SCSI Quantum, 2, Seagate ST251, 3, Priam 1D45 ? H With an adaptec controler and a ICD Host adapter with a clock, Yes, I got all 3 to work but the controler can handle 4 MFM's and I can't get ICD to see more than 2 MFM drives.
The wide ribion has a twist on the last HD (priam) I put a 3rd conector in the wide ribbon and set the 2nd Seagate to D #3 added a 3rd narrow ribbon but if I have the Priam conected it dosn't see drive 3 or 4, but with one or the other it does....???? it see's that the priam is 1,2 or the seagate as 1,3 but not both???

While I'm here, I'm using Flash 2,21E, what would be better for neting. and Flash on capturing large BBS confrences has gaps in the txt, Storm has bigger gaps tho. I've tryed different settings on my LineLink 144e. I get carrer lost many times too.

I'd also like to get a GIF viewer that works on all picture files or close to it, I have DMJ 3, but it locks up on many GIF. but none of my older stuff work either. I want to make animated cartoons. for kid as well as adult ones for me:-)

Any sugestions?? I have a VIDI-ST any newer prg's for it? I can capture about 45 frames, but its hard to work with coloring each frame.

thanks.

775. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3mpsrm$sf8@cxc1.cl.msu.edu>
Source record: 167641

alfasoldt@aol.com (Al Fasoldt) writes:

>There are many good mouse accelerators. CKBD has one of the best, but I
>usually use SilkMouse. Screen savers? SilkMouse's is very competent, but
>for special effects Before Dawn is nice. Pinhead is available as a
>separate TSR called (oddly enough) Pinhead. It doesn't work with MagiC but
>works otherwise under SingleTOS and Geneva.

I must be thinking of some other patch program I used to use with my older
TOS 1.04 system, then... For some reason I was under the impression that
PinHead didn't work on the Falcon? Hmmmm. I wonder if I'm suffering mental
crossed clusters, perhaps I'm thinking of PoolFix4.

I really liked the fact that Warp9 applied all these patches into one program,
adjustable with only one .ACC; still it's looking to me as if I will be making
the switch to NVDI soon, too.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

776. Re: Toronto Atari show

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3mpt7o$sgg@cxc1.cl.msu.edu>
Source record: 167642

diehl@nudge.io.org (Eric March) writes:

>liklely because it's a smaller room. I was disappointed at Atari's no-show
>at ACE, but all in all it was fairly good. I just wish Shawn Tedder

Frankly, I was _PLEASED_ that Atari wasn't there. In their absence, ACE was
a computer show, not a Jaguar show.

I'd have been willing to see the Tramiel family (Three Stooges of Atari) show
up at a dunk tank booth, however... If swimming out of the tank were a functionof their
marketing skills, these clowns would have died there.

--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

777. Re: Towers II spoilers (w

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: Rob <robo28@delphi.com>
Message-ID: <BQ7dxWH.robo28@delphi.com>
Source record: 167643

Arto Jalkanen <artoj@mits.mdata.fi> writes:

>BTW. What are Feces? I don't know the word and neither does my

Feces is the proper medical word for excriment or shit., droppings, etc
--
*** | Rob Oslund |
*** | Atari Falcon 030 |
* * * | 4MG/52m SCSI/80m IDE | I want a TOWER CASE (cheap!)
* * * | Acer Multiscan |
* * * | |

778. For Sale : ST soft and books

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: Klaus_Beschorner@bb.maus.de
Message-ID: <199504151859.a16229@bb.maus.de>
Source record: 167644

I have the following for sale. I hope the prices are low enough, but anyway
you're welcome to negotiate. Postage goes on top. Can be as high as 12-18 DM
for air mail to the US, so beware... (1US$ ~ DM 1.40 as of today)

SOFTWARE (original disks, updateable, etc...)
----

o Lattice C 3.03.04 (old, but working, inc. documentation), DM 40.-

o Omikron Basic 3.00 with book, DM 10.-

o GFA Basic Interpreter and Compiler 2.02a with book, DM 20.-

o MultiTeX 5.1 (Maxon-Sonderdisks), DM 30.- (you can update those for 20.-
to version 5.4, which costs DM 75.- on it's own !)

o Flexdisk (flexible, reset-resistant Ramdisk, this version works
with TOS <= 1.04, inc. book), DM 10.-

o TOS-Disk 12/92 (inc. Tempus Word Junior), DM 5.-

o Calligrapher Demo Disks - free with any other purchase

BOOKS
-----

o Diskus Version 2.7 (w/o binder, just the pages, german) DM 5.-

o DB Atari ST Intern (german), DM 5.-

o DB C-Knowhow Laser-Megamax-Turbo (german), DM 10.-

o microware OS-9 ringbook in case, User's manual for their
C and Fortran-compilers. Nice C-Reference., DM 10.-

o Handbuch MicroTalk-Mailbox (nette Einfuehrung ins FNet), inc. Disk, DM 10.-
ist auch 'ne gute Doku fuer DFU-Einsteiger, mit kleinem Terminalprogramm.

-klaus-

Klaus Beschorner; Ulrichweg 20; 71120 Grafenau; Tel.07033-45142(p)

779. Re: Re^2: No More MACs...!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950415Z060004.202barheath@heathen.demon.co.uk>
Source record: 167645

In article <FDOUAEBJUP@galaxy.teuto.de>
neptune@galaxy.teuto.de "Hendrik Mylius" writes:

:
:
: I'll beleive that when it's THERE. Not a bloody second earlier.
: <remainder edited out for brevity>

This is one of the main reasons that set me into buying a Mac. GE Soft, the MagiC! team, ASH, and so many others seem to have fallen into the classic Atari trap. Devise a bloody good idea, do a feasibility study and if that comes up with a better than even chaance of success, announce it to the world as "imminent" When it doesn't appear, because it wasn't that easy, find "hardware incompatibilities", "inconsistent system faults", or any other technical bullshit you can think of to blame the delay on. With any luck, by the time you get the project completed, there'll be no-one left to sell it to anyway.

I've seen and heard talk of the Eagle, the Medusa, MagiC3 et al for ages, but NOTHING has appeared. (sorry, one or two demo machines and systems have been shown halfway across the world) IF the Eagle had come up at a reasonable price, I'd have bought one; it didn't, so I got the next best thing, a Macintosh. As far as I can see, it will do almost everything a Falcon can, and more. I can put MagicMac into it to run "clean" Atari software, I can fit a 486 board for PC rubbish if I REALLY have to, and I can upgrade it to PowerPC as needed. What more do I need? (apart from a new printer :-))
I would have much preferred to stay with Atari. I've always thought that in concept they were so much better than the rest. However, the realisation, the marketing, the backup, and the service were crap. The Mac and the PC succeeded because the public saw them as *Computers* (box of electronics, separate keyboard). The Atari seemed to be a glorified Spectrum. All in one box and why can't I plug it into the telly? The fact that at launch time it knocked the PC and the Mac sideways technically didn't matter. The impression was that it was a game console with a keyboard. The Mac got developed continuously, so did the PC and what did we get? The TT which tried to do too much and was too expensive and too late, then after ages and ages, the STe. Wow! No wonder they went down. The STe, if we are honest, didn't even match what the Amiga could already do.
Now the Falcon has arrived (in the same clothes) and passed (for the same reason) and we're STILL crying about it.
I'm going to keep my ST if the finances will let me. It's still a damned good computer, still easier than the Mac. It's just not quite good enough today.

Probably the wrong place to have said all this, and I apologise for that. It finally got to me is all.

--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - 0 0 0 0 0 0 *
| ------------------- ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |__________________| |_________________| |_____| |_________| |
_________o_o___________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

780. Re: Partition software

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: Steven.Demetrius@250-525
Message-ID: <321_9504160056@tor250.org>
Source record: 167646

To: abstract@wam.umd.edu (Jus
a> : Does anybody know what partitionsoftware that supports changing the
a> settings : for one partition without changing (affecting the others)?

Use ICD host adapter and software. It does eveything you want to do
to your hard drive and is constantly upgraded.

Steven Demetrius@Leftover-Hippies
I think I was concieved then?????

* CQWK 2.2 *
--
|Fidonet: Steven Demetrius 1:250/525
|Internet: Steven.Demetrius@250-525
|
| Standard disclaimer: The views of this user are strictly his own.

781. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3mngp6$6l1@lastactionhero.rs.itd.umich.edu>
Source record: 167647
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- molin 129405 Apr 8 02:23 ./0ls-lR.Z
-rw-r--r-- molin 25052 Mar 9 07:32 ./Utilities/loadl110.zip
-rw-r--r-- molin 45570 Apr 5 11:08 ./Utilities/shauri.zip
-rw-rw-r-- entropy 31592 Apr 8 02:00 ./Utilities/0index
-rw-r--r-- molin 130472 Apr 8 02:26 ./0ls-lRc.Z
-rw-r--r-- baldrick 12322 Apr 8 01:50 ./Falcon/0index
-rw-r--r-- molin 154428 Feb 19 22:52 ./Falcon/Demos/cross15b.zip
lrwxr-xr-x molin 25 Apr 8 01:37 ./Falcon/Graphics/icdra142.zip ->
../Utilities/icdra142.zip
-rw-r--r-- molin 163726 Apr 8 02:20 ./0compind.Z
-rw-r--r-- molin 407105 Apr 8 02:20 ./0index
-rw-r--r-- baldrick 130602 Apr 14 16:41 ./0ls-lR.Z
-rw-r--r-- baldrick 130250 Apr 14 16:44 ./0ls-lRc.Z
-rw-r--r-- baldrick 109082 Apr 10 11:47 ./Telecomm/rjd10.lzh
-rw-r--r-- weiner 8300 Apr 14 15:50 ./Telecomm/0index
-rw-r--r-- entropy 8061 Apr 14 15:58 ./Programming/0index
-rw-r--r-- baldrick 256237 Apr 14 13:45 ./Programming/rxt_ass1.zip
lrwxr-xr-x baldrick 35 Apr 14 15:54 ./Programming/Gfa/dmv-boot.zip ->
../../Falcon/Utilities/dmv-boot.zip
-rw-r--r-- baldrick 27775 Apr 14 13:46 ./Programming/Stos/ninja.zip
-rw-r--r-- baldrick 12390 Apr 14 15:57 ./Falcon/0index
-rw-r--r-- baldrick 407432 Apr 14 16:38 ./0index
-rw-r--r-- baldrick 163836 Apr 14 16:38 ./0compind.Z
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

782. Re: FOR SALE: NEW 540MB Quantum HD in ICD FA-ST Case

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3mnlie$j1u@cville-srv.wam.umd.edu>
Source record: 167648

Hendrik Mylius (neptune@galaxy.teuto.de) wrote:
: In <9504101328.AA01932@ilmen.lanl.gov> Hutch wrote:

: >In a previous article, DOMINGO@news.delphi.com (DOMINGO@DELPHI.COM) wrote:
: >> Actually, I can currently get anyone a 560 Meg Samsung drive for
: >Those are good prices, but I would -never- try to compare either a
: >Samsung or a Seagate drive with the high quality Quantum mechanisms.

Actually, I use a Quantum for my ST, and a Seagate on my IBM... I
haven't noticed one or the other being *better*... Each has performed as
well as the other... Hutch, I trust your judgement, as you seem to be one
of the more intelligent people in this group, but I would disagree with
you on this...

--Lunatic

783. Atari Mags in America

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: thumper@cix.compulink.co.uk
Message-ID: <D72EM3.19J@cix.compulink.co.uk>
Source record: 167649

Does anyone know if America publishes any Atari mags, and if so what are there names and is it possible to get copies sent to England.

784. Re: Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-15 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3mnupk$pf9$4@mhade.production.compuserve.com>
Source record: 167650

Umm... we're not talking about DOOM here..

We're talking about a "DOOM clone".

Number of colors and resolution, and being *exactly* like the PC version
don't have a whole lot to do with any kind of Atari version...

I'd like to see *something* like DOOM on my STe, but I doubt I'm ever going
to see a game that will run on an 8 Mhz computer in 16 colors that looks
EXACTLY like the original..

BobR

785. Re: WWW browser (maybe I'll write one)

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: boisson@sct.fr
Message-ID: <3mpner$1sl@sct1.sct.fr>
Source record: 167558

Marc Savard (polom@matrix.fdn.fr) wrote:
| I agree with that... It would also be a very good idea to develop
| a PPP driver that do not require a huge knowledge in TCP/IP protocol
| and Unix-like softwares. Something like what exists on Mac, for example.

I have such this thing in plans: a TCP/IP driver a la MacTCP with plug and play drivers for PPP, SLIP, CSLIP.. (I will try to finish the point-to-point version before looking about ethernet drivers).
I almost wrote the API (very simple: no TCP/IP layer knowledge required), but this won't be as cool as I wanted: I wanted to send Gem events to avoid polling all the timer for the application and to ensure fast feedback for user, but I appears that's seems a very tricky thing to do. (BTW email me if someone try this before!)

| I have NOS but could not make it work for the moment. Maybe I'm a bit
| stupid... but I think other people might have the same problems...

Neither I am.. So I use MiNT, MiNTnet and SLIP..
Anymay NOS do not support POP3..

--
Stephane Boisson
Nucleus/HMD

786. X11+Xterm under Linux 68k

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: jack@aurora.carleton.ca
Message-ID: <D73s85.M1p@cunews.carleton.ca>
Source record: 167559

I have installed linux on my Falcon and have X11R6 running.
I am having problems getting xterm to run properly.
xterm starts loading but exits giving me the following error:

xterm error 14, errno 2: no such file or directory

Does anyone have any ideas as to what might be missing from my setup?

thanks

** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

787. Re: Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: Case@parkhead.demon.co.uk
Message-ID: <Case.02mq@parkhead.demon.co.uk>
Source record: 167560

Time for me to commit CyberSuicide $-)

The chances of a Doom-clone anything close running on the STe seem remote...

..is it really possible to do the texture mapping?

Something with the old-style 3D objects would work like Interphase...

..but surely not on the scale of Doom?

On the Amiga, haven't they had to make the minimum config a 1200 (ie 020)...

..to get it fast enough?

Sorry about this! I love my ST for usability, etc, but had to buy a 1200...

..because I do like to play games and the ST just can't keep up anymore.

Or is it just lack of development leaving it way behind?

--
/*
* Case@parkhead.demon.co.uk _________
* /_|_|_|_|_\
* Does God Fill Teeth? _|_|_|_|_/
*/

788. Re: MIME

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: diehl@nudge.io.org
Message-ID: <3mqf5p$lqa@ionews.io.org>
Source record: 167561

Simon Moore (smoore@chowgar.demon.co.uk) wrote:
: Does anybody know of any software that can decode MIME without needing
: MiNT installed ??

ESS-Code 6.3 by Michael Forget (Electric Storm Software) is capable of processing MIME, SHIP, BTOA and UUE files. It's a standard GEM program and it's available from most FTP sites, pprobably in /pub/atari/telecomm or somesuch.

: Regards.

: --

: Simon Moore
: smoore@chowgar.demon.co.uk

--

```
_____________________________ _________________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

789. WTB: DA's Layout CD - English

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: mtaylor@perth.DIALix.oz.au
Message-ID: <3mqj23$8et$1@perth.DIALix.oz.au>
Source record: 167562

Hello to all,

Well if anyone has the latest version of Digital Arts Layout CD DTP software with English menus etc for sale I am interested. I have been trying to upgrade my Didot Pro B&W for quite sometime to this but DA's Germany give me the complete runaround for the last 12 months or so. I do not need a manual so any German users might be able to help. I beleive the version released in Germany has various languages available from a pop up menu to convert the menus and help messages. This software is very good but the support offered by the UK distributor CGS Computerbild and the author company Digital Arts in Germany could only be fairly described as abysmal. So be warned if dealing with these companies as I have got the runaround from them for the last 12 months or so promising upgrades and it has cost me several thousands of dollars in lost work and costly delays to my customers.

Well if you can help me out please let me know. If there are any other disgruntled users of DA's software out there then how about letting us all know and we might save everybody else a lot of heartache.

Best regards from OZ
Mark

--
****
* Mark Taylor || INDELIBLE DESIGN - Print & Design *
* Western Australia || InterNet: mtaylor@perth.dialix.oz.au *
****

790. Re: Neodesk/Geneva/Magix

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: zap@eskimo.com
Message-ID: <D74HqL.8w2@eskimo.com>
Source record: 167563

Please post answers here as I am trying to set up the same thing on my system. I do not have X-Boot yet but if you can get it to work for you I will definitly buy it!
--
Randall Dale Spreadborough <zap@eskimo.com>
PGP v2.6.2 Public Key Available by Request

791. Re: QUES: Music sample conver

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3mqs60Ekug@uni-erlangen.de>
Source record: 167564

m9174@abc.se (Carl Lofgren) writes:

>gbar@mcs.com wrote something like :

>g> I'm looking for a way to convert SDS (MIDI Sample Dump Standard), WAV and
>g> AIFF files to SoundDesigner (SD) format. Any ideas?

'525 v2.0x' handles WAV and AIFF. Converting it to RAW could perhaps do
it. Any idea how the SoundDesigner format looks like?

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

792. Re: MacMagic, as bad as the demo?

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3mqsg4Ela2@uni-erlangen.de>
Source record: 167565

I don't know if MagicMac has some switched to make it more compatible for
'not 100% clean' GEM software, but EASE has some things to hel you.
The most important thing is, that you can start any appalication in
'single mode' - which behaves like TOS, not MultiTOS. So some programs
that don't redraw the screen correctly for example work.

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

793. Gemulator on DOS-mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: kwd9152@is2.nyu.edu
Message-ID: <3mqtj7$81l@cmcl2.NYU.EDU>
Source record: 167566

--

Is it possible to run Gemulator with TOS on disk?

Kevin Dolorico "...for the love of the game..."
kwd9152@is2.nyu.edu
Tmaster@j51.com -=NEW SIG & E-mail address=-
---

794. My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: kwd9152@is2.nyu.edu
Message-ID: <3mr01j$81l@cmcl2.NYU.EDU>
Source record: 167567

I purchased a Powermac 6100/66/DOS machine after a decade using Atari's, starting with the 8-bit series.

I shared some of my greatest experiences using the Atari's. I don't know where I'd be now if I hadn't used Atariwriter on cartridge. :) I gained a lot of problem solving skills on the 8-bit... :)

On the Mega ST, I first hooked up with BBSes... and with my Mega STe, I went to college and hooked up with the internet. After all of these years, I just found that the MegaSTe really couldn't stand up to the current hardware available and found myself at a crossroads... It was once again time to upgrade. All instincts were pointing towards the Falcon...

...but logic told me that the 030 was outdated already... and the PPC was the future of non-Intel-compatible based computers out there. If I bought a Falcon or a TT, I'd continue to be the butt of "Atari 2600" humor... and for another 4 years(or however many I'd continue using it), I'd be locked in my own software-dead world.

My ultimate decision was to get the PowerMac 6100/66/DOS compatible package. I worked in a Mac-based computer lab for a semester, and learned a lot about Macs. They offered more ease of use than the PC(obviously) and actually, even more than the ST! Everything about the Mac feels professional. It didn't feel like playing with a toy. I finally can view pictures in MORE than 256 colors(on my ST...well, it took hours viewing gifs, and days viewing JPGS) :)... Ah, glorious color. :)

16-bit audio with sampling facilities built in doesn't hurt either. Neither does a CD-rom player with actual CDroms available for it. :) I always wondered what the point of having one for the ST was...

Before I owned the computer, I wondered why I'd need 16 megs of ram. Now I know... in order to run more powerful applications, you need more ram. Well... a lot of the software I now use is really a lot more powerful! I couldn't even imagine a Photoshop equivalent running on the ST/TT. I guess it could be possible on the Falcon, but not on anything else w/o expensive non-standard graphics cards.

One of the great things I can now take advantage of is ETHERNET via my dorm. The speed is simply marvelous. Programs like Telnet, Fetch, Anarchie, and Netscape make everything worth it(ah, the WWW). Plug'n'Play PPP access is also great(before I got etherneted). Everything looks like it's been planned out and feels professionally made

The point is that I could have chosen to get another Atari, a company that hasn't rewarded us with anything in years. They make fine machines, but over the years they provided little in the way of support for their hardware. I still wonder why they never just used clone-style cases for their computers. They always had to be a little weird, and thus the TT/MegaSTe case was born, which was practically as cramped inside as the standard one piece case. :)

Only the diehard hackers and wanna-be hackers are still using the STs. :) Perhaps there are also some musicians who don't know any better using their STs. :)
A lot of this talk about mint escapes the average human being...and even those who are technically inclined have problems setting it up! Some might say, "why not just use a PC?" :) Sure, there are those who program for the sake of accomplishing something, but other than a pat on the back, you're not going to get rewarded. however, stick with it if you're having fun. :)

Well... I don't know if Atari is working on any new hardware, but I definitely think they should consider developing a new version of TOS that would work on the upcoming PowerPC multiOS-platform that Motorola/IBM/Apple have been collaborating on to combat Intel's monarchy(Anarchy, imho)...

I don't know if I made a point or not, but just remember that if you're on an ST with under a meg and without a hard drive, you're really missing out on a lot!... you're simply not... INTERNET capable. :)

Really. :) SLIP/PPP can change your life. You need to be able view GIFs/JPGS, and play with the WWW the way it was MEANT to be used! You need modem speeds over 19.2k! you need CDroms... and software compatibility! Ah, NETSCAPE! AH... You need magazines to look at. :)

One last thing... you need CUSeeMe. Video Conferencing over the internet... and it can't be done with an ST. Low end machines simply don't have the power.

Basically... if you're running on a 68000 processor, really, it's time to upgrade(unless you're just doing Midi). :) For under $1000, you could own a Performa 475, based on an 040... you'd need to spend another $320 for a total of 12 megs of ram, though...

For around the same price, you could get a decent 486/66 system if you want to choose the harder route of adjusting. Of course you could still take all your old software with you if you buy the GEMulator.

Don't fight the funk. Walk away... and that's my word for today.

Kevin Dolorico "...for the love of the game..."
kwd9152@is2.nyu.edu
Tmaster@j51.com -=NEW SIG & E-mail address=-
---

795. Re: C-Lab Falcon-What's the price then?

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: s925377@mailserv.cuhk.hk
Message-ID: <3mr4mn$l9r@hpg30a.csc.cuhk.hk>
Source record: 167568

```
>>wrote the C-Lab Falcon cost $3000. - That's wrong: It costs DM 3000. And that
>If the price is only DM 3000, why is it sold for 26.000 Danish Kr. here
>then ? (26.000 Dkr is DM 6500.) Thats the same as stealing the money insted

What's the price in Germany or other places then????
====================================~ Malcolm <=====
| Good Luck! |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| |
| Dreaming Girl, Bel Canto |
==================s925377@mailserv.cuhk.hk==========
```

796. Re: WTB: DA's Layout CD - English

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: johnmoon@pyromania.apana.org.au
Message-ID: <1995Apr16.140410.13628@pyromania.apana.org.au>
Source record: 167569

Why not use Calamus SL?

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@pyromania.apana.org.au

--


```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
```

797. Re: MacMagic, as bad as the demo?

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FDQLEABTUP@cabal.shnet.org>
Source record: 167570

In <3mm3hd$kid@osustat.mps.ohio-state.edu> David H Butler wrote:
>I managed to
>set it up to use Neodesk 4.0 instead of that EASE thing, so I have a decent
>desktop (no offence to EASE users, but Neodesk suits my needs much better).

Well, Neodesk doesn't fit my idea of "decent", but if _you_ like it...
I prefer Gemini, Thing or even No|desk.

>Here's the problems; first, I currently only have 4megs ram in the powerbook,
>but will be upgrading soon. However, even with all extensions off, by the time
>MacMagic gets loaded I have only 1meg free ST ram! MemWatcher reports that I
>have 3384k total ST ram (or about that), but MacMagic takes a full two megs!
>Add Neodesk, and even in 16 colors instead of 256 I have only a meg left.
>Like I said, I'm going to upgrade, but does the final version of MacMagic
>really take two megs?

According to MACup 3/95, 8 megs in the Mac are the minimum for running
MagicMac decently.

>Does the ST version of Magic take so much ram?

Nope. But Magic doesn't have to deal with MacOS.

>Second, nothing seems to run on it. Now this is a problem. I've tried quite a
>bit of software, and I've had virtually no luck at all getting things to run.

Errr...
[CUT HERE]
Voll lauffï¿½hige Programme (von A-Z)

ASH-Utilities
CAT, Calamus SL (Sommer 1994), Connect
Ease 3.5, Everest
Fred
Kobold
LHARC
McCoy, Megamax Modula 2, Morpher 1.0
Papyrus, Papillon 2.2, Phoenix 3.5, Postfix 1.1, Pure C (nur der De-
bugger hat auf 40er-Macs Probleme, dafï¿½r gibt es allerdings einen
Patch)
QED
Script 2, Signum!Drei, ST Online 4.1 (Datex J), ST-ZIP
Tempus Word (angepaï¿½te Version), Twist, Twilight (speziell angepaï¿½te
Version)
XControl (verschiedene CPX-Module laufen, andere nicht)
WinCom

Voll lauffï¿½hig, mit leichten Einschrï¿½nkungen

Signum!Zwei (640x400 monochrom, Ausdruck nur ï¿½ber PREMUL und Druckdatei).

Angetestet (dabei keine Probleme)

1st BASE (hat Probleme im Accessory-Betrieb, wird angepaï¿½t)
DA Layout (Single-Modus), DA Picture
Gemini
Harlekin
Karma, Kandinsky, Kodak-Photo-CD-Software
XEdit

Vorerst nicht lauffï¿½hig

DA Vektor (eine ï¿½ltere Version funktionierte, ist also nur eine Kleinigkeit)
Omikron Basic
GfA-Basic (auch viele GfA-Basic-Compilate)
Pure Pascal (Anpassung in Vorbereitung)
Pure Profiler (geht nicht, da MFP-Timer A benï¿½tigt wird, der im Mac fehlt)
[CUT HERE]

>I
>can't get Calamus 1.09 to run, TouchUp does not work, the GemView package
>installer won't even work, Warp 9 does not work, Mouskamania's (how do you
>spell that?) AutoMouse does not work, The Speed of Light demo does not work,
>Wordup 3.0 does not work, the list just goes on and on. A few things did work,
>STZIP works, a little line-drawing program works, and NeoDesk 4.0 mostly works
>(the reorder function does not work, but most everything else seems to). The
>thing is that I don't know if these are Magic problems, or MacMagic problems,
>or if I just can't set anything correctly because it is all in German.

These are either demo problems or software problems. Of the programs you mentioned, Gemview e.g. should run.

>Is Magic this trouble prone? All the software I've tried works fine on my ST
>with 4megs ram, ISAC card, T25, Geneva, and NeoDesk, so I figured they would
>work on just about anything. Oh, actually, I have to turn Geneva off to use
>Wordup come to think of it.

Everything running under MultiTOS and on a graphics board should run under MagicMac without any limits (except for dongled software and programs relying on special hardware presence). The 640*400 b/w mode should make some dirty programs make run, additionally.

>Let's see, other things that failed were;
>
>Xcontrol

Should run, except for certain .CPXes (see above).

>Deskmanager 2.7
>GEMBench (on float-math test only)

040/040LC? No wonder, then. The float math test expects a 68881/68882,
AFAIK.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 22. Mar. '95

798. WTB - follow up

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: P.J.Groves@Bristol.ac.uk
Message-ID: <9504161448.AA28125@mail.bris.ac.uk>
Source record: 167571

First - thanks for all the Email/postings.

Good news - yesterday I finally bought a recon 1MB STFM from ASHUG at SAMS, 75 ukp ! I will probably get this upgraded to 4MB which should cost about 100 ukp.

Thanks again, Phil

799. Re: Seek simple .WAV player for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3mrbnu$b85@prime.mdata.fi>
Source record: 167572

In article <3me0b4E96l@uni-erlangen.de>,
Harald Schoenfeld <mppi76@cd4680fs.rrze.uni-erlangen.de> wrote:
>In comp.sys.atari.st you write:
>
>>I would also like to see an drag&drop application, that plays (and maybe
>>displays sounds (WAV, AIFF, SND, AU, DVS...). If that wonderful 525
>>could be programmed to play the sounds also, I would be very happy.
>
>If you want to play the sounds, you'll need fortune. 525 will probably never
>get that playing routine - because we would need 3 different routines: Falcon,
>TT/STE and ST. All with different frequencies and only some able to
>play 'directly' from hard disk. We have the necessary routines for
>all machines, but well it gets too long and big...

If you were programming for Windows, you would not care if a simple wave-
player would be 3 Megs, would you? :-)
If you ever change you mind (they change hearts and livers now, so in the
future...) - I'll be waiting.

>>BTW: has anyone else got this problem:
>>When exiting Fortune or 525, the desktop colour nr.9 is not set to it's
>>original value, but always to R500 G500 B500. Is this because of those
>>programs of the COLORVDI.CPX vr. 2.10?
>
>I don't think our programs change the color AT ALL. So it probably happens
>because the xcontrol.acc is exited at the same time, too.

I'll try to change the boot -order of the .ACC's and .CPX's, if it would
help. The problem is still there.

>Btw: You don't have grey as color 9? Doesn't that look strange in 3D
>mode?

I'm into more pastel-color shades - with careful testing you can make
the Falcon look quite elegant, and still keep the 3D-effect.
My old no.9 was R706 G730 B761.

BTW, I found one drag&drop Wav-player: PLWAV100.ZIP from Hensa. It's
only fault it that it looses the desktop while playing the sound.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/

```
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/
-----------------------------------------------------------------------
```

800. Re: Anyone got TOS 1.02?

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <Ze3eZ+G.johnhechtman@delphi.com>
Source record: 167573

James Allcock <Case@parkhead.demon.co.uk> writes:

>I need an image of TOS 1.02, but I've only (?) got an STE...
>
>...could anyone run a prog for me (if I Email it to you) to extract the file...
>
>...then Email it to me...
>
>...obviously you'll need UUE/UUD or something

I have the TOS 1.2 (1.02) _chips_ that I pulled out of my Mega 4 when I got
T2.06. If they will help you, I'll sell them for $15 plus postage. Deal?

801. Re: .GL animation viewer for ST/TT/Falcon/NOVA Card???

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FDQOCICPUP@cabal.shnet.org>
Source record: 167574

In <3mkrik$nbm@news2.delphi.com> DOMINGO@DELPHI.COM wrote:

>I've got a .FLI/.FLC player, a .DL player (no .DL files though), but I
>can't find a .GL player.
>
>Any thoughts?

Yep, Joergen should release a UAOR version of Graftool, after all. The
beta testing phase seems to lack new results, from what he stated in the
D-Box (or was it the Turbo Tron?) in Hamburg, Germany.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 22. Mar. '95

802. Buying a HD for ST

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: Case@parkhead.demon.co.uk
Message-ID: <Case.02n2@parkhead.demon.co.uk>
Source record: 167575

It's been a while since I really used my ST for much...

..mainly due to the lack of hard drive...

..anyone got any suggestions for getting a HD interface somewhere in the UK?

The drives are no prob, I've got drives of all sorts hanging around...

..mainly sat in old PCs, rotting away!

If it makes any difference, I've got a 1.6TOS STe with 2Meg

--
/*
* Case@parkhead.demon.co.uk _________
* /_|_|_|_|_\
* Does God Fill Teeth? _|_|_|_|_/
*/

803. Re: MacMagic, as bad as the demo?

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <D756M8.Gr9@cix.compulink.co.uk>
Source record: 167576

Calamus 1.09n had problems with Magic itself, so probably also has problems with MacMagic. But for users of Magic a patch program is available (presumably from your supplier of Magic).

Some people seem to be able to get Touchup to work with MacMagic, but other people have trouble.

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

804. ForSale

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: kfason@csn.net
Message-ID: <3mrqng$roh@news-2.csn.net>
Source record: 167577

I'm selling my Falcon/030. It consists of the following:

Falcon/030 4/80
RAMGizmo (empty, I have 16megs in it now but that memory is going with me.)
BlowUP030 Hardware
RGB/VGA/Video switchbox
Speedo v4.2
Speedo v5.0b
ICD PRo utils
Misc Software

Mint condition, all boxes and manuels, etc..

Asking $1000

--

- Kevin Fason "kfason@csn.net"
I would love to sit here and watch my brain cells die one by one, but I CANT!

Go RAMMIES! AIESEC CSU
Atari Falcon030 14/1.5gig|USR Courier D.S. v.34|Atari Jaguar

805. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D7597p.L9M@cix.compulink.co.uk>
Source record: 167578

>Where do I have to go to find a demo of this software ?
>Is it already sold, and a what price ?

MagiC Mac is available in the UK from System Solutions -
ssolutions@cix.compulink.co.uk

Ofir ogal@cix.compulink.co.uk
---

806. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3ms0os$spo@sphinx.Gsu.EDU>
Source record: 167579

Tom Thomason (tom.thomason@fpc.ct.se) wrote:
: To: gs01tph@panther.Gsu.EDU

: On 11 Apr 95, Tommi Pekka Hietavuo shot this through the ether to All ...

: The problem with Falcon software probably arises when it tries to access
: the DSP chip in any way. MagiCMac isn't configured to implement this chip so,
: even if your Mac has a DSP, the signal has nowhere to go and thus locks up the
: program.

That certainly is true. Another problem is the different video system (especially in 256+ color modes). There's little hope that any Falcon -specific software runs on any non-Falcon compatible computer ever. I think that many problems are caused by compilers used, or simply by program bugs.

: What's a Finn doing so far away from home? (Asks the American living in
: Sweden!) 8^)

The ordinary things... Studying, appearing stupid on Internet, and bashing Macintoshes and PCs =-) ! And, of course, collecting dusty LPs, trying not to look like an idiot when ordering a hamburger at Georgian Mc Donald's (no success this far ;-) - and generally trying to survive in a place where many people can't understand a word you say... And vice versa. Ordinary things! What about you?

: Cheers,
: Tom

Gruess Gott!

TH

807. Re: X-Mint Install

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D75AJ8.BD9@watserv3.uwaterloo.ca>
Source record: 167580

In article <3mm6kq$ppt@newsbf02.news.aol.com>,
Al Fasoldt <alfasoldt@aol.com> wrote:
>> If anyone knows how to boot up MiNT in ST Hi on a TT let me know.
>
>You can set the resolution of a TT from the NEWDESK desktop or from
>alternate desktops.
>
No, but the point is X-win runs before GEM is initialized - as called
from Mint in the AUTO folder. All standard methods of setting rez
happen when GEM is initialized, ie too late for the Xwindows boot up.

We need a rez selector that happens from the auto folder when the compter
boots up (or from a floppy bootsector before the hard disk is booted).

Sam

808. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3ms3co$spo@sphinx.Gsu.EDU>
Source record: 167581

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <199504081957.a65175@bm.maus.de>, Joachim_Kupke@bm.maus.de (Joachim Kupke) writes:
: >Henrik Lunardi Weide wrote:

: I can get a Full Pentium for that price and with CD Rom and with Monitor..

Who wants a Pentium instead of a Falcon ;-) ? I don't. My friends don't. Few Atari users would. And why? Simply, because Falcon is a better (not faster) computer. Better for _us_, that is. And that's what counts.

Would you buy a Russian Tshaika car instead of (less powerful, and still more expensive..) Toyota Camry? The Tshaika surely has a big V8 (Pentium), lots of accessories and luxury, and so on. Argue, if you want to - but I think, for most of us, buying a PC for its popularity, speed, and such things, would be just as stupid deed. If PC's "way of doing things" felt right to me, I'd buy one. It's simple. But Atari feels better in my hands. I won't buy shit just because ten trillion flies "can't be wrong" ;-) ! And I think that many of you share this feeling.

I wish that C-Lab Falcon would be cheaper (perhaps it will be, some day) - and especially that its accessories, accelerators, etc. would be affordable for all of us. But even as it is, it's a good computer.

: And for a outdated machine and a Buged OS who are you trying to kid...

Do you speak of Falcon, or PC :-) ?

Cheers,

TH (getting more Atari-biased every day, using this damn PC.. ;-)

809. Falcon 030 for sale...

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: set@news.cinenet.net
Message-ID: <3ms1dl$l9h@hollywood.cinenet.net>
Source record: 167582

```
Atari Falcon 030 w/
85 Mb Internal IDE HD
4Mb Ram
VGA Adaptor
VGA/RGB Switchbox (home-made)
ScreenBlaster II
All Original Bundled Software (SpeedoGdos, AtariWorks, etc.)
All Original Manuals, Boxes, Mouse, etc.

I currently have a 16 meg RAM upgrade installed (single 16meg SIMM type)
which is also available with the system or separately.

Also available is a LOAD of software, which I'll throw in for good measure.
AND, I'll throw in BEST Electronics' TT-Touch keyboard upgrade and
whatever else I can find. ;)

SO, interested parties can contact me via E-mail with offers. I don't
know what the value of the system is; I do know that the current retail
prices are STILL OUTRAGEOUS. So, make an offer and we'll go from there...

set@hollywood.cinenet.net
```

810. Re: Neodesk/Geneva/Magix

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: alib107@titan.oit.umass.edu
Message-ID: <3ms44t$l61@nic.umass.edu>
Source record: 167583

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:
: Hi, I've got into a right mess since installing X-Boot.
: I've got NeoDesk4, Geneva and Mag!x. Why won't Neodesk4 automatically
: load after Geneva or Mag!x ?

In order to have NeoDesk run automatically from Geneva, you should use the GEM.CNF file method, rather than having XBoot autorun it. You can either re-run the INSTALL.PRG that comes with Geneva or add the line:

shell c:\neodesk4\neodesk.exe

to GEM.CNF.

In order to use NeoDesk as the shell with MagiX, you need to add the _SHL line to MAGIC.CNF (I think that's the name of the file), as described in the README file that comes with Geneva.

: Say I want to have several combinations like Mag!x without Neodesk,
: Geneva with Teradesk, Neodesk on its own, etc etc, how can I set this up
: in X-Boot ?

To get this advanced, you would probably have to have XBoot control different GEM.CNF or MAGIC.CNF files, by defining these as one of the unused "info files" (similar to what XBoot does now for your DESKTOP/NEWDESK.INF.) Either that, or you can use the batch commands to copy a file over to the appropriate info file in each of your SETs.

: Thanks in advance,
: Kev.
: Kevan@empyr.dircon.co.uk

811. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3ms9qh$spo@sphinx.Gsu.EDU>
Source record: 167584

Kevin W. Dolorico (kwd9152@is2.nyu.edu) wrote:

: once again time to upgrade. All instincts were pointing towards the
: Falcon...

: ...but logic told me that the 030 was outdated already... and the PPC was
: the future of non-Intel-compatible based computers out there. If I

What does it matter, if 030 is outdated - if it works? As most people admit (those, who have used both Ataris, Macs and PCs), Atari OS doesn't require nearly as much horsepower as Mac's System 7.x or PC's Windows does. You can use Calamus SL on a 8 MHz, 4 Mb ST quite well (I know, becouse at my home university the school magazine is done like that..). But try the same on Mac Plus, PageMaker and System 7? No hope. Or PageMaker on a 386-16MHz/4Mb? Ridiculously slow.

I just can't understand, why so many people out there just look at some _numbers_ ("030 is outdated, so Falcon is too..) instead of the true performance of the system... My Falcon runs Calamus SL as fast as any 486 PC runs PM or Ventura - or a 68040 Mac runs whatever publishing software. This is no surprise to TT-users, who know it's true. Neither is it any surprise to Falcon-owners. TOS is superior in speed compared to System 7. So, what does it help if you get a faster computer - if a heavy operating system makes your software run just as fast or slowly as before? Macs file operations, e.g. are hopelessly slow compared to a simple 520ST with TOS 1.4.

: My ultimate decision was to get the PowerMac 6100/66/DOS compatible
: package. I worked in a Mac-based computer lab for a semester, and
: learned a lot about Macs. They offered more ease of use than the
: PC(obviously) and actually, even more than the ST! Everything about the
: Mac feels professional. It didn't feel like playing with a toy. I

Here I must strongly disagree. The more I've used Macs, the less I like them. As most people tend to think that I'm the one of us who's biased, I'll have to tell you, why:

I like to have control over my computer and its programs. Mac "thinks" a lot for its user; does lots of things without warning you, or at least without giving you much or any alternatives. Those decisions Mac does, aren't always, or even very often the ones I'd have done myself. Is Mac smarter than me, then? Maybe. Some of you may think so. I blame the extreme simplifying of everything; it makes a computer easy to use, but at the same time limits you. I'm happy that you like System 7 - but for my taste it's far too slow and limiting. It has its nice sides, too - can't argue that!

Despite that some of you never understand what I mean (because you think in other way, and have different ideas of using computer), I too often find myself cursing: "this machine is STUPID!!!". Well, sometimes I'm that too (who isn't?) - but honestly, I haven't got that feeling ever using TT, Falcon, or other Atari models.

I hope you understand this point of view, instead of thinking that I just love to be biased and nasty towards you Mac-users =-). I don't. There are some people around who think that "now, when Atari is dead, we all should upgrade to the next, logical alternative: Mac!". Those people seem to think that it's only natural to like Mac at least as much as one liked his or hers Atari. Everybody loves Mac, some people think! And if somebody doesn't like it, he's a bit dim, envious, or just queer ;-) ! That all is nonsense. We speak of two very different computers. Mac is better than Atari in many aspects. But so is Atari better than Mac in as many. Neither is superior to another as whole. I think, everybody should use whatever one loves to use. Especially, when Atari community is quite far from dead... There are lots of great programs available, CD-ROMs, etc. What else do we need? Pentium-Falcon for power freaks ?

: finally can view pictures in MORE than 256 colors(on my ST...well, it
: took hours viewing gifs, and days viewing JPGS) :)... Ah, glorious
: color. :)

Falcon isn't bad at that, either. With DSP especially JPEG-pictures load in seconds. I don't think it's fair to compare ST and 6100 today ;-) ?

: 16-bit audio with sampling facilities built in doesn't hurt either.
: I know... in order to run more powerful applications, you need more ram.
: Well... a lot of the software I now use is really a lot more powerful!
: I couldn't even imagine a Photoshop equivalent running on the ST/TT. I
: guess it could be possible on the Falcon, but not on anything else w/o
: expensive non-standard graphics cards.

I guess you haven't used Chagall, DA's Picture, or Calamus SL lately? And where are Mac-equivalents to Selectric, E-Copy, STalker, or Apex Media?

: Only the diehard hackers and wanna-be hackers are still using the STs.
: :) Perhaps there are also some musicians who don't know any better using
: their STs. :)

Aren't you a bit *too* proud of your PowerMac ;-) ? I'm glad that you're so satisfied with your computer. But so am I with mine; I guess neither of us would exchange computers with each other. And why should we? Well, I'm not a musician (at least, not now) - and wouldn't consider myself as a hacker, either. And I don't think you use a "better" computer ! Just different, and a good one.

: Well... I don't know if Atari is working on any new hardware, but I
: definitely think they should consider developing a new version of TOS
: that would work on the upcoming PowerPC multiOS-platform that
: Motorola/IBM/Apple have been collaborating on to combat Intel's
: monarchy(Anarchy, imho)...

Not a bad idea.

: I don't know if I made a point or not, but just remember that if you're
: on an ST with under a meg and without a hard drive, you're really missing
: out on a lot!... you're simply not... INTERNET capable. :)

You're right! That's why the solution is... Falcon ;-) !

: One last thing... you need CUSeeMe. Video Conferencing over the
: internet... and it can't be done with an ST. Low end machines simply
: don't have the power.

And most Macs don't have a DSP, nor a Blitter.

: Basically... if you're running on a 68000 processor, really, it's time to
: upgrade(unless you're just doing Midi). :) For under $1000, you could
: own a Performa 475, based on an 040... you'd need to spend another $320
: for a total of 12 megs of ram, though...

Please! I enjoy using Falcon - and get frustrated using Macs. So, unless
I'm stupid and biased person, there's no point in changing your living
workhorse. And when you do, the best alternative for most Atarians might
be Falcon. It's as fun as an ST, but much more powerful.

: For around the same price, you could get a decent 486/66 system if you
: want to choose the harder route of adjusting. Of course you could still
: take all your old software with you if you buy the GEMulator.

That sounds already pretty desperate. PC is good for gaming, but... Well,
I won't say more !

: Don't fight the funk. Walk away... and that's my word for today.

...And after a second thought: why not stay ?
You might face a brighter day !
;-)

Greetings,

TH

812. Re: Mega 2 as X terminal?

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D75J54.Es4@cix.compulink.co.uk>
Source record: 167585

In message <3mia0c$h5r@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz said:
>] From: rgivan@cix.compulink.co.uk ("Roland Givan")] Subject: Re:

>] You'll also need a fair chunk of disk space - and a serial port mod
> to get] to 38400 (assuming your PC can do that (16550a)) is also
> pretty handy.] Works usefully at 19200 though.
>
> It's best if the PC has a 16550c chip either in the modem, or on the

Okay - my docs say 16550a - but having tried a generic '16550' enhanced
IO card - it seems that these work fine. Whatever is pretending to be the
16550a/c is in one of the custom chips.

> RS232 card, otherwise they tend to have difficulty at speeds above

115200 seems to work fine for me.

> 38400 (e.g. 57600 and upwards). And if you're going to run a 14400
> or better modem on an ST, then this should be the kind of top speed
> the hardware mod you put in should be capable of, as it _does_ make
> quite a difference to speed when all you're transferring is text.

Not sure how easy it is to do a 57600 mod for an ST. 38400 is apparently pretty
simple. TTs, Falcons and MSTEs can cope anyway.

:-)

Roland.

@CiX

813. Re^2: Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <ftn_2.200.423_2f90d958_Jesper.Kock@kockens.ct.se>
Source record: 167586

Hello android Taylor! The 16.04.95 you talked about "Any good pd or shareware Fax ST programs, and where??",and my reply is:

> From: S.P.Taylor@bradford.ac.uk (Steve Taylor)
>
> On Fri, 14 Apr 95 17:26:00 +0100, Jesper Kock wrote:
>
> : Qfax v4.08. STraight Fax and Qfax is equal good.But i will still
> recomend : Qfax as i have NEVER had any problems with it.
>
> You're right I did - this is because I have no experience of it... It is
> (AFAIK) of German origin, in German language, and not available in the
> UK.
> --

Qfax v4.08 is availible in German,English and Swedish version.

I think it is very strange that no one in UK has imported it.
I mean,its even availible in Sweden!!

Grtz from Sweden:

```
_____________________________________________________________________
/______ | \
|( ST ) jesper.kock@kockens.ct.se | "To boldly go were no |
| |____| | man has gone before" |
|< oo > WiZZard on -*-Kockens BBS-*-| |
| |\__/| | - Kirk |
| \____/ ATARI ONLY +46-46-250256 | |
\_____________________________________|_____________________________/
```

(UUCP Dialup connection)

814. @#$! Hard drives!

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: Callum.Lerwick@flight.org
Message-ID: <bd9_9504170106@flight.org>
Source record: 167587

Many thanks to bh@okcforum.osrhe.edu for his answer to my message, turns out my Xebec controllers are SASI, not SCSI! The newer ICD stuff doesn't like 'em, so, now how to find an ancient version of the ICD utils... anyone know what the last version was that supported SASI? And where I can get it? And maybe an Email address for ICD, to ask if they have an old version laying around, and maybe whine at them for dropping SASI support...

And remember, please respond in Email until I can figure out this cruddy software Flightline is using... (Roboard I think...)

---------- -//- ----------

Internet: Callum.Lerwick@flight.org

| note: the views expressed by this user are strictly his/her own.|

| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|

---------- -//- ----------

815. Sacramento Atari Expo

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: szhays@bullwinkle.ucdavis.edu
Message-ID: <3ms2at$9gq@mark.ucdavis.edu>
Source record: 167588

13 April, 1995

For immediate release:

Event: Third annual Sacramento Atari Computer Exposition.
To be held at the Towe Ford Museum of Automotive History: 2200
Front Street, Sacramento, California. 916-442-6802.

10am-6pm, $5 at the door.

Sacramento's Total Atari Resource (STAR), and the Yolo Atari
Club (YAC) proudly present SAC Expo'95. This years show will
benefit the Towe Ford Museum, without whom the entire event
would not have been possible. We greatly appreciate the
support and enthusiasm the Museum has given our effort.

Who's coming to SAC Expo'95?

Gribnif Software, STeve's Software, A&D Software/ST Informer,
Compo Software, Dr. Software, Oregon Research, Branch Always
Software, Toad Computers (STraight Fax), Shockwave Multi-Media
Productions, Chro-Magic, Dom Alvear (Computer Consultant),
Redding Atari Computer Enthusiasts, Diablo Atari
Computer Enthusiasts, Northern California Atari Computer
Enthusiasts, San Leandro Computer Club, Atari Bay Area Computer
Users Society and more to be announced later.

Come see the latest in new Software for your Atari as well as
new Jaguar titles and possibly hardware. Meet developers and
tour the Towe's fabulous collection of restored antique
automobiles. Hear Dave Moreno play a few tunes on the Museum's
Mighty Wurlitzer, and above all have fun!

At 8pm, everyone is invited to the Round Table Pizza Parlour at
127 K Street in Old Town Sacramento for a BYO pizza party.

See you in Sacramento on April 22nd!

Nick Langdon
STAR SAC Expo Coordinator
N.LANGDON4@GENIE.COM
ST-Keep BBS at 916-729-2968
Phone: 916-723-6425

816. Mega ST system

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: jim.gain@primetime.org
Message-ID: <1e3.3306.4071@primetime.org>
Source record: 167589

sc> Asking $250 for everything, or make offer on individual compone

sc> Spectre GCR.

If you'll consider an offer of $40 (US) or $ 56.00 (CDN)
PLUS $ 4 (US) or $ 5.60 (CDN)
--------- -------------
$44 (US) or $ 61.60 (CDN)

I am assumimg that this was the latest version released and includes the MAC
ROMS, manuals and misc stuff.

You can E-mail me direct at: jim.gain@primetime.org
or leave mail in almost any
ATARI conference.

Thanks.

... Mr. Safety Tip #7 - never throw a porcupine and yell THINK FAST!
___ Mountain Reader II - #00000066

Internet: jim.gain@primetime.org (Jim Gain)
This message lovingly processed in beautiful Muskoka, Ontario, Canada by:
PrimeTime BBS - (705)689-1757
---

817. Kick Off TActics (player Manager)

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: wsaez@valdivia.uca.uach.cl
Message-ID: <1995Apr16.232358.20959@halcon.dpi.udec.cl>
Source record: 167590

Sorry, My english is too bad, but I want tactics of Kick off,
I have Player Manager, and I want collect tactics.
if you have tactics please send it to me.
to:
wsaez@valdivia.uca.uach.cl

Im wating for your tactics.
Diego.

818. Toronto's atari shop

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: wsaez@valdivia.uca.uach.cl
Message-ID: <1995Apr16.233026.20810@halcon.dpi.udec.cl>
Source record: 167591

Please, can you send me a adress of atari shops in Toronto, canada.
I really thank you. Please send me it soon.
E-mail: wsaez@valdivia.uca.uach.cl

819. re: tes

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1136dbrewood@nest.demon.co.uk>
Source record: 167592

In a message of 16 Apr 95 Tom Thomason (0) wrote to All :
TT> Reading you loud and clear Mr. Brewood! 8^)

Cheers Tom, and that means you also know FIST has been perfected.

Daron - dbrewood@nest.demon.co.uk

--

820. re^2: www browser (maybe i'll write one)

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1137dbrewood@nest.demon.co.uk>
Source record: 167593

```
In a message of 16 Apr 95 Stephane Boisson (0) wrote to All :
SB> | I have NOS but could not make it work for the moment. Maybe I'm a
SB> bit | stupid... but I think other people might have the same
SB> problems...
SB> Neither I am.. So I use MiNT, MiNTnet and SLIP..
SB> Anymay NOS do not support POP3..

I've got NOS up and running (v0.42) if you want any assistance just yell
out.

Daron - dbrewood@nest.demon.co.uk

--
```

821. re^3: emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-16 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1135dbrewood@nest.demon.co.uk>
Source record: 167594

```
In a message of 16 Apr 95 Tom Thomason (0) wrote to All :
TT> That's just because you couldn't be bothered with the German in
TT> no!desk, Daron. "If at first you don't succeed....."

Quite possibly Tom, but as you know my German is linmited (i.e. almost
non-existant) and it was much too much work to try to get to use the beast.

Daron - dbrewood@nest.demon.co.uk

--
```

822. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDRWCCAYUP@galaxy.teuto.de>
Source record: 167451

In <djs.797680505@gen-off-2> David Stevenson wrote:

[MagiCMac]

>Except for the desktop "Ease", which is seriously crap.

Whew, I've heard several different opinions about Ease, but yours _really_
made me ROTFL.

Right on David ;-))

Bye.

/Hendr!K/
(who hasn't got Ease, but doesn't like it, either ;-)

--
some footer.

823. Re: Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199504171656.a20749@iz.maus.de>
Source record: 167452

```
MB>I want to know if it will run on my TT...and my Nova card! If I'm
MB>gonna buy Doom, I want it at least the same quality as the PC

AFAIK DOOM uses the 320x200x256 resolution on the PC.

cu...Ole

---
Ole_Pahl@iz.maus.de AmPR: DK1LP@DB0HES.#SLH.DEU.EU
```

824. Towers II

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3mtd39$8ue@dux.dundee.ac.uk>
Source record: 167453

This really is a very nice game, however I cannot get any further not even the manual sheds much light on the situation. Basically does anyoneknow how to open the wooden door (wih bars) which is in the room with loads of levers?

I'm totally stuck!!

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

825. Superboot Probs

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3mtbnl$8ue@dux.dundee.ac.uk>
Source record: 167454

I recently re-installed superboot on my F030, everthing works fine
except that it will not read in from the keyboard properly. This
problem arises when I set up a password, re-boot the machine and
power it on. I can type in the password (it appears on the screen!)
then when I go to hit return it simply displays a load of gibberish,
and stops, it wont let me delete or press return.

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

826. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D75ovK.KKM@cix.compulink.co.uk>
Source record: 167501

>I can get a Full Pentium for that price and with CD Rom and with Monitor..

Please, please get one.

>And for a outdated machine and a Buged OS who are you trying to kid...

The PC is also an outdated machine and the OS (Windows) has more bugs than
TOS.

Ofir ogal@cix.compulink.co.uk
---

827. F.S. Perth WA 4meg STe/HD

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3mskmq$99a$1@perth.DIALix.oz.au>
Source record: 167502

Perth West Australia.....

I have a friend who has a Atari STE with 4meg, SCSI hard drive & mono
monitor for sale. All in perfect condition, with original software
(manuals etc)

Reason for sale ? a severe stroke..... and now he can't even read,
let alone use his computer.....

I think its worth around $450- $500 the lot.
But all offers considered.....

Please eMail to the below adress

Regards

--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

828. Re: "wraparound" bug in monochrome

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3mslfh$9rv@mailer.fsu.edu>
Source record: 167503

William Wong (wongck@ti.com) wrote:
> In article <9504031814.AA00814@ilmen.lanl.gov> hutch@ilmen.lanl.gov (Hutch) writes:
> >In a previous article, Jens Andreasen <jens-and@dsv.su.se> wrtoe:
> >>On 31 Mar 1995, Hutch wrote:
> >>
> >>> BTW, if you can find a TOS 2.05 set at a very good price, go ahead
> >>> and buy them.
> >>
> >>Did you find a solution for the "wraparound" bug in monochrome?
> >Solution? Heck, I didn't even know there was such a BUG!
>
> I saw an patch for this somewhere. I think it's in one of the large german
> patches archive file.

Check out the Ste/Mega directory on atari.archive.umich.edu. There is also
a program included which should invoke the bug.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

829. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3msn90$9rv@mailer.fsu.edu>
Source record: 167504

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
>
> Be warned you can't use a ICD Links with this drive as it has a DB25 way
> connector, Mac and PC versions from what I have read....

It seems likely that the PC version will come with a cable that goes from a DB-25 to a Centronics-style SCSI connector. Why couldn't you use this to connect to the Link (and either plug the Link directly into the back of the ST, or use a DMA cable to connect to the ST)? This would be a bit connector-heavy, but it should work if one keeps to the SCSI length limits. Also, Iomega will be coming out with an internal version if the external version takes off, which should have a standard internal SCSI connector (I hope they pick something other than purple for the color, too).

Incidentally, based on my experience with removable platter devices, it is very likely that the Iomega unit will work just fine if you fire it up with a cartridge in it, and never pop it out while the machine is up. The system will just treat it like any fixed-disk drive. However, I think the sense codes by which the eject and reready actions (therefore signaling a reread of the partition and other important info on the cartridge) are reported are vendor-specific. Thus, it seems probable that changes to the ST driver software would be needed to allow one to switch carts on the fly with this new drive (Unless perhaps they standardized on the Syquest codes?!?).

I have never seen any mention of someone using the older Iomega units (Bernoulli box? I probably just butchered that name) on an ST. Anyone?

--
****
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* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

830. OS9 GUI Web browser?

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: Jongding Wang <jdwyk@tpts1.seed.net.tw>
Message-ID: <3msnej$oae@aladdin.iii.org.tw>
Source record: 167505

Hi there,

Is there any graphical World Wide Web browser around for OS9? I would
like to have one. Any information would be appreciated. Thanks.

JD

831. Re: What TOS?

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3mso41$9rv@mailer.fsu.edu>
Source record: 167506

Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:
> On 31 Mar 1995 09:36:03 -0600, Hutch wrote:
> : I don't have a list of all the new features/improvements to 2.06
> : but maybe someone here does. But here are most of them, I think:
> [...]
> But don't forget all the above are available free (or is it shareware?)
> from TeraDesk, Gemini and other replacement desktops.

True, though I would personally recommend Neodesk over these.

> : - a file search menu command
> Which is available from many freeware utilities...

And from Universal Item Selector 3 and the like, must-have software anyway!

> Which doesn't mean to say you would not benefit from an upgrade to 2.06.
> But IMHO if you want to change your OS, get MagiC...

One thing to remember about 2.06 is that due to changes in the way the
floppy boot happens on powerup (and to some non-portable bootsector copy
protection routines that are quite common), lots of games will not work
with TOS 2.05/6. Some TOS upgrade boards allow you to switch between your
old TOS and 2.06, which would fix this problem.

Personally, I think the money one would expend on 2.06 would be better
put to use by purchasing Neodesk, UIS3, NVDI, etc. The "new" desktop is
vastly inferior to Neodesk, IMHO.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

832. Re: What Defragger ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3msoep$9rv@mailer.fsu.edu>
Source record: 167507

Harry Payne (harry@menageri.demon.co.uk) wrote:
> In article <03261995.233901@empyr.dircon.co.uk>
>
> I use Michtron's Hard Drive Turbo kit. This lets you configure your HD
> partitions to "mostly read" or "mostly write". So if like me you have
> your programs in one partition and data in another, it's very useful.
> I haven't seen it advertised for sometime, so you might have to look long
> and hard for it. Then again, I've heard good things about Hisoft's
> DiamondBack/DiamondEdge programs - I just don't see the need to upgrade just
> yet.

Michtron's stuff does not handle anything larger than 16mb partitions, if
my memory serves correctly. Also, I had it crash on me a couple of times,
forcing me to restore from backup (yet another way to defragg). Diamond Edge
is rock solid in my experience, and I really like Diamond Mirror (included
with DE). Having my FATs and partition information saved once a day gives
me great piece of mind (as well as making undeleting more reliable).

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

833. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3msp6d$9rv@mailer.fsu.edu>
Source record: 167508

Michael Olin (molin@cxc1.cl.msu.edu) wrote:
> alfasoldt@aol.com (Al Fasoldt) writes:
> >> I have Warp 9. Would it be redundant to also use NVDI? Thanks
> >> in advance!
>
> >They don't work together. NVDI is faster at most operations than W9, and
> >includes GDOS, so you'll use NVDI most of the time.
>
> I use Warp9 on my Falcon, and have considered the possibility of using NVDI
> instead. But I'm also interested in the _OTHER_ things Warp9 does for me:
>
> 1) mouse acceleration
> 2) screen blanking
> 3) PinHead
>
> Can you please comment on these three items? Thanx!

NVDI does provide mouse acceleration. So, you would need to get a nice
screensaver (Before Dawn is very cool) and plop Pinhead into your autofolder.
You would be gaining a number of things:

fast GDOS (NVDI is somewhat equivalent to Warp9 and G+PLUS together)
vastly faster GEM graphics (Warp9 does little with GEM, NVDI really cranks).
continued support

NVDI also allows you to replace the system fonts with GDOS fonts, similar to
Warp9's ability (though Warp9 doesn't use GDOS fonts).

I used Warp9 for quite some time, but NVDI really is a superior product IMHO,
particularly if you do lots of stuff in GEM. I do miss some of the
Warp9 screensaver modules, but that is not a big deal when compared to the
performance gains.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

834. Digital Recording

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: rbrand1@umbc.edu
Message-ID: <3msqbk$8u5@umbc8.umbc.edu>
Source record: 167509

Hey all,

Right now I'm using a 520st, 1Mb RAM,w/ 20 Mb HD for just basic MIDI
sequencing and I was wondering if there was any software around to do
actual digital recording.

Thanx

--
GoZeR the Gozerian | The campus Crusade for Cthulhu-
email: rbrand1@gl.umbc.edu | Coming soon to a church near you...
Lions : 6 | Keep your speech free...
Christians : 0 | Fight the Net.Police!

835. Re: PostScript interpreter

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3msrd5$9rv@mailer.fsu.edu>
Source record: 167510

Ian Taylor (Ian_Taylor@a2w.maus.sub.org) wrote:
> Joachim Kupke (Joachim Kupke @ BM) wrote on 09.04.95:
> >Unfortunately, you cannot convert PostScript files to ASCII files or the
> >like.
> If you look inside a .ps file you will see that the body of the text
> is in readable ascii wrapped up in font and layout information. Text
> inside images will not be readable of course.
> [...]
> It should not be too difficult for someone with a Phd to write a
> converter to extract the ascii text and do the basic layout (eg
> paragraphs and headings) :)

There is one included with Ghostscript, called ps2ascii. It is a small
script that invokes gs with some arguments. I'm not sure if it is included
with the Atari Ghostscript distribution.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

836. Re: Falcon accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D75zpu.L09@ridgecrest.ca.us>
Source record: 167511

chainxor@kom.auc.dk (Henrik Lunardi Weide) wrote:
>
> In article <3m6mup$g3u@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo)
writes:
> > I'd like to know something about BARRACUDA 040 accelerator:
>
> .....Lot's of text deleted.....
>
> > So, I wait for Barracuda eagerly. So do many others, I think. But if the
> > price will be (what I fear it will..) unrealistic, and far above the
> > prices of 486 Overdrive cards for PCs, etc. - then I won't think about
> > Barracuda - no matter how much I like my Falcon. 68040 may be new, and
> > powerful for Atari world - but the rest of the world is already going
> > with Pentiums and Power PCs. And 040 already is a standard in Macintosh
> > computers. So, please: no extra Atari-owner taxes this time?
> >
> > What about the "power without the price", anyway?
> >
> > If someone else there DOES agree with me, please speak out. Because
> > otherwise we may face another overpriced product that doesn't help
> > anyone anywhere..! Most Falcon accelerators are far overpriced =-(
> >
> > Opinions?
>
> Well, what can I say ?? Hmmm, I guess I can only agree with you in all your
> statements.
> As goes for your "worries" around a barracudized Falcon, I've considered similar
> situations.
>
>
> Keep Cool and Flying...
>
> ChainXOR...
>
> Speed, at whatever the cost! I have a Mighty Sonic 32 with 32
megs of fast ram. If the Barracuda can out fly this, I'm game.
I use Intel at work (top of the line crap) and its not pretty.
If Wizztronics can pull off their Falcon clone later this year
I'll be in the hole again.

Mike Grove 32mhz F030/14/32TTRam/2-540LPS/1Seagate Hawk/Plextor
Quad Plex CD in a Toad 4-bay. APEX MEDIA RULES. (Tom Hudson, leave
Autodesk and come back to your roots).

837. WTB:DA's Layout - English

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: mtaylor@perth.DIALix.oz.au
Message-ID: <3mt30vscc1@perth.DIALix.oz.au>
Source record: 167512

Hello to all,

Well if anyone has the latest version of Digital Arts Layout CD DTP software with English menus etc for sale I am interested. I have been trying to upgrade my Didot Pro B&W for quite sometime to this but DA's Germany give me the complete runaround for the last 12 months or so. I do not need a manual so any German users might be able to help. I beleive the version released in Germany has various languages available from a pop up menu to convert the menus and help messages. This software is very good but the support offered by the UK distributor CGS Computerbild and the author company Digital Arts in Germany could only be fairly described as abysmal. So be warned if dealing with these companies as I have got the runaround from them for the last 12 months or so promising upgrades and it has cost me several thousands of dollars in lost work and costly delays to my customers.

Well if you can help me out please let me know. If there are any other disgruntled users of DA's software out there then how about letting us all know

and we might save everybody else a lot of heartache.

Regards from OZ
Mark

--
****
* Mark Taylor || INDELIBLE DESIGN - Print & Design *
* Western Australia || InterNet: mtaylor@perth.dialix.oz.au *
****

838. Spectre 128 and Mosaic?

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: Conan Ford <ford@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.90.950417013939.61843B-100000@srv1.freenet.calgary.ab.ca>
Source record: 167513

Anyone ever ran Mosaic on Spectre 128? If so, what software do I need.

...
Conan Ford
ford@freenet.calgary.ab.ca
...

839. Re: MIME

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <798118800snz@chowgar.demon.co.uk>
Source record: 167514

In article <3mqf5p$lqa@ionews.io.org> diehl@nudge.io.org "Eric March" writes:

> ESS-Code 6.3 by Michael Forget (Electric Storm Software) is capable of
> processing MIME, SHIP, BTOA and UUE files. It's a standard GEM program and
> it's available from most FTP sites, pprobably in /pub/atari/telecomm or
> somesuch.

Thanks for the info, I've actually got the program you mention, I just didn't
realise it handled MIME.

Cheers.

--

Simon Moore
smoore@chowgar.demon.co.uk

840. Re: Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: m9174@abc.se
Message-ID: <3mt149$hlq@oden.abc.se>
Source record: 167515

Case@parkhead.demon.co.uk wrote something like :

C> Time for me to commit CyberSuicide $-)
C>
C> The chances of a Doom-clone anything close running on the STe seem remote...
C> ..is it really possible to do the texture mapping?

I guess so. UDS (from the Obession fame) will release SubStation
pretty soon.

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

841. Re: Searching for POV-Edi

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: m9174@abc.se
Message-ID: <3mt14a$hlr@oden.abc.se>
Source record: 167516

tom.thomason@fpc.ct.se wrote something like :

t> CL> Worth checking out. I can speak some french, maybe I could try
t> CL> translate it. Hmm...
t>
t> If the file isn't too long I'd be willing to give you some help with the
t> bits you don't understand. French is my second mother-tongue. You know how t
t> reach me.

Yes I do! I'll mail you this afternoon.

Carl L. - Zero-X beta-tester.

---
* Kivi 1.30 *

842. Re: InterNet Software

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FDRIEHCEUP@cabal.shnet.org>
Source record: 167517

In <D6xEo2.CDq@knoware.nl> etwald@knoware.nl wrote:
>I'm looking for Internet Software for my Atari ST (with 1mb memory). I only
>need software to establish the connection and read/write e-mail. I'd like to send
>an Atari to my relatives in Suriname. The phone costs are much too high, so I'd
>like to write messages via the Internet with an Atari 1040ST with B/W monitor
>and an external 2400Baud +MNP5 modem.
>
>Can anybody suggest me some simple software (PD / ShareWare) ?

Yes, you don't need full-fledged TCP/IP, just a UUCP (offline Mail/News)
package would suffice.

I'd advise you to ftp to ftp.tu-clausthal.de and get UPoint light
(Freeware) in the version of April 3rd. Dunno if there are English docs
included (or an English .RSC), but I guess the author would appreciate
to get both a Dutch .RSC and docs, if you are willing to translate the
German ones.

The author's address is: brusch@eslapion.shnet.org (Stefan Brusch).

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 22. Mar. '95

843. Re: QUES: Music sample conver

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: gbar@mcs.com
Message-ID: <gbar-1704952057500001@gbar.pr.mcs.net>
Source record: 167518

In article <3mqs60Ekug@uni-erlangen.de>,
mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) wrote:

> m9174@abc.se (Carl Lofgren) writes:
>
> >gbar@mcs.com wrote something like :
>
> >g> I'm looking for a way to convert SDS (MIDI Sample Dump Standard), WAV and
> >g> AIFF files to SoundDesigner (SD) format. Any ideas?
>
> '525 v2.0x' handles WAV and AIFF. Converting it to RAW could perhaps do
> it. Any idea how the SoundDesigner format looks like?

Yep, got 525 and the most recent version of SOX. I have a demo version of
Zero-X and, if it did Mirage and Akai S612 directly, I might think about
it (but, coming up with $200 right now would be problematic). Don't know
the file format for SoundDesigner and I don't plan to start dumping files
to figure it out (I've done that before - what a pain). It's probably
online someplace, but I haven't had time to look for it yet, and writing
file conversion code is not a very pleasant pasttime for me right now.

Anyway, any other ideas on converting these sound files?

Thanks to all that have responded so far. Have fun! - Bob

--
Any opinions are those of the poster and not G-Bar Limited Partnership.
gbar@mcs.com

844. Reflex Graphics Card Info Wtd.

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <3mu0r5$99h@ccshst05.cs.uoguelph.ca>
Source record: 167519

Title says it all...I'm looking into upgrading my Mega 4/T25, and the Reflex card looks like the best way to get (much ;-)) higher resolution. I've read the old ads in ST User, but I haven't been able to find a review. Can any users give me information as to whether the thing is still available, what physical size the card is, how easy it is to install, what types of monitors (besides SM124/125/144) it works with, compatibility, etc., etc. What are they going for used, and is anyone willing to sell me one?

Thanks...

THeo

845. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDRRAFAFUP@galaxy.teuto.de>
Source record: 167520

In <FDLRCGUQUp@warpcon.ersys.edmonton.ab.ca> Leslie Hartmier wrote:

>>Linux 68/k CD (available May 95)
>>(ALD - Atari Linux Distribution): Original Developer Distribution!
>>ATM, I am not sure if this is X11- R5 or -R6, but I can find out if you want

BTW, it is X11R6.

> How might we be able to get such a thing when it comes out in
>May? (As in, who can we get it from?)

The whole CD is done by

delta labs software
Brillerstrasse 40
D-42105 Wuppertal

Phone/Facsimile: +49-202/308307

I might guess that System Solutions are going to have it in the UK, and I am
in contact with Toad in the US ...

So watch out folks ...

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

846. Re: Barracud, was Re: TT Specs?

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDRRAFAIUP@galaxy.teuto.de>
Source record: 167521

In <FDLRCGUSUp@warpcon.ersys.edmonton.ab.ca> Leslie Hartmier wrote:

>>Did they say anything about a possible release-date? S. th, like Summer or so?
>>But stating the YEAR as well :)
> Yeah, the story was that it broke while being transported.

ROTFL. Yeah, right.

And ATM a cute lil' easterbunny is sitting on my lap ...

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

847. Re: Falcon accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: s925377@mailserv.cuhk.hk
Message-ID: <3mu4ak$9nk@hpg30a.csc.cuhk.hk>
Source record: 167522

```
>> Speed, at whatever the cost! I have a Mighty Sonic 32 with 32
>megs of fast ram. If the Barracuda can out fly this, I'm game.

>
>Mike Grove 32mhz F030/14/32TTRam/2-540LPS/1Seagate Hawk/Plextor

How much does this Mighty sonic that can accommodate more ram cost then?

====================================~ Malcolm <=====
| Good Luck! |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| |
| Dreaming Girl, Bel Canto |
==================s925377@mailserv.cuhk.hk===========
```

848. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3mu4o5$g4f@newsbf02.news.aol.com>
Source record: 167523

> I would not say that Ease is crap. It has NEVER crashed on me and it has
> many nice features. It supports the AV Protocol, popup folders, multiple
> parameters per app, etc. etc.

I agree with Ofir here, even though I am a NeoDesk 4 partisan of sorts.
Ease is an interesting piece of work. The right-click desktop pop-up list
is a nice touch, too.

Al Fasoldt, Systems Editor, Syracuse Newspapers

849. Re: MagiC and ICD HD software

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3mu4oj$g4n@newsbf02.news.aol.com>
Source record: 167524

>: Anyone able to get MagiC and the ICD software to coexist?

> No problems whatsoever from day one!

Thanks, Steve. I've now found that on my ST, there is no conflict if the ICD boot software's MiNT flag is set to GLOBAL. Otherwise, I get bombs on the ST under MagiC.

On the TT, there seems to be no way to use the ICD software; I get bombs as soon as the bootup stabilizes (as soon as the HD software accesses the disks, apparently). Booting up under AHDI solves the problem, so I am switching the TT over to AHDI.

Al Fasoldt, Systems Editor, Syracuse Newspapers

850. For sale: Atari 1040ST w/mono monitor

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: korovi25@equity.wharton.upenn.edu
Message-ID: <3mu73h$9fo@netnews.upenn.edu>
Source record: 167525

Selling Atari 1040ST, 1Mb of RAM, a double-sided floppy inside, no hard drive, loads of software to go with it. Atari mono monitor. Best offer.

--
~~~~~~
> Akor . korovi25@wharton.upenn.edu <
~~~~~~

851. Amberstar help needed

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: vicb@clark.edu
Message-ID: <3mudj5$c51@clark.edu>
Source record: 167526

Can anybody help me out with a mistake I made? I am stuck in the Tower of the Black Wizards: I went up the stairs and down through the trap door, and can't figure out how to get out.

Not bad in itself; however, when I went to load in the game from the last saved point to try something else, I _saved_ the game instead (that's the problem with staying up too late with a good RPG...)

Can anyone offer any help in getting out of this fix?

Thanks,
Victor Bruhn
vicb@cla9k.edu

852. [FS] 80 MB SCSI HD

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: damms002@acpub.duke.edu
Message-ID: <3mud9h$gf4@news.duke.edu>
Source record: 167527

I have a 80 MB Maxtor SCSI HD for sale. It's the original one which
came with my TT and it's 2 years old.

I'm asking 60 US $ + COD shipping or best offer.

An other deal just didn't work out so I'm reposting this offer.

Thomas Damms
damms002@acpub.duke.edu

853. OASIS

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <798143214snz@yeadontt.demon.co.uk>
Source record: 167528

This is an announcement for a new package comming for the Atari range
of computers called OASIS.

OASIS is a GEM based off-line reader replacing the complete set of
AtariNos off-line utilities, the only items retained are the NOS on-line
software and the DEMON.TOS batch file launcher.

OASIS consists of three main parts at present, InterNet, Post Box and
Daily Net.

InterNet allows you to check on any items you have prepared for
uploading ie E-Mail and News Groups.

Post Box lets you read any E-Mail you have recieved, while at the
same time preparing any new E-Mail you wish to send.

Daily Net allows you to read News Groups and submit items of your own.

A fourth element, Spider, will be added at a later date (this year)
which will be a fully functional World Wide Web browser supporting both
graphics and text.

I hope to be uploading this package to Demon's, HENSA's and Sun Sit
s FTP areas along with variuos UK bulletin boards over the Easter weekend.

There will be no shareware policy on version 1.xx of OASIS, just E-Mail
me if you use it. Comments, likes/dislikes, wish lists for further features
and Bug reports, if any :-), would all be appreciated

Watch This Space !!!!!!

--


```
==========================================================================

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============ Phil Yeadon ===== phil@yeadontt.demon.co.uk ============
```

854. vt52 on Falcon 4.04

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: awood@f030.demon.co.uk
Message-ID: <798145190snz@f030.demon.co.uk>
Source record: 167529

I know there is a fix for the vt52 codes for TOS 4.01, but is there
a similar fix for TOS 4.04 ?

The reason I ask is that when trying the DB_CON.PRG (which crashed,
as was to be expected from reading the manual!) there are test files
that are supposed to show what the correct results of the vt52 colour
codes are.

Seeing that using the 16 colour test text (in the correct res.)
didn't display any colours except black and white, I assume that
TOS 4.04 still doesn't solve the problems.

Thanks for help in advance!

--
==
Andrew Wood
awood@f030.demon.co.uk
53-54 CV37 6LN UK
==

855. Re: FOR SALE: NEW 540MB Quantum HD in ICD FA-ST Case

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504171935.AA04095@ilmen.lanl.gov>
Source record: 167530

In a previous article, bstract@wam.umd.edu (Lost) wrote:

> Hutch wrote:
: >Those are good prices, but I would -never- try to compare either a
: >Samsung or a Seagate drive with the high quality Quantum mechanisms.
>
> Actually, I use a Quantum for my ST, and a Seagate on my IBM... I
>haven't noticed one or the other being *better*... Each has performed as
>well as the other... Hutch, I trust your judgement, as you seem to be one
>of the more intelligent people in this group, but I would disagree with
>you on this...

"More intelligent?" Nyah, just a bit older than the average Atarian. My senility is sometimes mistaken for wisdom. ;-)

I will admit that Seagate hard drives do seem to be a bit more rugged than they used to be. Many 'old timers' can surely relate a few horror stories about trashed Seagate drives and the old 'stickion' problem that seemed to be a Seagate patent secret a few years back. :) But, those new Seagate Barracuda units seem to be doing pretty good in that I haven't heard any complaints about them that I can recall. Even so... I still prefer Quantum mechanisms over Seagate but that's just -my- preference.

But I wouldn't have a Samsung drive at -any- price! :)

-Hutch- @ Fair Dinkum Tech

856. Re: Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: SELBYROG@MAX.CC.Uregina.CA
Message-ID: <17383D1B0.SELBYROG@MAX.CC.Uregina.CA>
Source record: 167531

In article <3mnupk$pf9$4@mhade.production.compuserve.com>
BobR <76702.1466@CompuServe.COM> writes:

>
>Umm... we're not talking about DOOM here..
>
>We're talking about a "DOOM clone".
>
>Number of colors and resolution, and being *exactly* like the PC version
>don't have a whole lot to do with any kind of Atari version...
>
>I'd like to see *something* like DOOM on my STe, but I doubt I'm ever going
>to see a game that will run on an 8 Mhz computer in 16 colors that looks
>EXACTLY like the original..
>
>BobR

Have you tried playing "MidiMaze"? It's the only thing remotely like Doom
on the ST that I've seen.

RMS

857. Speed of Light 3.8

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <D773lz.L5x@beaver.cs.washington.edu>
Source record: 167532

Speed of Light version 3.8 Image Processor/Viewer was just uploaded to
these ftp sites:

atari.archive.umich.edu
micros.hensa.ac.uk
ftp.cnam.fr

Filename: spoflt38.zip in Graphics directory.

It can also be found on my WWW home page:

http://www.cs.washington.edu/homes/sdenman/

and eventually, the new version will appear on the Atari Web Pages:

http://www.mcc.ac.uk/~dlms/atari.html

under Falcon or ST/STE/Mega STE. Right now, only version 3.7b is there, but
Mark should have 3.8 up soon.

This new version fixes most of the bugs in version 3.7(+ a & b) as well as
some of the more serious bugs in clipping and color palettes. It also fixes
some problems with older keycodes.

Please spread this Shareware version around to various ftp sites and BBS's
and to all your friends!

-Stuart

APPENDIX

For those who don't know, Speed of Light is an Image Processor and Viewer for
ALL Atari computers. It loads GIF, JPEG, IMG, PNT, and Degas Files. SOL
has lots of image processing features like global and local palette
manipulation, histogram transformations, warping, filtering, scaling, rotation,
etc. The list goes on! The program is Shareware, and so some of the features
are disabled until you register.

858. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504172030.AA04227@ilmen.lanl.gov>
Source record: 167533

In a previous article, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

> Is every Atari owner an idiot when using Mac and PM? Or am I the
> only idiot among (otherwise very Mac-honoring) Atari users..??

Of _course_ not. Don't be facetious. All I'm saying is that PageMaker (along with the equally capable Quark XPress) are the primary page layout tools used by the thousands of commercial graphics service bureaus, desktop publishing houses and independent artists on their Macs in the US (don't know about other countries). They do this work for a living and evidently do NOT experience the difficulties you refer to. So why not?

> If I was the "stupid Atarian who hates Macs", can you please tell me,
> what it was I did "wrong" ?

Ouch! Those are YOUR words, not mine, mate. Thank goodness, too. But in regards to your specific WYSIWYG problem, you did not mention one very key piece of information... what kind of monitor and what resolution were you using PageMaker with? With the wrong resolution, you'll NEVER get WYSIWYG. Just as a guess, try changing to 832x624, if possible with that monitor, and try printing again. You might also check to make sure that you are using the proper PPD file for the printer. This is all SETUP stuff, BTW, that should only have to be configured once (if done right).

Again, PageMaker ain't Calamus SL... but it's still very capable.

-Hutch- @ Fair Dinkum Tech

859. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: sos@sos.shn.com
Message-ID: <FDRWEHAFUP@sos.shn.com>
Source record: 167534

In <3ml1r4$i7a@cxc1.cl.msu.edu> Michael Olin wrote:

>alfasoldt@aol.com (Al Fasoldt) writes:
>
>>> I have Warp 9. Would it be redundant to also use NVDI? Thanks
>>> in advance!
>
>>They don't work together. NVDI is faster at most operations than W9, and
>>includes GDOS, so you'll use NVDI most of the time.
>
>Al, if you don't mind me asking questions about NVDI.........
>
>I use Warp9 on my Falcon, and have considered the possibility of using NVDI
>instead. But I'm also interested in the _OTHER_ things Warp9 does for me:
>
> 1) mouse acceleration

Yes, NVDI has a built in accellerator.

> 2) screen blanking

There are LOTS of screenblankers available. For the falcon I know two
of them speeding up the computer to 160%....

> 3) PinHead

1. You don't need Pinhead, becuase you can set this directly in the
programs. (It's just a bit in the header...)
2. Pinhead is as stand alone program available.

SOS

--
Forgot a smiley somewhere? Sorry. :-) :-)) :-(:-}
PGP key available on request.
--
*** UPOINT 'medium' ***

860. Re: New to the net ATARIan

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: bign@iac.net
Message-ID: <3munpd$avu@wabash.iac.net>
Source record: 167535

Nipple Nibbler (nibbler@wis.win.net) wrote on Thu, 15 Apr 1995 18:36:40 :

: bigger gaps tho. I've tryed different settings on my LineLink 144e. I get
: carrer lost many times too.

I had a hell of a time with losing the carrier on my Zoom vfx. The noisy
lines that GTE has is the culprit. I replaced the Zoom with a AT&T
Dataport and have had no problems since. Some modems just can't handle
any noise on the line.

--

||| Bign@iac.net
//|\\ Atari user since 1985
Had any good beers lately?

861. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504172053.AA04260@ilmen.lanl.gov>
Source record: 167536

In a previous article, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

>My Falcon runs Calamus SL as fast as any 486 PC runs PM or Ventura - or
>a 68040 Mac runs whatever publishing software.

Wow! That's a pretty strong claim there, Tommi. Would you be willing to submit to some kind of comparison testing? I don't own Calamus SL any longer and honestly I just don't remember it being quite THAT fast.

Hey, If the Falcon's 16MHz 030 can outrace a 486-100DX4 PC or a 40MHz 68040 Mac in identical dtp tasks, then that really IS saying something.

And if Calamus SL on a Falcon030 is that good, the world should know!

-Hutch- @ Fair Dinkum Tech

862. Re: TwiLight - Screensaver

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f91ae92_Tom.Thomason@fpc.ct.se>
Source record: 167537

To: alfasoldt@aol.com

From: tom_thomason@fpc.ct.se

On 14 Apr 95, Al Fasoldt shot this through the ether to All ...

AF> Does the Twilight screen saver behave when alternate serial ports are
AF> in use? One reason I like Before Dawn is its way of running without
AF> interfering with Modem 2. TT Artist, which is otherwise a fine screen
AF> saver, clobbers Modem 2, as do many other screen savers.

I use Twilight at the same time as Modem2 comms regularly without problems.

ATB,
Tom

(UUCP Dialup connection)

863. Re: ST mouse problem...

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3mumjt$k9n@hasle.oslonett.no>
Source record: 167538

```
: Also you can use PC mice... There is a software driver distributed by
: DMC Publishing that allows you to use a standard Microsoft compatible serial
: mouse on the ST, and you can modify a PC buss mouse to work directly with
: no drivers needed. The text files detailing how to do the modifications should
: be available on Atari ftp sites... if not, I know we have them on CompuServe,
: and I could mail a copy out if needed.

I'd like to get that text file if anyone knows about it or has it!
Thanks!

Hallvard, Oslo, Norway
--
** Hallvard Tangeraas, Oslo, Norway **
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
************************************
Norway, Norvege, Noruega, Norwegen, Norge
```

864. Re: HD for atari 1040ste?

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3mun0l$knd@hasle.oslonett.no>
Source record: 167539

BobR (76702.1466@CompuServe.COM) wrote:
: Re: What's needed for an Atari hard drive...

: Be aware too that early units of the 1040 STe had problems with their DMA

: I don't remember the exact details, but you can check the part number on the
: chip to determine whether it's one of the suspect chips or not.

I have the numbers somewhere in a text file, if there's any interest,
email me and I'll check it out. Still my idea about using an IDE drive
surpasses this problem, saves you getting an external case/power supply
and saves you money!
Now all I have to do is get the PCB I've ordered and test it out.

Hallvard
--
** Hallvard Tangeraas, Oslo, Norway **
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
****
Norway, Norvege, Noruega, Norwegen, Norge

865. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199504170240.a20708@iz.maus.de>
Source record: 167540

In <FDJSAJBOUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius)
wrote:

HM>And I have my doubts, that this drive will play a major role in the
HM>Atari-world

Why not? Most of the Atari ST users use SCSI devices, so installing
a ZIP drive shouldn't cause any difficulties. It can also be used as
a backup device because of the cheap ZIP disks.

HM>Special features, e. g. enabling/disabling of cache, auto-
HM>park/shutdown, software selection of the ID and this sorta stuff are
HM>more or less vendor specific and might not be supported by _any_
HM>software.

I think the first ST programmer using a ZIP drive will write a CPX
module for the non-standard features. :-)

cu...Ole

P.S. IOMEGA's German toll-free number: 0130/824544

Ole_Pahl@iz.maus.de AmPR: DK1LP@DB0HES.#SLH.DEU.EU

866. Re: Falcon DSP modem?

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199504170301.a20709@iz.maus.de>
Source record: 167541

In <1995Apr11.135554.241@genrad.co.uk>, hillsp@genrad.co.uk (Paul Hills) wrote:

PH>I haven't looked into it at all, but I would have thought that the
PH>56001 in the Falcon is well capable of full speed modem functions.

Yes, of course it is.

PH>I don't know what typical processor commercial modems use, but if it's
PH>more powerful than a 56001 at 32MHz it must be quite something!

ZyXEL uses 2 TMS320 DSPs in their 19k2 modems which aren't as powerful as 56001s by far, I think.

Gruss, Ole

867. Re: New to the net ATARIan

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199504170311.a20710@iz.maus.de>
Source record: 167542

In <700@wis.win.net>, nibbler@wis.win.net (Nipple Nibbler) wrote:

NN>While I'm here, I'm using Flash 2,21E, what would be better for neting.

My favourite program is CoNnect, a German program written by Wolfgang Wander (Wolfgang_Wander@hh2.maus.de), but I don't know if there's an English version available.

NN>Flash on capturing large BBS confrences has gaps in the txt

I think these gaps are produced because of the ANSI/VT100 sequences.

NN>I've tryed different settings on my LineLink 144e.

That won't work, it depends on the settings of your BBS - if you want to capture your BBS session, you have to use some kind of raw ASCII "emulation".

NN>I'd also like to get a GIF viewer that works on all picture files or
NN>close to it, I have DMJ 3, but it locks up on many GIF.

If you use the ST-HIGH resolution, I suggest using MGIF which displays grayscales by switching between two pictures.

NN>I want to make animated cartoons.

I don't know any animation software for the ST, but there's an FLI/FLC player called Brainstorm Movie Player. On my TT030 it's pretty fast even in b/w mode.

Gruss, Ole

868. Re: Civilization Editor

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: Juergen_Keitel@ki.maus.de
Message-ID: <199504170818.a57740@ki.maus.de>
Source record: 167543

JM>Can someone post to me the Civilization Editor from the ST FORMAT

Civi-Editor??
What can you make with this Prg? Edit Maps?

BTW: I wrote a 'Civi-Patcher', that enables you to patch/edit the *.SVE Files,
so you can:
- get gold
- set your object of research
- set your govermentstyle (desp, mon, ...)
- change your diplomatics
- change your people (get another people, if yours is going to die)
- CHANGE THE ATRIBUTS OF ALL UNITS

But it's not on an FTP, only in the Mausnet (@KI)

Download: Maus KI (04322) 6501 (Germany) - CIV_PTCH.ZIP

869. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199504170617.a10862@wi2.maus.de>
Source record: 167544

In article <FDMREDUUUP@dksoft.ping.dk>, Kim Andersen (kim@dksoft.ping.dk)
wrote:
>>hmmm.. interresting.. What would be even more interresting was if you had
>>some theory to support your statement. Is it so that "Magic" is plain
>>impossible on a falcon, and if so why?? Or is it so that the developers don't
>>care shit about it??
>
>Rumors is known to be Heidleberg causing the delay. I think they demanded
>an ST/TT release before the Falcon release... Totally stupid!!

Rumors are just that: rumors. Application Systems Heidelberg decided not
to wait for the Falcon version, so that the release for other systems
wouldn't be delayed any *further*.

870. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDRRAFBMUP@galaxy.teuto.de>
Source record: 167545

In <797673650.AA07618@jina.rain.com> Max Denebian wrote:

> > Toronto show so maybe he'll be able to answer this one. It looks
> > like the Iomega Zip Drive is going to be a huge seller, though.
>Does anyone know if this little drive will fly with the Falcon/st?

Why should it not?

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

871. Re: MagiC & MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDRRAFBPUP@galaxy.teuto.de>
Source record: 167546

In <19950412.114202.51@powerslv.demon.co.uk> Jon Kale wrote:

[...]

>Why ASH & 2B feel a need to do this, however, remains a mystery <g>

ASH decided to put MagiC3 on the market, NOT 2B.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

872. Re: Next choice???

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDRRAFBSUP@galaxy.teuto.de>
Source record: 167547

In <199504091803.a65331@bm.maus.de> Joachim Kupke wrote:

>KA>Nope, if i can't use my Falcon for anything, my next choice is a Pc.
>Well, that would truely be a /very/ bad choice. But still, you /can/ use your

True.

>Falcon for something. And I do not confirm that MagiC is a very excellent
>choice. With Geneva (which runs with or without MiNT), you have quite more

Geneva isn't available in Germany ATM, and it doesn't run with MiNT. But we
had this discussion in MausNet before ... You made similar stupid remarks,
without backing this up at all.

>comfort and speed. Regarding all its incompatibilities, MagiC truely cannot be

Again, can you backup your opinion with any facts? If not, you should better
but a big *IMHO* into your postings.

Come on buddy, are you to chicken to say s. th. real in this forum or what?
Several people are waiting for your specialist opinion. NOT.

But IMO you're just another twit, envy of something others have accomplished
and you're obviously not part of it.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

873. Re: True Type Fonts

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDRTCDAPUP@galaxy.teuto.de>
Source record: 167548

In <3mg3f3$l2e@percy.cs.bham.ac.uk> Chris Ridd wrote:

>> Are there different types of True Type fonts? My friend just
>>bought NVDI 3 at the ACE '95 show and it doesn't seem to like the headers
>THere's only one kind of TrueType font, but each font differs in the
>number of character set encodings stored in the font. eg UNICODE,

Could be.

>My guess is that the font you tried had a character set that NVDI 3
>didn't recognise.

Or it was somehow damaged? There are a couple of fonts e. g. on the whiteline
alpha-CD which put NVDI 3.01 into Nirwana. Versions 3.02 and higher have a
built in control thingy which prevents that.

>No-one knows exactly what kind of TT fonts NVDI 3 and Speedo 5 really

I would _hope_, Wilfried and Sven do ;-))

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

874. internet e-mail

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: michael.petruzziello@glight.com
Message-ID: <COSYATST.FC5D@glight.com>
Source record: 167549

```
i am looking for an internet e-mail service in portland oregon.
any body out there know of any???

thanks in advance
mike
```

875. Re: Subject Matter

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <ftn_2.200.423_2f9232cd_Jesper.Kock@kockens.ct.se>
Source record: 167550

```
Hello android Server 1! The 15.04.95 you talked about "Subject Matter",and my
reply is:
> Newsgroup Description:
>
> This newsgroup is for the discussion of Atari ST hardware and software.
>

Really ;-)

Grtz Jesper Kock,WiZZard on /_Kockens BBS_/ +4646250256,Atari Only
( UUCP Dialup connection )
```

876. Re: MacMagic, as bad as the demo?

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D75ovJ.KK1@cix.compulink.co.uk>
Source record: 167595

```
>>GEMBench (on float-math test only)
>
>040/040LC? No wonder, then. The float math test expects a 68881/68882,
>AFAIK.

GEMBench FPU test runs on 040s. On a full spec 040 you need a certain patch
called FPU_M883.PRG.

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

877. Peter Veale???

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: martin@central.co.nz
Message-ID: <3mt9la$rac@central.co.nz>
Source record: 167596

Is Peter Veale, Author of Personal Finance Manager still involved with writing for Ataris, and if so, does he have a net address?

**** Crazy Horse ****

878. Re: FILE/ITEM Selectors..

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D768tu.F3n@cix.compulink.co.uk>
Source record: 167597

>Well untill one of you come up with some of the better features
>that UIS III has I am staying with it...
>
>Like up to 4 columns of files, all otheres only have 1...!!!
>
>29 File (user-definable) extension mask's, what do the otheres have 4..!!!
>
>10 Directory user-definable paths..
>
>Selectable display font..
>
>Can find size of group of files/directories..
>
>
>UIS III is not PD, its full Commercial, I don't even know if there is a Demo..
>
>The other problem is most of the other File Selectors are writen in 'C' and
>are very large like 170k, UIS III is only 34k and the ACC to call it is only
>423 bytes.....
>
>
>So can any one write a good File selector that is better than UIS III, not just
>in one or 2 ways but all ways and works in all Atari resolutions.....

Instead of answering each item - let's just say that the above is a load of
nonsense, as I'm sure most readers of this message would realise.

Ofir ogal@cix.compulink.co.uk
---

879. Re: Q:picture convertion s/w

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3mtc2v$obt@nyheter.chalmers.se>
Source record: 167598

In article <3mf93m$g2t@hasle.oslonett.no>,
Hallvard Tangeraas <hallvart@oslonett.no> wrote:
>what software can I use to convert .IMG to .GIF files?

The wellknown ShareWare programs GEMView and Speed of Light can do
this for you, but there is also a FreeWare alternative: MGIF 4.4

Since MGIF always stores images in 8 (or 3 * 8) bit format internally,
you will unfortunately not be able to handle IMGs much larger than
800x600 or so on a 1Mb machine (I run MGIF with 10Mb virtual memory,
so I never have any problems ;-), regardless of the number of bitplanes
in the IMG (yes, MGIF 4.4 handles colour XIMGs).

Saving an image as GIF with MGIF 4.4 is slower than with Speed of Light
and the file will probably be a bit larger. On the other hand, MGIF 4.4
will reload the GIF faster than anything else if you want to do that.

MGIF 4.4 was originally supposed to appear about a year ago, but it
will finally be released RSN(TM). In the mean time, the latest beta
versions are normally available at my ftp site, rand.thn.htu.se, but
that is not working at the moment due to an OS downgrade.
Until I get the ftp-daemon recompiled for SunOS 4.1.4, please ask and
I'll email a copy.
--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

880. Re: Re^2: No More MACs...!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3mtcsb$ej9@prime.mdata.fi>
Source record: 167599

In article <950415Z060004.202barheath@heathen.demon.co.uk>,
Barry Heath <barheath@heathen.demon.co.uk> wrote:
>ages, the STe. Wow! No wonder they went down. The STe, if we are honest,
>didn't even match what the Amiga could already do.
>Now the Falcon has arrived (in the same clothes) and passed (for the same
>reason) and we're STILL crying about it.

Falcon has not passed. period. It is slowly becoming a music production unit next to Mac/Session -workstations. Even the conservative Keyboard Magazine (in the new Music & Computers -add-on issue) puts Falcon next to Mac /PC -systems, if you don't need to do all the non-musical stuff with it. C-Lab, Wizztronics, Soundpool, Steinberg and other companies are combining their efforts - to make a dedicaded music/video production workstation. Just check the AEO 0404, and you'll see what I'm talking about.

People, please try to understand this:

Falcon is a *music-computer*, treat it that way. So if you need to compare it to all the others, compare the sound-system, software quality and stability, and audio expandability - not processor speed, CD-ROM availability, or graphics.

>I'm going to keep my ST if the finances will let me. It's still a damned
>good computer, still easier than the Mac. It's just not quite good enough
>today.

For what?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/
---

881. Re: C-Lab Falcon-What's the price then?

Newsgroup: comp.sys.atari.st
Date: 1995-04-17 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3mtdag$ejk@prime.mdata.fi>
Source record: 167600

In article <3mr4mn$l9r@hpg30a.csc.cuhk.hk>,
Malcolm <s925377@mailserv.cuhk.hk> wrote:
>>>wrote the C-Lab Falcon cost $3000. - That's wrong: It costs DM 3000. And that
>>If the price is only DM 3000, why is it sold for 26.000 Danish Kr. here
>>then ? (26.000 Dkr is DM 6500.) Thats the same as stealing the money insted
>
>What's the price in Germany or other places then????

DM = Deutsche Mark = German currency.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/
---

882. Re: Falcon + external SCSI

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D78z1C.BJt@cix.compulink.co.uk>
Source record: 167351

>hook it up to my Falcon. I know I need a SCSI 2 cable (or would just plain
>SCSI do) to connect but how do I get the Falcon to recognise it ?

If the thing is formatted (and has a bootable partition on it [if it is
the only HD you have - in which case set the SCSI id to 0]) simply plug
it in using the SCSI2 cable and power it up.

The Falcon should autodetect the drive and if it is device 0 and bootable
will then boot off it.

I think that is all there is to it

Steve.

883. Software for Sale

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: g8926589@mcmail.cis.mcmaster.ca
Message-ID: <3n176i$g9j@mcmail.CIS.McMaster.CA>
Source record: 167352

I have the following software titles for sale, all prices in $US and do
not include shipping. I'm not sure what a good price is for this stuff so
if it seems a tad high make me an offer and I'll go from there. Please
send inquiries to: rhammond@miranda.chemistry.mcmaster.ca

Price Title (manufacturer)
$30 Laser C (Megamax)
$30 Word Writer ST (Timeworks)
$30 Desktop Publisher (Timeworks)
$20 Dungeon Master and Chaos Strikes Back (FTL)
$15 Barbarian
$15 Charge of the Light Brigade (Impressions)
$15 F-19 (Microprose)
$15 Heroes of the Lance (SSI)
$15 Red Storm Rising (Microprose)
$15 War in Middle Earth (Melbourne House)
$10 Balance of Power: 1986 ed (Mindscape)
$10 Sorceror Lord (PSS)
$10 Star Trek: Rebel Universe (Simon & Schuster)
$10 Star Wars (Domark)
$10 Third Reich (Thalian/AH)
$10 Silent Service (Microprose)

--
==========
"Chemists do not usually stutter. It would be awkward if they did, seeing
that they have at times to get out such words as methylethylamylophenylium."
-William Crookes, 1865

884. Re: X-Mint Install

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: eems@nlr.nl
Message-ID: <3n0cgg$ku1@liberator.et.tudelft.nl>
Source record: 167353

Samy Mesbah (sasmesba@kingcong.uwaterloo.ca) wrote:
: In article <3mm6kq$ppt@newsbf02.news.aol.com>,
: Al Fasoldt <alfasoldt@aol.com> wrote:
: >> If anyone knows how to boot up MiNT in ST Hi on a TT let me know.
: >
: >You can set the resolution of a TT from the NEWDESK desktop or from
: >alternate desktops.
: >
: No, but the point is X-win runs before GEM is initialized - as called
: from Mint in the AUTO folder. All standard methods of setting rez
: happen when GEM is initialized, ie too late for the Xwindows boot up.

: We need a rez selector that happens from the auto folder when the compter
: boots up (or from a floppy bootsector before the hard disk is booted).

I thought (don't know for sure) it was possible to change the startup
resolution in the NV-RAM. If this would be possible (I don't own a TT
so I can't test it) the resolution would be changed to ST Hi (or what
ever) before GEM or MiNT is run.

--

****
Pieter MECHA * Check out: http://huizen.dds.nl/~eems/ *
eems@nlr.nl PHREAK * MY MEKTON PAGE *
eems@dds.nl ------------**
-----------------| GCS/S d-- H s+++;+++ g+ p0 !au a- w+ v C++ UO+ P? *
Geek Code 2.1 L 3 E- N+ K- W---(--)(!) M+ !V -po+ Y+ t+ 5+@ !j *
-----------------| R+++ G''''(''') tv+ b+ D- B? e+>++ u(+) h- f r-- *
a.k.a Quindo | n- y? *
****

885. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDSRABAZUP@galaxy.teuto.de>
Source record: 167354

In <3mhrka$rks@skat.usc.edu> Michael Baffoni wrote:

>Hendrik Mylius <neptune@galaxy.teuto.de> wrote:
>[Interesting stuff on Linux cut here....]
>>ATM, I am not sure if this is X11- R5 or -R6, but I can find out if you want
>For example, my TT has Nova card - will it work with LINUX or will I be

I have absolutely no information whatsoever re. support of third-party gfx.

What kind of drivers do exist for the PC-Linux? One might draw some
conclusions based on this information.

For some real facts check the proper linux68k-newsgroups. I'll try to dig out
some information myself, too ;-)

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

886. Re: re^2: magic & falcons?

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDSAEFURUP@dksoft.ping.dk>
Source record: 167355

In <1117dbrewood@nest.demon.co.uk> Daron Brewood wrote:

>I quite agree Kim, we will have to wait and see.
>

As usual!! Perhaps it's time to rename Atari computer to WaitComputers,
as it seems like thats the only thing happning. I have to admit, i'll get
my first PC in a few days. Hopefully it doesn't mean i'll change over, but
again, we have to wait and see 8-)

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

887. Re: Magic for Falco

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDSAEFUUUP@dksoft.ping.dk>
Source record: 167356

In <9504141315.AA03673@ilmen.lanl.gov> Hutch wrote:

>In a previous article, kim@dksoft.ping.dk (Kim Andersen) wrote:
>
>> Rumors is known to be Heidleberg causing the delay. I think they demanded
>> an ST/TT release before the Falcon release... Totally stupid!!
>
>Er... not that it really matters in the long run but considering how many
>more ST/STe/TT machines are in existance compared to Falcons, why do you
>think this was a stupid idea? I would have done likewise.
>

Perhaps you would, if you're going to base you company on old machines. But while 2B and Heidleberg are dumping program for the old machines, people on the Falcon, (and newer Tos compatible machines) are going away from the market, which means while Hedleberg has supported a bunch of old machines, they never manage to support newer, and their company will eat itselves from behind, (if you know what i mean).

It would have been the same if they wrote a program specially for the 286, and not supported 386 and 486. And just try tell me how many companies would do a thing like that today, and survive the market as well ? Heck, now they mostly DON'T support lower than 386DX<something>
(just an example)

Normal way to do things, is to write a new program which is backward compatible, (if thats what you want/need). But i guess backward is a word Heidleberg isn't aware of.

Greets
Kim

Ps, please notis my signature has changed 8-)

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

888. Re: C-Lab Falcon-What's the price then?

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDSBBBUXUP@dksoft.ping.dk>
Source record: 167357

In <3mr4mn$l9r@hpg30a.csc.cuhk.hk> Malcolm wrote:

>>>wrote the C-Lab Falcon cost $3000. - That's wrong: It costs DM 3000. And that
>>If the price is only DM 3000, why is it sold for 26.000 Danish Kr. here
>>then ? (26.000 Dkr is DM 6500.) Thats the same as stealing the money insted
>
>What's the price in Germany or other places then????

Someone mentioned 3000DM, but i really doubt thats the truth.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

889. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: Julian_Reschke@wi2.maus.de
Message-ID: <199504180729.a10986@wi2.maus.de>
Source record: 167358

In article <3msn90$9rv@mailer.fsu.edu>, Mickey Boyd (boyd@gauss.math.fsu.edu) wrote:
>Incidentally, based on my experience with removable platter devices, it is
>very likely that the Iomega unit will work just fine if you fire it up with a
>cartridge in it, and never pop it out while the machine is up. The system
>will just treat it like any fixed-disk drive. However, I think the sense
>codes by which the eject and reready actions (therefore signaling a reread
>of the partition and other important info on the cartridge) are reported
>are vendor-specific. Thus, it seems probable that changes to the ST

No, they aren't. The codes are clearly defined and work with all
well behaving drives (Syquest, Floptical, CD-ROMs, MO drives).

>driver software would be needed to allow one to switch carts on the fly
>with this new drive (Unless perhaps they standardized on the Syquest
>codes?!?).

Don't assume. Read the SCSI standard.

890. Re: Seek simple .WAV player for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_2f93724a_Magnus.Kollberg@p11.straight.ct.se>
Source record: 167359

```
In a message Pekka Saarinen wrote to All :
PS> From: contacts@mits.mdata.fi (Pekka Saarinen)
PS>
PS> In article <3me0b4E96l@uni-erlangen.de>,
PS> Harald Schoenfeld <mppi76@cd4680fs.rrze.uni-erlangen.de> wrote:
>> In comp.sys.atari.st you write:
>>
>>> I would also like to see an drag&drop application, that plays (and
>>> maybe displays sounds (WAV, AIFF, SND, AU, DVS...). If that wonderful
>>> 525 could be programmed to play the sounds also, I would be very happy.
>>
>> If you want to play the sounds, you'll need fortune. 525 will probably
>> never get that playing routine - because we would need 3 different
>> routines: Falcon, TT/STE and ST. All with different frequencies and only
>> some able to play 'directly' from hard disk. We have the necessary
>> routines for all machines, but well it gets too long and big...
PS>
PS> If you were programming for Windows, you would not care if a simple wave-
PS> player would be 3 Megs, would you? :-)
PS> If you ever change you mind (they change hearts and livers now, so in
PS> the future...) - I'll be waiting.

Why do you not do 3 different versions? One for the Falcon one for TT/STE and
one for ST! No big deal! I think we can choose the right one.... :)

Cheers,
Magnus Kollberg

( UUCP Dialup connection )
```

891. Re: Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_2f937275_Magnus.Kollberg@p11.straight.ct.se>
Source record: 167360

```
In a message Carl Lofgren wrote to All :
CL> From: m9174@abc.se (Carl Lofgren)
CL>
CL> Case@parkhead.demon.co.uk wrote something like :
CL>
C>> Time for me to commit CyberSuicide $-)
C>>
C>> The chances of a Doom-clone anything close running on the STe seem
C>> remote... ..is it really possible to do the texture mapping?
CL>
CL> I guess so. UDS (from the Obession fame) will release SubStation
CL> pretty soon.

But it will not have texture mapping, or? But it will play along in 20fps or
higher and have very good graphics (32 shades) and advanced soundsystem (3D
sound) and is going to have a multiplayer mode over the midi! Wow...

Cheers,
Magnus Kollberg

( UUCP Dialup connection )
```

892. Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: Callum.Lerwick@flight.org
Message-ID: <786_9504190106@flight.org>
Source record: 167361

Well, I sent a message to ICD about getting an older version of the HDD utils, said to try GEnie or their own board. Since their own board is long distance and I don't have GEnie, could someone check for me? Or does anyone have an old version of the ICD utils laying around? (older than 4.4?) I need at least the format program. And reply in mail...

---------- -//- ----------

Internet: Callum.Lerwick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|

---------- -//- ----------

893. FS: 1040STe, SM124 Mono Monitor, AdSCSI card

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: bill@nextsrv1.andi.org
Message-ID: <D78wCr.I5F@nextsrv1.andi.org>
Source record: 167362

I want to sell the following:

1040STe with 1MB RAM (4x256K SIMMS)
SM124 Mono Monitor
AdSCSI Plus SCSI card by ICD

Please make offer for all above and reply directly to me. I also
have 1MB SIMMS for sale.

I will consider trading up to Mega4 STe

Regards,

Bill Strehl
ANDI, Inc.

Reply to:bill@andi.org

894. Re: Help, FAT erased.

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3n0a3g$rtf@dux.dundee.ac.uk>
Source record: 167363

I cant help with the problem, but I too have a few probs with my
internal IDE drive. For example every now and again it
creates a new partition which is about 600k in size!!!
This is called G, after a short while this partition usually
disappears but I dontlike it.

Can anyone suggest why this is happenening? Oh abd by the
way partition F is NOT full!!!

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

895. Falcon Games List

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3n0abc$rtf@dux.dundee.ac.uk>
Source record: 167364

Right I think its about time we actually tried to compile a list
of Falcon only or enhanced games, so here goes (you'll notice
there isn't many)

Towers II
Llamazap
Robinsons Requim
Ping 2000

Does anyone know of any others?

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

896. Re: Towers II

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3n0ipm$9as@dux.dundee.ac.uk>
Source record: 167365

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Another point, on the Mosiac page of TowersII screen shots, it
: appears that there is a multi player mode. E.g the picture
: has 4 screens.

: Does this mean you can have several players on screen at once?

: I have looked through the manual, but perhaps I've missed something.

Ignore the above!!! I have now had a chance to look at the picture on
a colour monitor.

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

897. Re: Cyrel Graphics Card Info

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.3.0010DEA2@cfcsc.dnd.ca>
Source record: 167366

>From: mtaylor@perth.DIALix.oz.au (Mark Taylor)
>Hello
>I was just wondering if anyone has any info on this graphics card for my TT. I
>have sent several E-Mails to CyberCube Research on Genie but have received no
>replies. Does anyone have any idea what has happened to this company and if
>they are still actively around. If anyone knows other sources for same say
>someone like TOAD I'd also like to know. Would also appreciate other TT users
>experiences with various graphics cards in particular this one.
>Look forward to the info and cheers from OZ
>Mark
I attended the seminar held by CyRel at ACE'95.
Ralf stated that they are having difficulty either tracking down parts for the
card, or ordering parts for it. However they are still in business, and still
taking orders for the cards AFAIK
-ken

898. re: falcon dsp modem?

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1178dlittle@nest.demon.co.uk>
Source record: 167367

General! We have intercepted a coded Imperial message from the Hague system!

AH> From: andrew@minster.york.ac.uk (Andrew Hague)
AH> Has anyone, or is anyone producing a DSP modem for the Atari Falcon?
AH> I've got the C source code for such beast and I'm about to port it
AH> to the Falcon.
AH> Before I do, I thought I'd find out if someone else has done it.

Not seen one yet - but we have the code from Motorola to do the job. It's on the Motorola Dr-BUB BBS.

AH> BTW. I'm not sure if the DSP will be fast enough to generate the
AH> modem sounds but I'll try. The modem can only go up to 1200 baud so
AH> don't get too excited. I think it will manage to send and receive
AH> faxes too.

The DSP56K is capable of simulating a 32kbps modem (maximum I think), so you shouldn't have any hassles if you do this in ASM as DSP's are a waste of space with 'C' - but I imagine you know this already.

Doug.

--

899. re: searching for pov-editor

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1180dlittle@nest.demon.co.uk>
Source record: 167368

I think I have just what you are looking for - it's called EDPOV and I got it just a few weeks ago from a French magazine.

It is a bit strange (and seems to just quit out sometimes for no good reason without any bombs or anything) but it does cover the whole of the POV language quite well. The positioning of objects is not so good (the object leaps a few pixels when you click onto it) but generally it's quite easy to use and covers a good range of file formats. These include 3D2, InShape and others, but you can only turn these INTO POV scenes - you can't turn POV's back into 3D2 for instance. Each file is treated as an object so you can import or 'merge' 3D2 files into an InShape scene quite easily.

I will upload it onto NeST as I think I've seen you around there from time to time...

Cheers,

Doug.

--

900. Re: Re^2: No More MACs...!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950418Z225226.106barheath@heathen.demon.co.uk>
Source record: 167369

In article <3mtcsb$ej9@prime.mdata.fi>
contacts@mits.mdata.fi "Pekka Saarinen" writes:

: In article <950415Z060004.202barheath@heathen.demon.co.uk>,
: Barry Heath <barheath@heathen.demon.co.uk> wrote:

: >Now the Falcon has arrived (in the same clothes) and passed (for the same
: >reason) and we're STILL crying about it.
:
: Falcon has not passed. period. It is slowly becoming a music production
: unit next to Mac/Session -workstations. Even the conservative Keyboard
: Magazine (in the new Music & Computers -add-on issue) puts Falcon next to
: Mac /PC -systems, if you don't need to do all the non-musical stuff with
: it. C-Lab, Wizztronics, Soundpool, Steinberg and other companies are
: combining their efforts - to make a dedicaded music/video production
: workstation. Just check the AEO 0404, and you'll see what I'm talking
: about.
:
Atari have stopped making it, and marketing it. If this is not "passed" in
the sense I wrote, what is? The only Falcon available as a supported machine
now is the C-Labe version, at nearly ukp3,500 (or was it more?) This is NOT
home computer territory, which is what the ST was.
:
: People, please try to understand this:
:
: Falcon is a *music-computer*, treat it that way. So if you need to
: compare it to all the others, compare the sound-system, software
: quality and stability, and audio expandability - not processor speed,
: CD-ROM availability, or graphics.
:
: >I'm going to keep my ST if the finances will let me. It's still a damned
: >good computer, still easier than the Mac. It's just not quite good enough
: >today.
:
: For what?
:
Hi-res colour graphics, interactive video, complete internet access, speed,
all come to mind immediately. I daresay I could think of several others.
It's a ten year old design, for heaven's sake. Of course modern machines are
better. Would you like to be using an original Macintosh, or PC-XT today? I
doubt it.

I just wanted to *try* to explain why I moved from being a dyed in the wool
Atarian to a user of a.n. other machine. If Atari made a machine as capable,
as well supported and up to date as the current Macs, I'd have bought one.

They don't, they aren't likely to, so I didn't.
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - O O O O O O *
| ------------------ ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_________________| |_____________| |_____| |_________| |
_________o_o__________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

901. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDSOADVAUP@dksoft.ping.dk>
Source record: 167370

In <D75ovK.KKM@cix.compulink.co.uk> "Ofir Gal" wrote:

>>I can get a Full Pentium for that price and with CD Rom and with Monitor..
>
>Please, please get one.

Nice argument.. Perhaps i will.

>
>>And for a outdated machine and a Buged OS who are you trying to kid...
>
>The PC is also an outdated machine and the OS (Windows) has more bugs than
>TOS.
>

Windows yes, but who talked about using Windows.. Have you ever heard about
OS/2. And if everything should go wrong, there's always DOS, which i belive
is very bad, but still an alternative.
What alternatives do we have on our Atari ?

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

902. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDSOADVDUP@dksoft.ping.dk>
Source record: 167371

In <ftn_2.203.203.15$fidonet.org_2f8fd0c9_Tom.Thomason@fpc.ct.se> Tom Thomason wrote:

> As I've said before, Kim, the *delay* is because B&B are intent in making
>the best possible use of the DSP to make MagiC faster. Heidelberg merely
>insisted on releasing MagiC 3 before it was ready for the Falcon. And yes! I
>agree that this was a stupid move. There we go agreeing again! 8^)

Arrghh.. Don't let it happen again Tom.. IT's starting to get to my head 8)

As far as i understand the Falcon version should be ready. Perhaps there is
some minour changes which can be done, (there always is). But as i said
in my previous message, all software is suppose to be backward compatible,
which means you start at the highest point, (ie. the Falcon), and working
your way down backward, if it's needed, (which i agree it may be when talking
about an new OS).

I can not find any reliable excuse for not doing it like this, unless
Heidleberg/2B simply don't want the Falcon to be supported, which is what
i'm reading between the lines.

I'll get my PC one of these days. From this i'll just let things happen the
way they arrive.. I'm getting sick and tired of all this shit with Atari
software, trying to convince people about the need of software support.
The Falcon may well be an outdated machine, but thats not because of the
hardware. Thats because of lack software support!

There may well be alot of pleased ST/TT users out there using Magic now, but
you just try ask them what they want to do when there is no more new software
for their computers. Do you think they're gona upgrade to a Falcon ? No, why
should they, there isn't any software for the Falcon either, because stupid
software producers/distributers "FORGOT" to support it. This means people
are jumping directly from the ST/TT to another platform, insted of upgrading
within the same platform when it's available.

They're simply killing the market insted!

And just remember, i not only own a Falcon, but also 4 ST(E)'s, so i should
perhaps be pleased with what i can get. Thats just not the way i see things.
I didn't spend 14.000 danish Kr. on my Falcon just to see my old machines
getting all the support. And if Heidleberg and c/o can't understand this,
they would be better of leaving the market insted of destroying it.

Tough words from a low-end user, but i'm sure alot of Falcon owners agree
with me. Heck i even think alot of ST/TT owners would agree. I would have
said exactly the same even if i didn't had a Falcon.

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

903. Re: What TOS?

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199504182306.a19797@a2w.maus.de>
Source record: 167372

Mickey Boyd (boyd@gauss.math.fsu.edu) (boyd@math.fsu.edu) wrote on
17.04.95:

>One thing to remember about 2.06 is that due to changes in the way the
>floppy boot happens on powerup (and to some non-portable bootsector copy
>protection routines that are quite common), lots of games will not work
>with TOS 2.05/6. Some TOS upgrade boards allow you to switch between
>your old TOS and 2.06, which would fix this problem.
Is there a way to patch around this Micky? A lot of people have
2.05/2.06 (me included of course) and it is a real pain to find those
dear old games don't work anymore not to speak of setting up a
switchable TOS!

Someone else has also sugested that it might be the extra memory on
most STE machines causing problems with old games. I think there is
patch for this (make1meg?), anyone know where it is?

Ian_Taylor@a2w.maus.de The hidden secret of life is

904. Re: PostScript interpreter

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199504182334.a19798@a2w.maus.de>
Source record: 167373

Mickey Boyd (boyd@gauss.math.fsu.edu) (boyd@math.fsu.edu) wrote on
17.04.95:

>There is one included with Ghostscript, called ps2ascii. It is a small
>script that invokes gs with some arguments. I'm not sure if it is
>included with the Atari Ghostscript distribution.
Thanx for the tip. I downloaded gs252b.zoo from umich archive a while
ago, but it is not in there.

A while ago Tim Gallivan (timg@landau.ph.utexas.edu) wrote:

>The latest Atari version is 3.12. The source and 68000 executable are
>available through:
>ftp://lifshitz.ph.utexas.edu/pub/atari/ghostscript/3.12 or
>http://godel.ph.utexas.edu/Members/timg/gs/gs.html

Anyone know if ps2ascii is in there? These packages are so large they
scare my modem :)

Ian_Taylor@a2w.maus.de The hidden secret of life is

905. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f93921f_Tom.Thomason@fpc.ct.se>
Source record: 167374

To: molin@cxc1.cl.msu.edu

From: tom_thomason@fpc.ct.se

On 16 Apr 95, Michael Olin shot this through the ether to All ...

MO> I must be thinking of some other patch program I used to use with my
MO> older TOS 1.04 system, then... For some reason I was under the
MO> impression that PinHead didn't work on the Falcon? Hmmmm. I wonder if
MO> I'm suffering mental crossed clusters, perhaps I'm thinking of
MO> PoolFix4.

IIRC, PinHead has nothing to do with Screen saving. It was a program that allowed the setting of the Fastload bit on operative systems *prior* to TOS 1.04. It isn't necessary for machines running 1.04 and upwards!

Cheers,
Tom

(UUCP Dialup connection)

906. re: help, fat erased.

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1168rcain@nest.demon.co.uk>
Source record: 167455

On 18 Apr 95 Simon wrote::

SM> that I could do with. I have found out that this file starts at
SM> sector 410 and goes on for quite some time (I don't think the
SM> partition was fragmented before this happened). Is there any way I
SM> can rebuild this file? I've tried Knife ST and it won't even let me
SM> look at an individual sector it just tells me there is something
SM> wrong with the FAT. The only software I have than shows
SM> me the sectors is called Disk Doctor and I don't know if I can build
SM> the file
SM> from within here.

The Atari CHKDSK program will attempt to re-build FATs as will ST_TOOL19.
If you have the ICD Clean-up this will also usually make an intelligent job
of fixing the FAT

Roger
rcain@nest.demon.co.uk

--

907. Where can i find MINIT.TTP?

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: lmuniz@vub.ac.be
Message-ID: <3n0tfb$d0a@rc1.vub.ac.be>
Source record: 167456

If i got it right, if you want an X11 interface, you need MiNTX or linux
and to ge both running you need a Minix partition..
I have 2 questions:
-Which system is the best?
-Where can i get this minit.ttp that everyone is talking about?

regards,

LUIS.

908. Re: 2b (Behne & Behne)

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: koehne@tripolis.informatik.uni-dortmund.de
Message-ID: <3mvtk3$e0i@fbi-news.informatik.uni-dortmund.de>
Source record: 167457

In article <199504131916.a15850@of2.maus.de>,
Robert_Schaffner@of2.maus.sub.org (Robert Schaffner) writes:

|> Wilfried_Behne@H.maus.de
^
|
Don't forget an underscore here!!

Bye

...Patrick

909. Re: Fax software needed

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3mvt1e$hpc@golem.wcc.govt.nz>
Source record: 167458

In article <D6yn5B.8EJ@cix.compulink.co.uk>, dcohen@cix.compulink.co.uk ("Daniel Cohen") writes:
>In message <1995Apr11.213417.21926@bradford.ac.uk>,
>S.P.Taylor@bradford.ac.uk said:
>
> > CoMa - very good, supporting FAX classes 2 and 2.0. about 40 UKP to
>
>CoMa is available in a demo version, which only sends about one-sixth of
>a page; still, useful for trying it out. Using it on my USR Sportster, I
>found that, though my faxes arrived OK, they finished with a time-out,

CoMa is Keyware. its a full version, but when you register it you get
keys to unlock it...

To me its far to dear for a Shareware products...

>Straight Fax sounds nice, but I would not get it until it supports class
>2.0 properly; I don't think that has a demo version, though.

Not as good as CoMa from what I have found out, but I don't know all
the new features of 2.2, I have the list for 2.1 but not for 2.2,
can any one help...????

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

910. Re: Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3mvu9k$hpc@golem.wcc.govt.nz>
Source record: 167459

In article <D71C04.AHr@cix.compulink.co.uk>, dcohen@cix.compulink.co.uk ("Daniel Cohen") writes:
>In message <1995Apr13.195528.24114@bradford.ac.uk>,
>S.P.Taylor@bradford.ac.uk said:
>
> > STraight Fax - Commercial, costing #80 pounds from System Solutions.
>
>#70, not #80, according to SS latest catalogue. And it's one of those
>programs which are much cheaper in the USA, $80 from Toad.

Yes its still cheaper for me to buy ST-Fax from the USA than to buy
CoMa, ST-Fax works out at $120NZ and CoMa from say the UK at $140NZ..

And CoMa is being pushed as Shareware, not like ST-Fax....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

911. Re: Thing

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FDSABDAOUP@zaphot.augusta.de>
Source record: 167460

In <FDOWAHALUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM> In <FDHSDGAVUP@zaphot.augusta.de> Arno Welzel wrote:
HM>
HM> >Or you can try Thing - the version, wich was tested by ST Computer,
HM> >was the _very first_ release 0.24(!) The current version is 0.31
HM> >... and there is an english version available too - just email me :)
HM>
HM> What a shameless plug, Arno ;-) The author himself doin' some ads.
HM>
HM> Go stand in the corner for a while :-))

I will do so ;-) But my intentions was only to inform the English
speaking world, that there is an english version too and that a im
still working on this project.

Cu...

--
Arno Welzel (aw@zaphot.augusta.de)

912. POPMail Clients on the Atari??

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: john@albem.southern.co.nz
Message-ID: <950418Z093748.418john@albem.southern.co.nz>
Source record: 167461

Hi there,

Is anybody running any type of POPMail clients on an Atari, and if so what are they running?? Does it do POP2 or POP3 or both?? Does it run under MiNT/Mint-net or something else like KA9Q?? Is it freely available??

Any comments appreciated.

Cheers,
--
-=-=-=-=-=-=-=-=-=-=-=-=-=- John Collis at Home! -=-=-=-=-=-=-=-=-=-=-=-=-=-
albem@southern.co.nz john@albemuth.equinox.gen.nz
John Collis at 3:770/105.7 @ fidonet.org or 51:801/1.7 @ atarinet

913. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798206116@gen-off-3>
Source record: 167462

ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>I would not say that Ease is crap.
You don't use NeoDesk 4, though. When you get used to something like NeoDesk,
it's a real pain to come back to something rather less able, even if it
is marginally more stable.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

914. Re: emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798206422@gen-off-3>
Source record: 167463

rcain@nest.demon.co.uk (Roger Cain) writes:
>MagiC cannot load a graphics driver for this resolution.
Indeed, he should try running in 256-colour mode.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

915. Re: Pagestream and MagiC

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798208041@gen-off-3>
Source record: 167464

komives@holly.ACNS.ColoState.EDU (Robert Komives) writes:

>Does Pagestream work under MagiC?c
> on the St?
Don't know.

> on the Mac?
Yes (I use v2.2b).
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

916. Atari FTP list updated!

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3n0b8q$877@mserv1.dl.ac.uk>
Source record: 167465

Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.announce
- -

Last edit: 18-April-1995
Additions/changes since last list: 8

- ftp.informatik.rwth-aachen.de (Directory change)
- ftp.uni-bremen.de (Replaces wowbagger.pc-labor.uni-bremen.de)
- nibelung.worms.fh-rpl.de (Site removed no Atari section)
- ftp.rz.tu-bs.de (Replaces rzserv3.rz.tu-bs.de)
- ftp.coli.uni-sb.de (Directory change)
- ftp.uni-giessen.de (New site)
- ftp.rz.tu-harburg.de (New site)
- ftp.fu-berlin.de (Replaces pascal.math.fu-berlin.de)

- -

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()==========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs-ftp.bu.edu.............(128.197.13.20)...../PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CZECH REPUBLIC:
----
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

SLOVAKIA:
----
ftp.upjs.sk.........(158.197.16.30)........./pub/systems/atari

NETHERLANDS:
----
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
----
ftp.cnam.fr.........(163.173.128.15)......../pub/Atari/

GERMANY:
----
alice.fmi.uni-passau.de...(132.231.1.180)...../pub/atari/
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/ or /pub3/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.10.42)...../atari/
ftp.cs.tu-berlin.de.......(130.149.144.4)...../pub/atari/
email server.............mail-server@cs.tu-berlin.de
ftp.fu-berlin.de..........(160.45.10.6)......./pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)...... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/comp/Atari/atari/
ftp.uni-bremen.de.........(134.102.228.2)...../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email server...........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)......./pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)......./pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)......../pub/atari/
ftp.rz.tu-bs.de..........(134.169.9.44)......./pub/atari/
ftp.coli.uni-sb.de.......(134.96.68.1)......../pub/comp/atari
ftp.inf.tu-dresden.de....(141.76.1.11) ..../pub/atari/
ftp.uni-giessen.de.......(134.176.2.177)....../pub/atari
ftp.rz.tu-harburg.de.....(134.28.240.5)......./ATARI/

UK:
---
micros.hensa.ac.uk (148.88.8.84) ...../micros/atari/
email server.....archive-server@micros.hensa.ac.uk
disabuse.demon.co.uk.(158.152.1.44)...../pub/atari/
phlem.ph.kcl.ac.uk...(137.73.4.24)...../pub/atari/

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)...../atari/
ezinfo.ethz.ch....(129.132.2.72)...../st/
ftp.switch.ch.....(130.59.1.40)...../mirror/atari/
ftp.switch.ch.....(130.59.1.40)...../software/atari/

AUSTRALIA:
----
closer.brisnet.org.au.....(203.4.149.97).../pub/archive1/ATARIST

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
barnone.citi.umich.edu.....(141.211.128.22)...
/afs/umich.edu/group/itd/archive/atari
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
ftp.switch.ch.....(130.59.10.40) or (130.59.1.40)...
/mirror/atari/ - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having

to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on which the programs were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after uncompressing .Z and/or .uu.
Use the appropriate decompression program for this.

- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys, xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh, xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

Part of this is dependent on you having the GNU msdos-utilities available at your site. If you don't, ask your local system operator how to transfer files to/from MSDOS disks.

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:

- mdir [CR] to show disk-directory/space left.

- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)

- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")

- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer. i.e. "mcopy a:dlist.txt test1.zip"

- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

- eject [CR] to eject disks from disk-drives that don't have "eject buttons".

- -

Original idea and list compilation by Hallvard Tangeraas, Oslo, Norway

Now handled by Mark Stephen Smith (msh@dl.ac.uk) with permission from Hallvard

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with all data intact.

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917. Re: Magic for Falco

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798208461@gen-off-3>
Source record: 167466

hutch@ilmen.lanl.gov (Hutch) writes:

>Er... not that it really matters in the long run but considering how many
>more ST/STe/TT machines are in existance compared to Falcons, why do you
>think this was a stupid idea? I would have done likewise.
It doesn't matter how many "exist". It's how many are "in use" by people
still spending money on their Ataris. That's what counts.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

918. Re: macmagic, as bad as the demo?

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798208611@gen-off-3>
Source record: 167467

dbrewood@nest.demon.co.uk (Daron Brewood) writes:
>What you manage to put up with all the bugs, and crashing out every few
>minutes?? I'll stick with Ease, it's never crashed yet.
It's more difficult to crash a car that can only do 20kph than one that can
do 200. But the former won't actually get you anywhere.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

919. Re: Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3n0b5v$53t@news.iesd.auc.dk>
Source record: 167468

In article <3me2nm$e08@turing.fwi.uva.nl>, mdekker@fwi.uva.nl (M. Dekker) writes:
> iagaw@cluster1.urz.uni-halle.de wrote:
>
> :Can anyone tell me, when UDS will release theyr Doom-clone (I think the
> :name was Substation) for the STE and Falcon?
>
> will it run only on an STE or also on my STfm?

Unique Developments Sweden have only done STE/Falcon-only games and they intend to keep on doing STE/Falcon-games. So there is not a big chance for the DOOM-clone (ie. SubStaition) to run on a STfm.

Keep Cool and Flying...

ChainXOR...

920. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3n0b6q$53t@news.iesd.auc.dk>
Source record: 167469

[No readable article body recovered]

921. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3n0b8k$53t@news.iesd.auc.dk>
Source record: 167470

In article <ftn_2.203.202.11$fidonet.org_2f8914c6_Christian.Mittendorf@ostkupan.ct.se>, christian.mittendorf@ostkupan.ct.se (Christian Mittendorf) writes:
> Hej!
>
> > No. MagiC v.3 has just been released for the ST, STE and TT machines.
> > Behne&Behne are still working on MagiC 3 for Falcon. They're optimising
> > some things in MagiC 3 for Falcon, they're working on making MagiC use
> > the DSP more intense than before for faster operations.
> ^^^What does the OS do with the DSP???

I don't know, I haven't been able to get more details yet.

Keep Cool and Flying...

ChainXOR...

922. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3n0bcc$53t@news.iesd.auc.dk>
Source record: 167471

[No readable article body recovered]

923. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3n0blf$53t@news.iesd.auc.dk>
Source record: 167472

In article <3md56q$luk@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) writes:

.... Lot of text deleted......

> then... Well, this is a very coarse comparison. I just don't want people
> who own a ST to think that by buying a Mac and MagicMac, they will get a
> perfect, ultramodern Apple-ST that runs practically all their existing
> software. This is not the case, unfortunately.. So, whatever we think,
> there still exists need for real Atari computers. I think, if might be
> ideal to own both a fast Mac with MagicMac (MacOS isn't that great, after
> all) - and a Falcon. The best from the both worlds..

I have about the same impression that you have.
MagicMac running Calamus SL on a Mac LC-630 (with 68LC040 CPU) is EXSTREMELY fast and therefore it's a good buy for Calamus DTP-users.

But the Falcon is the best all-round Atari-machine, definitly.

>
> TH

Keep Cool and Flying...

ChainXOR...

924. Re: WTB: DA's Layout CD - English

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798208991@gen-off-3>
Source record: 167473

johnmoon@pyromania.apana.org.au (John Moon) writes:

>Why not use Calamus SL?
No proper PostScript support.

> [Excessively long .sig deleted]
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

925. Re: Seek simple .WAV player for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: cs93dlh@lyn.dcs.exeter.ac.uk
Message-ID: <D78EMq.10B@exeter.ac.uk>
Source record: 167474

In article <3lqorr$j0r@btmpjg.god.bel.alcatel.be> cgra@se.bel.alcbel.be (Chris Gray) writes:

> Can anyone point me in the direction of a .WAV player for the Falcon
> which could be used by just installing it as an application for *.WAV?
> Should be able to handle 8-/16-bit mono/stereo without manual inter-
> vention.

SuperSam 1.08 will do this, not only playing WAV files, but AVR, AIFF, AIFC, DVS, VOC, IFF and raw samples too! Can be installed to run and play by dropping a sample on it's icon or by double clicking on a sample. It will play any sample of anylength, if there isn't enough RAM to load it it will play direct from disk.

In addition you can use it to edit the sample to your hearts content.

atari.archive.umich.edu and it mirrors, ftp.cnam.fr and ftp.uni-kl.de all have the file (SSAM108B.ZIP) as do most other atari sites by now.

1.08 has a few bugs, but a new version will be released in a few weeks that fixes them all and adds new features too.

SuperSam is shareware.

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

926. Re: MacMagic, as bad as the demo?

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: and@sun1
Message-ID: <1995Apr18.124849.21878@newsserver.rrzn.uni-hannover.de>
Source record: 167475

David H Butler (dhbutler@stat.mps.ohio-state.edu) wrote:

: Here's the problems; first, I currently only have 4megs ram in the powerbook,
: but will be upgrading soon. However, even with all extensions off, by the time
: MacMagic gets loaded I have only 1meg free ST ram! MemWatcher reports that I
: have 3384k total ST ram (or about that), but MacMagic takes a full two megs!
: Add Neodesk, and even in 16 colors instead of 256 I have only a meg left.
: Like I said, I'm going to upgrade, but does the final version of MacMagic
: really take two megs? Does the ST version of Magic take so much ram? I use
: Geneva on my ST, and that's extremely small. Anyway, I would like to be able to
: have a 10meg powerbook and not have to restart with extensions off everytime I
: want to run my ST software in order to make up for two megs of ram which seem
: to be dedicated to MacMagic.

Just deactivate Ease and run Magxdesk instead.
Ease itself (only the shell without system) needs ~1MB RAM when running
with 265 colours.
Magxdesk needs 150 kB of RAM but doesn't have coloured icons in the current
version.
MagicMac with Magxdesk runs fine on a Mac with 4 MB RAM. We tried it and
had about 1.5 MB free RAM.

--

ANDREAS KROMKE

927. Re: Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Apr18.115124.1867@cathy.ijs.si>
Source record: 167476

In article <ftn_2.203.203.15$fidonet.org_2f8fcdd0_Tom.Thomason@fpc.ct.se>,
Tom Thomason <tom.thomason@fpc.ct.se> wrote:
> ST> CoMa - Shareware, fully GEM Compliant, supports classes 2 and
> ST> best but is very dear - about #50 pounds to register.
>
> One should also point out that ?50 only registers the basic FAX program.
>The voice upgrade is one additional fee and the FTP server is another. The cost
>for the total package (CoMa PRO) runs to about ?150.

Er, I don't think so. When I registered CoMa+voice, I payed 180 DEM. This is
Fax send and receive, voice responder through Zyxel or another modem (Zoltrix?)
and a basic FTP. 180 DEM near as I can tell should be around 60 pounds.

Coma professional, with a complex telephone responder system is more expensive,
but that is a business strenght programm, and I don't need that.
Nor do most other people.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

928. Re: Magic for Falco

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504181321.AA04399@ilmen.lanl.gov>
Source record: 167477

In a previous article, djs@jet.uk (David Stevenson) wrote:

>>Er... not that it really matters in the long run but considering how many
>>more ST/STe/TT machines are in existance compared to Falcons, why do you
>>think this was a stupid idea? I would have done likewise.
>
>It doesn't matter how many "exist". It's how many are "in use" by people
>still spending money on their Ataris. That's what counts.

Brilliant deduction there, David. Of course that's what I meant.

But you still haven't answered my question. Why do you think it was a
stupid idea to develop Magic for non-Falcon machines first? You don't
have to LIKE that decision, of course, but I think it was wisest.

Or do you really believe that there are more Atari Falcon 030 machines
out there "in use" than all other ST/STe/TT machines?

If so, methinks you have been seriously misled by someone's propaganda.

Er... IMHO, of course. ;-)

-Hutch- @ Fair Dinkum Tech

929. HD for atari 1040ste?

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504181322.AA04402@ilmen.lanl.gov>
Source record: 167478

In a previous article, jim.gain@primetime.org (Jim Gain) wrote:

> -> i am looking for a hard drive for my 1040ste. something small (in the 200
> -> MB range or less) would do. what do i need to accomplish this

> TOAD COMPUTERS / 540 meg **** BEST BUY *** / only $259 US dollars!

If that is a complete external setup with host adapter, case, power supply,
cable, etc, then that IS a good deal, it seems.

If it is only the mechanism itself, then you can do much better (such as
a new Quantum 730Mb 3.5" LPS SCSI for $259 from various dealers).

You will NOT find a better dealer than TOAD, however.

-Hutch- @ Fair Dinkum Tech

930. TOS 1.0 on disk (Was: Re: Teradesk w/ TOS 1.00.)

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504181324.AA04405@ilmen.lanl.gov>
Source record: 167479

In a previous article, gary.ratliff@starnetbbs.com (Gary Ratliff) wrote:

> I just received a copy of TOS 1.0 on a 360 k disk. This loads and works
> however it also uses up quite a bit of room. This is a curisoty as the
> TOS on disk was only with the very earliest 520 ST systems.

Hmmm... so you have a pirated copy of TOS 1.0 on disk, eh?

Calm down, calm down. I'm not gonna preach. I doubt if even Atari cares much how that old buggy TOS executable gets passed around. Unless they get the idea there is $$ to be made (or lost), that is. ;-)

Anyway, why does it seem curious that it takes up a lot of room? As I recall TOS 1.0 used about 200K of the 512K that was installed on the original 520ST boxes, correct? And it loads right into RAM, of course.

-Hutch- @ Fair Dinkum Tech

931. Shareware - was Re: Fax software needed

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: bericd@bri.hp.com
Message-ID: <D78J1D.Eyr@bri.hp.com>
Source record: 167480

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: In article <D6yn5B.8EJ@cix.compulink.co.uk>, dcohen@cix.compulink.co.uk ("Daniel Cohen") writes:
: >In message <1995Apr11.213417.21926@bradford.ac.uk>,
: >S.P.Taylor@bradford.ac.uk said:
: >
: > > CoMa - very good, supporting FAX classes 2 and 2.0. about 40 UKP to
: >
: >CoMa is available in a demo version, which only sends about one-sixth of
: >a page; still, useful for trying it out. Using it on my USR Sportster, I
: >found that, though my faxes arrived OK, they finished with a time-out,

: CoMa is Keyware. its a full version, but when you register it you get
: keys to unlock it...

: To me its far to dear for a Shareware products...

Strange comment! What makes you tnink It's shareware when you quite
blatently refer to it as keyware???

Also what is wrong with this "shareware" being expensive? Do you
think that Papyrus is shareware because it has a demo available?
Or is it more a fact of "It's called shareware so it must be crap"?

Just because someone has allowed you to see and test their product
before you part with your readies do you tnink that makes the product
inferior? Some very good packages (Such as Kandinsky) are shareware
and match in quality "comercial" products with much higher price
tags.

Perhaps people should drop this "keyware" lark and treat such
programs as "demonstration" progs. This could help change a few
attitudes and revive the dying Atari "Private-comercial-ware"
(Because thats what shareware is!) market. Just a thought.

SET cage=unrattled

Beric..

932. Re: Towers II

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3n0gdf$63n@dux.dundee.ac.uk>
Source record: 167481

Another point, on the Mosiac page of TowersII screen shots, it
appears that there is a multi player mode. E.g the picture
has 4 screens.

Does this mean you can have several players on screen at once?

I have looked through the manual, but perhaps I've missed something.

Rod

PS. Its a bloody brilliant game, so do the honourable thing and part
with your hard earned 20 quid!!
--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

933. Re: FOR SALE: NEW 540MB Quantum HD in ICD FA-ST Case

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: boyd@sonya.math.fsu.edu
Message-ID: <3n0mo6$dc@mailer.fsu.edu>
Source record: 167482

Hutch (hutch@ilmen.lanl.gov) wrote:
> In a previous article, bstract@wam.umd.edu (Lost) wrote:
>
> "More intelligent?" Nyah, just a bit older than the average Atarian. My
> senility is sometimes mistaken for wisdom. ;-)
>
> I will admit that Seagate hard drives do seem to be a bit more rugged
> than they used to be. Many 'old timers' can surely relate a few horror
> stories about trashed Seagate drives and the old 'stickion' problem that
> seemed to be a Seagate patent secret a few years back. :) But, those new
> Seagate Barracuda units seem to be doing pretty good in that I haven't
> heard any complaints about them that I can recall. Even so... I still
> prefer Quantum mechanisms over Seagate but that's just -my- preference.

Memories of clonking many many Quantum 105S drives (in Sun Sparc1+'s) to
break stiction and get them to spin up, coupled with the killer 9gb Seagate
drives for only a little over $3000..... I've never had problems with
Seagate SCSI stuff, and would recommend it any day of the week.

Incidentally, the probable reason why there are more old-timer stories about
Seagate drives is simply that Seagate has been around forever (I remember
their old MFM/RLL stuff, gaaaaa!). :-)

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

934. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDSMBGAFUP@galaxy.teuto.de>
Source record: 167483

In <beavis-1204951846290001@uhura-12.dnaco.net> beavis wrote:

>> kerning on screen differs a lot from the actual result. Something that
>> never happens to me while using Calamus...
>I was able to get Calamus Sl Demo to run fine.

That ought to run like a charm.

>Something everybody needs to remember is MagiCMac is not a Emulator its an
>Operating System.

Very well put!

>What seems to work best on the MagiCmac is programs that do not write to
>the screen or directorly to the hardware (MIDI and Most Games.) I have

There is a hardware add-on available, developed by Harun Scheutzow of
HSMODEM-fame, that gives you a true parallel-, serial- and MIDI-port in any
MAC with a PDS-slot.

For more information contact OverScan

Internet : pj@contrib.de
WWW: http://www.contrib.de/~pj

>works. I could not get Neodesk 3.0 to run and Gemini will not let you
>read directorys

Which version of Gemini? The latest 1.A ought to work. Perhaps Julian could
comment on that as well.

>Look for a what work and what don't listing Soon

There still is the compatibility-list from ASH.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

935. Re: Multisyn monitor question

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Apr18.140128.250@genrad.co.uk>
Source record: 167484

In article <3lqm6d$7q@newsserver.trl.OZ.AU>, tpearson@newsserver.trl.oz.au (Trevor Pearson) writes:

] There are No monitors that I know of that will scan at the SVGA
] frequencies used for IBMs and still work at ATARi LOW res frequency. The
] old NEC 3D was a good choice if you want atari low res, Hi res and VGA only,
] or nearly all the later multisyncs can be used at SVGA and ATARI Hi Res
] Mono, but will not give Atari low res color. Either way you will need a
] cable adapter.

Is the Falcon's ST-LOW emulation mode exactly the same as ST Low?
If so, then my CTX 14 inch SVGA monitor works in ST-LOW and every other resolution I've tried it at.

Paul Hills

936. Re: ST mouse problem...

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D78qnJ.5vJ@watserv3.uwaterloo.ca>
Source record: 167485

In article <3mumjt$k9n@hasle.oslonett.no>,
Hallvard Tangeraas <hallvart@oslonett.no> wrote:
>
>: Also you can use PC mice... There is a software driver distributed by
>: DMC Publishing that allows you to use a standard Microsoft compatible serial
>: mouse on the ST, and you can modify a PC buss mouse to work directly with
>: no drivers needed. The text files detailing how to do the modifications should
>: be available on Atari ftp sites... if not, I know we have them on CompuServe,
>: and I could mail a copy out if needed.
>
>I'd like to get that text file if anyone knows about it or has it!
>Thanks!
>

There is a serial mouse driver available at ftp.uni-paderborn.de in
/atari/tools/util/mouse22.lzh. It will allow a Microsoft compatible
PC mouse to be used from Modem1,Modem2,Serial1,or Serial2. The docs
are all in German and you will probably want an ST with more than
one serial port to use it.

Sam

937. Help, FAT erased.

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <798168276snz@chowgar.demon.co.uk>
Source record: 167486

Ah well, I knew it would happen one day, I have somehow managed to mess up the FAT on partition F on my Falcon IDE drive. Obviously I'd like to retrieve as much data as possible but at the very least there is one Calamuse CDK file that I could do with. I have found out that this file starts at sector 410 and goes on for quite some time (I don't think the partition was fragmented before this happened). Is there any way I can rebuild this file? I've tried Knife ST and it won't even let me look at an individual sector it just tells me there is something wrong with the FAT. The only software I have than shows me the sectors is called Disk Doctor and I don't know if I can build the file from within here.

Can anybody offer any advice?

Regards.

--

Simon Moore
smoore@chowgar.demon.co.uk

938. ST Battletech game HELP

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: dyanega@denr1.igis.uiuc.edu
Message-ID: <dyanega-1704950818260001@catalpa.inhs.uiuc.edu>
Source record: 167487

Hi. I've acquired some hand-me down software for my 1040 ST, and it
includes the original disks for "Battletech: The crescent hawk's
inception" (or some such) but no docs! Two requests: (1) it looks
interesting, but is this game worth playing? and (2) if so, does anyone
out there have a copy of the docs they could send me?
Thanks,
--
Doug Yanega
Illinois Natural History Survey, Center for Biodiversity
607 E. Peabody Dr. Champaign, IL 61820 USA
"There are some enterprises in which a careful disorderliness is
the true method" - Herman Melville, Moby Dick

939. OASIS availvble

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <798165928snz@yeadontt.demon.co.uk>
Source record: 167488

This is an announcement for a new package for the Atari range of
computers called OASIS.

As of Tuesday 18/4/95 I have upload OASIS100.ZIP to the following sites

DEMON ftp.demon.co.uk

Posted to the incoming folder in the Atari section of
their FTP site

HENSA micros.hensa.ac.uk

Posted in the incoming/atari-tos folder in the incoming
area of their FTP site

Chameloen BBS (UK 01454-831095)

Uploaded to the Comms area of the bulletin board

OASIS is a GEM based off-line reader replacing the complete set of
AtariNos off-line utilities, the only items retained are the NOS on-line
software and the DEMON.TOS batch file launcher.

There will is no shareware policy on version 1.xx of OASIS, just E-Mail
me if you use it. Comments, likes/dislikes, wish lists for further features
and Bug reports, if any :-), would all be appreciated

Watch This Space !!!!!!
--

==========

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
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============ Phil Yeadon ===== phil@yeadontt.demon.co.uk ============

940. Falcon, what can it do?

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: shawstad@mhd1.moorhead.msus.edu
Message-ID: <3mvd18$c19@urvile.MSUS.EDU>
Source record: 167489

(I'm hoping this will auto-post thru my server despite being a moderated group.)

I'm posting because I didn't see a FAQ. If there is one, could someone send it to me? Advance thanks. :)

I was a die-hard 8-bit user but sorta lost touch over the last few years. However, one look at the specs of the Falcon030 blows my mind. Im wondering if there are any programs out there that use the DSP for multi-track digital recording or processing? (I remember hearing a demo of the Yamaha DSP-1 sound processor several years ago, was wondering if I can process audio with the Falcon like that...) I also have a need on the side for a scientific reason, recording and processing the full frequency range of cetacean speech. Does anyone know if it can work with 300khz? Anyone out there want to volunteer programming help or services? ;)

Im also trying to find info on any user-groups (or even any users at this point!) so I could get more information on the Falcon and the software available for it, as there is zero information available locally. Can anyone lend a hand?

Advance thanks,

Mike Shawstad

941. Re: Neodesk/Geneva/Magix

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: Rich Thurow <progmon@eden.com>
Message-ID: <3mvh98$17c@boris.eden.com>
Source record: 167490

As Dan stated, you have to set up various MAGX.INF files with the proper _SHL line. Ditto for Geneva in the .CNF file. The MagiC manual, though very sketchy on most topics, is clear on this one. You can forget about getting MagiC and Geneva working together (who would want to). Also, Warp9 will easily screw up anything you do with MagiC (but its great with Geneva.)

----------------R I C H T H U R O W-----------------------------
Email address: progmon@eden.com
MIDI Spoken Here!

942. Re: Virtual Memory on TT?

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D77tEB.6sJ@cix.compulink.co.uk>
Source record: 167491

>What do I need to get in order to use VM on my TT?

A commercial program called Outside. Available from Lexicor in the US, 16/32
in the UK.

Ofir ogal@cix.compulink.co.uk
---

943. stacys

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: bpat@svpal.svpal.org
Message-ID: <3mvi9g$gdk@borg.svpal.org>
Source record: 167492

If anyone out there is looking for stacies out there B&C is selling them
pretty cheap. I just picked up a stacy 4 with a 120 meg hard drive for $1000.
They start at $700 for a 1meg with a 20 meg hard drive.

They also said that TT are going to sell for cheaper also.
Give them a call 408-986-9960
bpat

944. Re: HD for atari 1040ste?

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: martony@ele.kth.se
Message-ID: <MARTONY.95Apr18095027@arnor.ele.kth.se>
Source record: 167493

In article <3mj11hojt4@mhade.production.compuserve.com> BobR <76702.1466@CompuServe.COM> writes:

Re: What's needed for an Atari hard drive...

You'll need a "host adapter" like the ICD Link (available direct from ICD or from stores like Toad Computers in Maryland) which comes with the necessary drivers, utilities and cables to connect to the DMA outlet on the STe.

Is the "host adapter" some kind of hardware, or is it just some cable?

Then you'll need a standard SCSI hard drive mechanism which just plugs into the ICD Link.

Finally you need a case to put it all into, and a power supply.

Be aware too that early units of the 1040 STe had problems with their DMA chips which can possibly trash a hard drive's file system at random intervals.

I don't remember the exact details, but you can check the part number on the chip to determine whether it's one of the suspect chips or not.

Which are the suspected part numbers?

Thanks,
/Adam

945. software (tetris)

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: ljf131@duke.usask.ca
Message-ID: <3n16vu$8js@tribune.usask.ca>
Source record: 167494

Can someone tell me where I can order Tetris (I know its old.). There are no places where I live so any help would be appreciated. Or mabye someone could direct me to a site where a similiar shareware or pd version of the game can be obtained.

Thank-you. Please email me for your response as I don't want to take up a big thread.

--Laurie

946. Re: vt52 on Falcon 4.04

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <3n0j76$n4p@rs18.hrz.th-darmstadt.de>
Source record: 167495

Hi!

In article <798145190snz@f030.demon.co.uk>, awood@f030.demon.co.uk (Andrew Wood) writes:
> I know there is a fix for the vt52 codes for TOS 4.01, but is there
> a similar fix for TOS 4.04 ?
AFAIK TOS 4.04 has the same problems 4.01 had. I don't know which fix
you mean, but if you have it, I would just give it a try! Btw, using
NVDI will also fix all the VT52-problems.

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein	ignorance, prejudice and
Germany	fear walk hand in hand."
Email: binder@rbg.informatik.th-darmstadt.de	Source unknown
\--/

947. Re: Falcon + external SCSI

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDSRABAOUP@galaxy.teuto.de>
Source record: 167496

In <797736312snz@chowgar.demon.co.uk> Simon Moore wrote:

>hook it up to my Falcon. I know I need a SCSI 2 cable (or would just plain
>SCSI do) to connect but how do I get the Falcon to recognise it ?

The Falcon-side needs the SCSI2-style thinggy. I would guess that the
external drive has this standard 50-pin-female centronics connector.

This cable might turn out to be quite expensive, as SCSI-2 defined a higher
quality demand for its connectors and cables.

>I've got ICD Pro utilities so I suppose something on there would do the trick
>but I'm hoping I won't have to mess about with the ADHI software I'm using for

Plug in the necessary cables, terminate the external drive, format/partition
it, install the ICDBOOT, and go :-)

It should be that easy. Parity needn't to be worried about on a Falcon.

AFAIK, the ICDBOOT doesn't give you the chance of selecting the order of the
connected devices. Meaning that you still have to boot from the rather slow
IDE, than the faster SCSI.

But not having used the ICD stuff on a system with IDE, I am not absolutely
certain on this.

Don't forget to disable the unused SCSI-devices from within the HDUTIL. That
saves you a lot of time on bootup.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

948. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDSVAHBMUP@galaxy.teuto.de>
Source record: 167497

In <ftn_2.203.202.11$fidonet.org_2f8914c6_Christian.Mittendorf@ostkupan.ct.se>
Christian Mittendorf wrote:

(wholy message-ID!)

> > Behne&Behne are still working on MagiC 3 for Falcon. They're optimising
> > some things in MagiC 3 for Falcon, they're working on making MagiC use
> > the DSP more intense than before for faster operations.
> ^^^What does the OS do with the DSP???

From what Wilfred told me on CeBIT, the OS-functions and calls related to the
DSP-functions are not completely implemented into MagiC3.

So I would say it is not quite "what does the OS with the DSP" but rather
"what calls does the OS provide for the application or developer".

Sounds simple, doesn't it? But IMO quite a heck of a task ...

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

949. Re: FOR SALE: NEW 540MB Quantum HD in ICD FA-ST C

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-FDSVDCVE@ttgk.textlitho.nl>
Source record: 167498

In <9504171935.AA04095@ilmen.lanl.gov> Hutch wrote :

>But I wouldn't have a Samsung drive at -any- price! :)

Well, do you have any substantial evidence that Samsung drives are bad ??
I think it's quite easy to knock of a well known brand just because they
just started producing harddrives. There is a great chance that the memory
chips inside your computer are Samsung too !

The VCR they produce are known for their quality and fair price, some of
these old VCRs were never cleaned and kept on running and running.

And have you ever heard of Samsung ships sinking ? (they have one of the
biggest tanker manufacturing yards in the world!!!)

I would use a Samsung HD without hesitation! But then again, at my office
we're running a fileserver on a Seagate drive too ! (over 3 years now, 24
hours a day), no problemo.

Gert

--

-- --
Atari TT-Point
-- --

950. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: gert@ttgk.textlitho.nl
Message-ID: <Up-FDSVDCVH@ttgk.textlitho.nl>
Source record: 167499

In <9504172053.AA04260@ilmen.lanl.gov> Hutch wrote :

>In a previous article, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:
>
>>My Falcon runs Calamus SL as fast as any 486 PC runs PM or Ventura - or
>>a 68040 Mac runs whatever publishing software.
>
>Wow! That's a pretty strong claim there, Tommi. Would you be willing to
>submit to some kind of comparison testing? I don't own Calamus SL any
>longer and honestly I just don't remember it being quite THAT fast.
>
>Hey, If the Falcon's 16MHz 030 can outrace a 486-100DX4 PC or a 40MHz
>68040 Mac in identical dtp tasks, then that really IS saying something.
>
>And if Calamus SL on a Falcon030 is that good, the world should know!

I guess that wouldn't be too hard for the Falcon to win. I bet most of the routines Calamus SL uses are written in assembler to optimize to the max. Most stuff for PC's is compiled C, furthermore most VGA cards are still a bottleneck in the performance, although the new accellarator cards are getting very smart too. But since there is no definite standard for the PC platform there is no way to optimize code to get maximum performance out of it's CPU and/or screen.

Gert

--

-- --
Atari TT-Point
-- --

951. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-18 00:00:00 UTC
From: ercorp@aol.com
Message-ID: <3n1da5$898@newsbf02.news.aol.com>
Source record: 167500

When will a PPC version be available. I have a Power Mac 8100 and tons of older ST software that I kept to eventually use on the PPC. I wanted to keep some link to Atari and sold all my hardware but kept the software. When will the PPC version be available.
Tom Ferreira

952. Unable to Contact CodeHead...??

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3n1sje$re7@golem.wcc.govt.nz>
Source record: 167375
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

*** CODEHEAD ***

I have be trying to contact CodeHead on GEnie, no responce,
is there any ware else that I can try, or have they finaly
closed down..??

Thanks..........

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

953. Re: X11+Xterm under Linux 68k

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: psherwoo@jpmorgan.com
Message-ID: <3n2gnq$qjb@hardcopy.ny.jpmorgan.com>
Source record: 167376

In article M1p@cunews.carleton.ca, jack@aurora.carleton.ca (Jack Kitowicz) writes:
>
>I have installed linux on my Falcon and have X11R6 running.
>I am having problems getting xterm to run properly.
>xterm starts loading but exits giving me the following error:
>
>xterm error 14, errno 2: no such file or directory
>
>Does anyone have any ideas as to what might be missing from my setup?
>
>thanks
>
>** Computer Systems Engineering Jack Kitowicz **
>** Carleton University ac382@freenet.carleton.ca **
>** Ottawa Ontario Canada jack@aurora.carleton.ca **
>

Hi Jack,

I had a similar problem when I started X as a user other than root:

xterm error 14, errno 13: permission denied

and eventually traced it to the /dev/ttyp* devices which only had write
permission for root. Are you sure you have these devices? I'm not sure
where mine came from - they may have been in one of the X archives from
tsx-11 or I might have made them with the MAKEDEV script in /dev.

Hope this helps...

+------------------------------+
| Piers Sherwood |
| email: piers@spuddy.mew.co.uk |
+------------------------------+

954. WTB:DA's Layout - English

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: mtaylor@perth.DIALix.oz.au
Message-ID: <3n2m7ospd1@perth.DIALix.oz.au>
Source record: 167377

Hello to all,

Well if anyone has the latest version of Digital Arts Layout CD DTP software with English menus etc for sale I am interested. I have been trying to upgrade my Didot Pro B&W for quite sometime to this but DA's Germany give me the complete runaround for the last 12 months or so. I do not need a manual so any German users might be able to help. I beleive the version released in Germany has various languages available from a pop up menu to convert the menus and help messages. This software is very good but the support offered by the UK distributor CGS Computerbild and the author company Digital Arts in Germany could only be fairly described as abysmal. So be warned if dealing with these companies as I have got the runaround from them for the last 12 months or

so promising upgrades and it has cost me several thousands of dollars in lost work and costly delays to my customers.

Well if you can help me out please let me know. If there are any other disgruntled users of DA's software out there then how about letting us all know

and we might save everybody else a lot of heartache.

Regards from OZ
Mark

--
****
* Mark Taylor || INDELIBLE DESIGN - Print & Design *
* Western Australia || InterNet: mtaylor@perth.dialix.oz.au *
****

955. re: conner hard drives

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: richara@wmin.ac.uk
Message-ID: <D79xKx.Ey2@westminster.ac.uk>
Source record: 167378

In article <1105rcain@nest.demon.co.uk>, rcain@nest.demon.co.uk
says...
>On 12 Apr 95 Alan wrote::
> AR> Does the CP30200 have parity permanently enabled?
>
>Don't you have specs. for this thing?

Nope.

>Are there any jumpers near the 50-way
>socket labelled PE (parity enable).

The only jumpers on the drive are marked from e1 through to e5.

I know that e1,e2, and e3 are the scsi ID but I don't know what the other
ones do.

> I have heard that some Connors have
>parity enabled in firmware. Running BOOTFIX, which comes with the ICD
>utils. is supposed to disable it.

Oh, well I'll give that a shot and see what happens.

Thanks,

Alan

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
Email: richara@wmin.ac.uk
WWW: http://www.wmin.ac.uk/~richara add /guitaref.htm for my ST prog

956. Re: MagicMac and protected games

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: nino@mips.complang.tuwien.ac.at
Message-ID: <3n2rtb$iji@news.tuwien.ac.at>
Source record: 167379

Thomas Tempelmann (tt@muc.de) wrote:
[...]
: registers directly - they are not available on Macs and cannot be emulated
: either.

You mean they cannot be emulated by MagicMac... ;-)

Regards,
Marinos

957. Re: Towers II

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3n2sr1$79v@mserv1.dl.ac.uk>
Source record: 167380

>Another point, on the Mosiac page of TowersII screen shots, it
>appears that there is a multi player mode. E.g the picture
>has 4 screens.
>
>Does this mean you can have several players on screen at once?
>
>I have looked through the manual, but perhaps I've missed something.

No multi-player option, these are four screen shots put into one picture
to make it easier to view. Sorry to disappoint you.

Like you said it is a great game. Gets much better after you pass the demo
part so get the full version!

++
+ Mark Stephen Smith : msh@dl.ac.uk +
+ Atari Web Pages : http://www.mcc.ac.uk/~dlms/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

958. Re: Re^2: Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3n1q76$qr7@golem.wcc.govt.nz>
Source record: 167381

In article <ftn_2.200.423_2f90d958_Jesper.Kock@kockens.ct.se>, jesper.kock@kockens.ct.se (Jesper Kock) writes:
>Hello android Taylor! The 16.04.95 you talked about "Any good pd or shareware
>Fax ST programs, and where??",and my reply is:
> > From: S.P.Taylor@bradford.ac.uk (Steve Taylor)
> >
> > On Fri, 14 Apr 95 17:26:00 +0100, Jesper Kock wrote:
> >
> > : Qfax v4.08. STraight Fax and Qfax is equal good.But i will still
> > recomend : Qfax as i have NEVER had any problems with it.
>Qfax v4.08 is availible in German,English and Swedish version.

And Dutch...:-)..

I thought I had read some were that Qfax is no longer supported,
plus it uses a nasty control file, that you have to set up...

To me CoMa is the best there is but not the price.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

959. Re: C-Lab Falcon-What's the price then?

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: Unknown
Message-ID: <3n1ust$3lm@hpg30a.csc.cuhk.hk>
Source record: 167382

In article <FDSBBBUXUP@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) says:
>
>In <3mr4mn$l9r@hpg30a.csc.cuhk.hk> Malcolm wrote:
>
>>What's the price in Germany or other places then????
>
>Someone mentioned 3000DM, but i really doubt thats the truth.
I doubt it too. And that's why I am asking.

PS: I know what is DM.

====================================~ Malcolm <=====
| Good Luck! |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| |
| Dreaming Girl, Bel Canto |
==================s925377@mailserv.cuhk.hk==========

960. Re: Falcon DSP modem?

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950419065132.24736A-100000-100000@mars>
Source record: 167383

On Mon, 17 Apr 1995, Ole Pahl wrote:

> ZyXEL uses 2 TMS320 DSPs in their 19k2 modems which aren't as powerful as
> 56001s by far, I think.

hmmm. It springs to mind that I've read somewhere that the newer and more
modern/fast/efficient compression/modulation methods are patented, but can
be used freely with certain makes of DSP's. (TMS320??)

/Jens M Andreasen

961. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3n2bv8$fj@golem.wcc.govt.nz>
Source record: 167384

In article <D75ovK.KKM@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>>I can get a Full Pentium for that price and with CD Rom and with Monitor..
>
>Please, please get one.
>
>>And for a outdated machine and a Buged OS who are you trying to kid...
>
>The PC is also an outdated machine and the OS (Windows) has more bugs than
>TOS.

Come now Ofir, please compare Apples with Apples, for what I have seen of DOS
6.xx and Windows it leaves Ataries OS for dead, even John Townsend stated that.

I can't even believe any one with some kind of computer knowledge can defend
the Atari in any way to-day...

If PC machines are that bad why do they sell so well, and why have most other
platforms have droped by the way side, Facts can't lie....

>Ofir ogal@cix.compulink.co.uk
>------------------------------
>
>
****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

962. "doom" clone - here is some more info

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3n2gd8$1q1@banaan.fwi.uva.nl>
Source record: 167385

In this months ST Format, there is an interview with the makers of
SubStation (a "doom" clone for atari computers). I didn't read the
entire story but here are some facts:

- it runs on STE. MegaSTE and Falcon. Needs 1Mb, comes on 3 disks.
they didn't mention the TT....
- it gets 25 frames per second. They didn't mention whether this is on
the falcon or on the STE. They did say the falcon version will run
more smoothly.
- NO texture mapping on the walls. They use gauraud (sp?) shading instead.
(and it looks ugly, IMO).
- you can link up to 4 computers via MIDI cables to play multiplayer
games (deathmatch or co-op).
- they didn't how much it will cost, but they did say it would probably
be about the same as Obsession. No release date, but should be soon.
- very good sound, it appears.
- it runs in 320x160.

IMO, this is not a doom clone but a wolfenstein clone. The pictures that
were shown looked not too good.

The makers of the game did mention the following (very) good point (IMO):
they had played a lot of doom of course and they said that the music/sound
was one of the most important elements of the game, and thus decided to make
up for the bad grahics (in comparison to doom) with great sound. They
seem to have succeeded there.

So, this game shouldn't be compared to doom with all (IMO) but with wolfenstein.
Owners of PC's will be diappointed with SubStation, but considering that
modern PC's are 10-20 times faster than a STE/Falcon (according to the
makers of SubStation) I guess this is as good as you can get.

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

963. SC1224 Monitor For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: gaglenn@ix.netcom.com
Message-ID: <3n43vm$elm@ixnews4.ix.netcom.com>
Source record: 167386
Cross-posted to: rec.games.video.atari,comp.sys.atari.st,alt.atari-jaguar.discussion

I have sold most of my ST equipment but I still have an Atari SC1224 monitor for sale. In excellent condition. Still in the original box with all the original packing and documentation. This monitor has the controls in the front bottom of the monitor. Excellent for use with most ST compatibile computers and makes a terrific monitor for the Atari Jaguar with the right cable. If interested, please make an offer by e-mail to:

gaglenn@ix.netcom.com

964. Re: Unable to Contact CodeHead...??

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: jkudron@ic.net
Message-ID: <3n396g$j17@condor.ic.net>
Source record: 167387
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3n1sje$re7@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz
(Roger Sheppard..) says:
>
>*** CODEHEAD ***
>
>
>I have be trying to contact CodeHead on GEnie, no responce,
>is there any ware else that I can try, or have they finaly
>closed down..??
>
>
>Thanks..........

Roger,

I saw a posting from John Eidsvoog yesterday. BTW, Tomas is now a sysop
on GEnie, in the STRT. If anything, he's on everyday.

Jim

965. Re: ST Fan question

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDTRCEANUP@galaxy.teuto.de>
Source record: 167388
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <D6zFA9.4E1@midway.uchicago.edu> Gustavo Comezana wrote:

>disconnect the fans? The more annoying one is the one on the hard
>drive, but it seems to me that nothing there gets warm at all; I am

I would use a variable resistor to reduce the rpm of the fan. A Z-diode in
series with the 12 volt supply works well, too.

>somewhat less sure about the computer itself. Has anyone tried this?

Cutting out the cover with a sharp knife reduces noise significantly. The
points from above are valid here as well.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

966. Re: 56001 DSP

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3n46l6$hb0@nyheter.chalmers.se>
Source record: 167389
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.next

In article <1995Apr7.122615.235@genrad.co.uk>,
Paul Hills <hillsp@genrad.co.uk> wrote:
>In article <jasonznfsyyhnnm9c@jbaker.async.csuohio.edu>, (jason) writes:
>
> The 56001 is capable of three external memory transfers per cycle,
^^^^^^^^

As has been mentioned by one or two others here, this is not true.
If you don't believe me, please take a look at the chip. If what you're
saying was true, then there'd be 3 * (24 + 16) = 120 pins just for the
memory busses. You'll have trouble finding all those pins. ;-)

By the way, the cycle mentioned is an instruction cycle which is two
clock cycles long.
(Reference: DSP56000/56001 User's Manual, chapter 2.2)

>one to X memory, one to Y memory, and one to Program memory. The Falcon
>has three memory areas to support these (although they do overlap a bit).

The Falcon DSP has one, single ported, 32k * 24bit SRAM.
The memory is mapped so that the entire area can be used as program
memory, with the X memory overlapping the top 16kword and Y the bottom.

> The confusion may have arisen because each memory block (X, Y, or
>P) can obviously only have one access per cycle.

The confusion is more likely caused by the three internal address busses.
The 56k can make two internal and one external memory accesses during one
instruction cycle.
Internal P memory is 512 word RAM while the internal X and Y memories are
256 word RAM/ROM each.

> Go ahead and spend your $800 (that's a bit much for a USED Falcon
>isn't it?)

With this I can agree.
--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

967. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3n43ppINNpf1@duncan.cs.utk.edu>
Source record: 167390
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped)
with user manuals
(this is the model with
the internal floppy)

Will throw in
communication software
and st314 (720k DSDD drive)
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando

968. Re: conner Hard drives

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: richara@wmin.ac.uk
Message-ID: <D7A5xy.Jpw@westminster.ac.uk>
Source record: 167391

In article <3mh3ne$pkp@ccpnws.in2p3.fr>, acounis@lpnhp3.in2p3.fr
says...
>I had a Conner CP30100 (120Megs) and a technician at Conner France
told me
>that parity was always enabled for the drive (could not change it even by
>software) and that is why I bought an AdSCSI+ from ICD.

Thanks. I just managed to get in touch with Connor UK and parity is
permanently enabled.

Alan

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
Email: richara@wmin.ac.uk
WWW: http://www.wmin.ac.uk/~richara add /guitaref.htm for my ST prog

969. Lost mail

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <798292900snz@chowgar.demon.co.uk>
Source record: 167392

Dur to hard disk problems I have lost all of my e-mail so could anybody who has been in correspondence with me please give me an email.

Cheers.

--
Simon Moore

smoore@chowgar.demon.co.uk

970. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D7A6Lx.6Du@cix.compulink.co.uk>
Source record: 167393

>You don't use NeoDesk 4, though. When you get used to something like NeoDesk,
>it's a real pain to come back to something rather less able, even if it
>is marginally more stable.

I have Neodesk 4, I don't like it. That's not to say it's a bad program, it's
very clever, but it's not "clean" GEM programming either.

Ofir ogal@cix.compulink.co.uk
---

971. re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1193rcain@nest.demon.co.uk>
Source record: 167394

On 19 Apr 95 Roger wrote::

RS> Come now Ofir, please compare Apples with Apples, for what I have
RS> seen of DOS
RS> 6.xx and Windows it leaves Ataries OS for dead, even John Townsend
RS> stated that.

Who the all-knowing JT? I regulary move between my ST and a
DOS6.2/Windows 3.1 environment. Life is grindingly slow and complex on Win,
I really look forward to getting back to the ST.

RS> I can't even believe any one with some kind of computer knowledge can
RS> defend the Atari in any way to-day...

I don't want to start a "my willy is bigger than yours" banter but most of
the technical arguments would count against the PC architecture and
technology, the marketing argument would be in favour of the PC.

RS> If PC machines are that bad why do they sell so well, and why have
RS> most other
RS> platforms have droped by the way side, Facts can't lie....

.....but their interpretation can.

Most PC users have no say in the purchase of their equipment. The majority
would not even know how to go about making a comparitive evaluation. The
buyers are companies who (ATM) are concerned to protect their earlier
investments and establish a common workplace platform. Other new-starters
will, in general, join the largest group seeing a guarantee of continuing
support. Small groups of specialists (DTP, music, CAD, graphic designers)
will buy the platforms most supportive of their specialism.

Hamburgers and Coca-Cola "sell well" but I have not heard this being quoted
as proof of their nutritional worth.

Roger
rcain@nest.demon.co.uk

--

972. re: help, fat erased.

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1196rcain@nest.demon.co.uk>
Source record: 167395

On 18 Apr 95 Simon wrote::

SM> that I could do with. I have found out that this file starts at
SM> sector 410 and goes on for quite some time (I don't think the
SM> partition was fragmented before this happened). Is there any way I
SM> can rebuild this file? I've tried Knife ST and it won't even let me
SM> look at an individual sector it just tells me there is something
SM> wrong with the FAT. The only software I have than shows
SM> me the sectors is called Disk Doctor and I don't know if I can build
SM> the file
SM> from within here.

The Atari CHKDSK program will attempt to re-build FATs as will ST_TOOL19.
If you have the ICD Clean-up this will also usually make an intelligent job
of fixing the FAT

Roger
rcain@nest.demon.co.uk

--

973. Re: emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D7A6Lz.6EL@cix.compulink.co.uk>
Source record: 167396

```
>>MagiC cannot load a graphics driver for this resolution.
>Indeed, he should try running in 256-colour mode.

You need NVDI for MagiC Mac to be able to run in 16 and 24-bit.

------------------------------
Ofir ogal@cix.compulink.co.uk
------------------------------
```

974. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: s925377@mailserv.cuhk.hk
Message-ID: <3n31cc$anh@hpg30a.csc.cuhk.hk>
Source record: 167397

>
>Come now Ofir, please compare Apples with Apples, for what I have seen of DOS
>6.xx and Windows it leaves Ataries OS for dead, even John Townsend stated that.

>I can't even believe any one with some kind of computer knowledge can defend
>the Atari in any way to-day...
I can't believe anyone with some computer knowledge will say that Windows is
good.

>If PC machines are that bad why do they sell so well, and why have most other
>platforms have droped by the way side, Facts can't lie....
Did God ever said that the best seller is the best????
The fact is just a matter of marketing.

I do have a 486 and use it everyday, just because I can get softwares easily.
I have never believed that windows is in anyway good.

Right, the st is outdated. But that doesn't mean windows is good.

>***
>* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
>* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
>***
I think you have been talked about by some other guys beforehand
in this news group. You want some more???

>

====================================~ Malcolm <=====
| Good Luck! |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| |
| Dreaming Girl, Bel Canto |
==================s925377@mailserv.cuhk.hk==========

975. Chameleon

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <798299026snz@chowgar.demon.co.uk>
Source record: 167398

Could somebody please let me have the number for the Chameleon BBS.

Cheers.

--
Simon Moore

smoore@chowgar.demon.co.uk

976. Re: X-Mint Install

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: russ@pgh.nauticom.net
Message-ID: <D7ACxv.5Eu@pgh.nauticom.net>
Source record: 167399

Eems , J.P. van der (eems@nlr.nl) wrote:
> Samy Mesbah (sasmesba@kingcong.uwaterloo.ca) wrote:
> : In article <3mm6kq$ppt@newsbf02.news.aol.com>,
> : Al Fasoldt <alfasoldt@aol.com> wrote:
> : >> If anyone knows how to boot up MiNT in ST Hi on a TT let me know.
> : >
> : >You can set the resolution of a TT from the NEWDESK desktop or from
> : >alternate desktops.
> : >
> : No, but the point is X-win runs before GEM is initialized - as called
> : from Mint in the AUTO folder. All standard methods of setting rez
> : happen when GEM is initialized, ie too late for the Xwindows boot up.

> : We need a rez selector that happens from the auto folder when the compter
> : boots up (or from a floppy bootsector before the hard disk is booted).

> I thought (don't know for sure) it was possible to change the startup
> resolution in the NV-RAM. If this would be possible (I don't own a TT
> so I can't test it) the resolution would be changed to ST Hi (or what
> ever) before GEM or MiNT is run.

> --

I started this thread and so far I still haven't been able to get MiNT to
boot to ST Hi on my TT. I've tried NVRAM, it didn't do anything but the
version I had was in German so maybe I didn't use it right. Please keep
posting suggestions. I know someone out there has this up and running on
a TT in ST-Hi I just hope they read this and reply.

I thought I saw something in a previous thread awhile back about changing
some setting in a initialization file in MiNT but I wasn't trying it then
so I didn't pay much attention. All help is greatly appreciated.

Thanks
Russ
--
Russ Stutzman Aquatic Biologist
Atari ST/TT030/Jaguar PA DER Pittsburgh
russ@pgh.nauticom.net stutzman.russ@a1.pader.gov

977. Page Stream Help

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <3n379v$ig8@NNTP.MsState.Edu>
Source record: 167400

Hello,
I recently purchased a used copy of Page Stream 2.1 and later discovered I was missing one of the CS font disks (disk 2). So...I only have a portion of the CS fonts that came with Page Stream. Could some kind semerian please email CS disk 2 to me? The files in question are any CS fonts that came with Page STream. Two of the fonts (Times and Trimulvative) show up in my font manager, yet they are both useless because there is apparently no spacing or kerning data with them. Garamound is missing altogether.
Please keep in mind...I'm not asking anyone to pirate a copy of Page STream...I do own the origional disks and all origional documentation. Only asking for the complete CS Fonts that shipped with version 2.1.
Also...I would appreciate any information about upgrading to Version 2.2. How much is it? What does it add or fix?
Finaly, is there an ftp site that supports Page Stream? Someplace where one could find things like import modules, printer drivers, and so forth as they come out?

Thanks,
Brian

978. Atari Mini Swap Meet at Ontario Computer Fair Sun Apr 23/95

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <D7AD68.FzB@undergrad.math.uwaterloo.ca>
Source record: 167401
Cross-posted to: ont.micro,kw.micro,uw.sys.atari,comp.sys.atari.st,kw.general,comp.sys.atari.8bit

KWEST Atari User Group will have two tables at this Sunday's
Ontario Computer Fair. (Kitchener Memorial Auditorium, Sun.,
April 23rd, 11 am to 4 pm.)

Used Atari hardware and software will be available for sale. If
you too have Atari items for sale, bring them in early and we'll put
them on a table for all to see (and purchase).

For additional information:

Phone Brian at (519) 743-6455, or

email daroloson@neumann.uwaterloo.ca

Please tell your friends.
Please repost this message on local BBSes.

Thanks for your support.

979. Re: FOR SALE: NEW 540MB Quantum HD in ICD FA-ST C

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504191416.AA04675@ilmen.lanl.gov>
Source record: 167402

In a previous article, gert@ttgk.textlitho.nl (Gert van der Knokke) wrote:

>In <9504171935.AA04095@ilmen.lanl.gov> Hutch wrote :
>>But I wouldn't have a Samsung drive at -any- price! :)
>
>Well, do you have any substantial evidence that Samsung drives are bad ??

At my place of work we've had 3 Samsung drive mechs die a horrible death
in recent memory. There may be more but that's all I recall.

>There is a great chance that the memory chips inside your computer are
>Samsung too !

Possible, but what does that have to do with hard drive quality? Given
all other factors being the same, I'd rather buy a hard drive from a
company that manufactures and sells ONLY hard drives, not washing
machines, toaster ovens, etc. It leads me to think they might know more
about the HD business. Perhaps a false assumption but that's just me.

>The VCR they produce are known for their quality and fair price

Maybe that's the case in YOUR country, but in the US, Samsung VCR's and
hi-fi gear have a reputation (unfounded or not) for a level of quality
that tends to match their relatively low price.

>And have you ever heard of Samsung ships sinking ? (they have one of the
>biggest tanker manufacturing yards in the world!!!)

Based on what I know of their hard drives, they should stick to tankers.

:)

But seriously, one can run into trouble with ANY make of hard drive
(or chips or VCR or tanker or ...) and it doesn't take too many bad
experiences to make one think they might have a quality problem even
though their _overall_ quality may be quite good. When it gets right
down to it, I imagine there is a very thin line that separates the
quality differences of most hard drive manufacturers.

So I digress... I should have said that my -personal- experience with
Samsung gear has been less than stellar but YOUR mileage may differ.
And I've already admitted that Seagates are probably OK too, since my
bad experiences with them was primarily with the old MFM/RLL units.

Fair enough?

-Hutch- @ Fair Dinkum Tech

980. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDTIFJDRUP@galaxy.teuto.de>
Source record: 167403

In <3mii7r$ifu@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>>>>And yes... they are SCSI II devices.
>>Special features, e. g. enabling/disabling of cache, auto-park/shutdown,
>>software selection of the ID and this sorta stuff are more or less vendor
>What utter RUBISH....

If YOU say so.

>>Atari-world, and therefore it might be unlikely to see the arrival of
>>special versions of e. g. HDDRIVER or HuSHI.
>Have a look in the Amiga Hardware group, its causing a lot of interest,
>this is were I found the info in the first place...

I don't give diddly poop about Amiga-hardware. Doesn't help me with
Atari-software at all, sheephead.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

981. Re: Falcon + external SCSI

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDTPEAALUP@galaxy.teuto.de>
Source record: 167404

In <3mhve4$80q@news1.wolfe.net> Richard Grable wrote:

>The ICD Pro utilities will work fine. Just sold my Falcon that had 4
>external drives with 3 SCSI addresses attached. You will, however, find

FOUR devices with THREE IDs only?

>that they are slower with the Falcon than other Atari's.

What makes you say that? Might be slower than a TT, but certainly not slower
than the rest.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

982. Re: What Defragger ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDTPEAAOUP@galaxy.teuto.de>
Source record: 167405

In <3mi97s$h5r@golem.wcc.govt.nz> steve wells wrote:

>] > Hi, can anyone recommend a good hard drive defragmenter...
>In the commercial world, nothing (IMHO) beats Diamond Edge. As well
>as de-fragmentation, it has a host of other data-saving features.

I personally use CRYPTON, and it has worked flawlessly on all my drives.
Last version is 2.01.

>In the PD, something like Zorg (if you read German and have mono'

IIRC, it comes with a Frech and English resource-file. Are you sure about
German?

But I would be _very_ careful with that one. Zorg doesn't seem to care too
much about given standards in ROOT- and BOOTSector formats.

I dumped it after a couple of tests. Other folks over in MausNet reported
similar problems.

>monitor) or Check-Disk 3 (chkdsk3) if you can find it, or DLII if you

Works ok, but is somewhat s-l-o-w.

>There was a french de-fragger released a few months back which wasn't

Do you mean SEMPRIMI (sp?)? That has reportedly some problems with certain
harddisk-drivers. And it is commercial, too.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

983. Re: TwiLight - Screensaver

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3n367p$lv5@newsbf02.news.aol.com>
Source record: 167406

> I use Twilight at the same time as Modem2 comms regularly without problems.

Thanks, Tom. I'll have to look for the demo package. Anyone know the easiest wasy to find it?

Al Fasoldt, Systems Editor, Syracuse Newspapers

984. Re: FOR SALE: NEW 540MB Quantum HD in ICD FA-ST Case

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504191353.AA04672@ilmen.lanl.gov>
Source record: 167407

In a previous article, boyd@sonya.math.fsu.edu (Mickey Boyd) wrote:

>Memories of clonking many many Quantum 105S drives (in Sun Sparc1+'s) to
>break stiction and get them to spin up, coupled with the killer 9gb Seagate
>drives for only a little over $3000..... I've never had problems with
>Seagate SCSI stuff, and would recommend it any day of the week.

Well there ya go. It only proves to show that experiences with a certain
brand name of equipment can differ widely from one user to the next. Given
Mickey's first hand experience with various hard drive manufacturers is
bound to be wider than my own, I'd certainly trust his judgement. Heck,
I've got a 2Gb Seagate Barracuda in a Silly-G Indigo 2 that romps!

But how do you feel about Samsung hard drives, Mickey? :)

-Hutch- @ Fair Dinkum Tech

985. Re: Magic for Falco

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504191429.AA04681@ilmen.lanl.gov>
Source record: 167408

In a previous article, kim@dksoft.ping.dk (Kim Andersen) wrote:

>In <9504141315.AA03673@ilmen.lanl.gov> Hutch wrote:
>>Er... not that it really matters in the long run but considering how many
>>more ST/STe/TT machines are in existance compared to Falcons, why do you
>>think this was a stupid idea? I would have done likewise.
>
>Perhaps you would, if you're going to base you company on old machines.

No, I would be basing my company on the goal of trying to make a profit.
Once some cash flow was enabled, -then- I would try to expand my software
to make it compatible with machines that have a lower installed user base,
such as the Falcon.

If the software could be made to be Falcon compatible from the start, then
obviously that would be the ideal way to go; but that's not always feasible.

>It would have been the same if they wrote a program specially for the 286,
>and not supported 386 and 486.

Well, methinks your analogy is a bit weak here. There are enough machines
in use in any ONE of these categories (286, 386, 486) for a company to
theoretically survive by supporting that machine alone (not that they
would want to, of course, but it's possible). There simply are not enough
Falcon030s in use to support a single-product company for very long.

This is all academic, anyway. Companies will frequently do something that
the user doesn't like or does not understand but there is often a very
good reason for it and usually it's profit based. That's business, ya know?

-Hutch- @ Fair Dinkum Tech

But
while 2B and Heidleberg are dumping program for the old machines, people
on the Falcon, (and newer Tos compatible machines) are going away from the
market, which means while Hedleberg has supported a bunch of old machines,
they never manage to support newer, and their company will eat itselves from
behind, (if you know what i mean).

986. Re: Assembler - Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: sabbath@leprosy.demon.co.uk
Message-ID: <D7AJ18.FB6@demon.co.uk>
Source record: 167409

Pierre_Fenkart@a2w.maus.sub.org (Pierre Fenkart) wrote:

>Does anybody knows, which *Assembler* *runs* *on* *the* *Falcon*? It is not
>necessary, but when you know it, please tell me, if the Compiler ist good, and
>how I can order.

>Its important!

Devpac from Hisoft runs fine on the Falcon. Version 3 has library
support for the various 'new' Falcon calls. It's a great
assembler/debugger package.

You can get in touch with Hisoft via hisoft@cix.compulink.co.uk.

Graeme

=-=-=-

987. Commercial: Audio expander box for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: ljord@algonet.se
Message-ID: <3n3ctk$q89@aristotle.algonet.se>
Source record: 167410

Hej!

Please don't flame me for this. I thought you might be
interested.

Reine Jonsson - ljord@algonet.se

Line Audio Design,Rinkaby,Sweden 18th April 1995
```
************************************************
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* ***** ***** * * * * *
* *
************************************************
```
Jam 4--------Atari Falcon-------Audio expander box

Jam 4 expands the D2D system of the Atari Falcon by adding two extra
(totally 4) output channels.

Jam 4 has a low noise preamp built in with microphone (phantom power)
and line inputs with gain so that the A/D of the Falcon is Fed
with optimum audio level and thereby reducing noice.

Jam 4 is equipped with 1/4 in jack sockets on all in and outputs.

Jam 4 gives greater flexibillity and permitts 4 separate channels or
fx stereo + 2 effectsends in programs such as Cubase Audio.

Jam 4 automatically follows the sampling frequecies of the Falcon.

Jam 4 works with or without the FDI and SPDIF interfaces.

Jam 4 can even straighten out the bass boost of older Falcons!

-This is just what many Cubase audio users have been lacking,
at an affordable price.

-If there is one single accessory you should buy to Cubase audio
then it must be Jam 4!!!

The price is only 1836 + VAT in SKR (Swedish Crowns) + Postage
(approx250 USD. approx 156GBP or 350DEM + 25%VAT + postage)

Jam2, a stripped version of Jam4 is available at 1596 SKR. Its the
same as Jam 4 but without the preamp and only the two extra ouputs.
(approx 215USD. approx 136GBP or 305DEM + 25%VAT + postage)

If you are interested in buying a Jam 4/2 or if you want more info,
please fax or write to:
Line Audio Design
Box 14001
S-29114 Rinkaby (Sweden)
nat tel 044-225496 nat fax 044-225420
int fax (+46)44225420

If you are a professional dealer you can order our trade price list.
(please send a copy of the companys registration certificate).

**********"Jam 8" is under development**********
**********END OF MESSAGE**********

988. re^2: magic & falcons?

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1184dbrewood@nest.demon.co.uk>
Source record: 167411

In a message of 19 Apr 95 Kim Andersen (0) wrote to All :

KA> As usual!! Perhaps it's time to rename Atari computer to WaitComputers,
KA> as it seems like thats the only thing happning. I have to admit, i'll

Yep, one day though.....

KA> get my first PC in a few days. Hopefully it doesn't mean i'll change
KA> over, but again, we have to wait and see 8-)

Best of luck with getting to hate it.

Daron - dbrewood@nest.demon.co.uk

--

989. Any Atari shops in Leeds or London (Hurry!)

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3n3euu$ndn@prime.mdata.fi>
Source record: 167412

******** Urgent *******

I'm going to travel to England tomorrow (with our orchestra), and
we're staying 3 nights in Leeds, and 2 nights in London.
So, now it's your chance to tell me the best places to shop for
Atari software (Apex Media, Screenblaster III, NEON, Xenomorph II...)
and hardware (Falcon rack cases, accelerators) in Leeds or in
London.

All hints/addresses appreciated, thanks!!
Travelling by taxi/foot.

PS.
Come and hear us play (Huddersfield Town hall 21.4 19.30, Bradford/St.
Georges Hall 22.4 19.30, Birmingham Symphony Hall 23.4 20.00,
London/Royal Festival Hall 25.4 19.30) - sorry, no free tickets
available! :-) Conductor: Jukka-Pekka Saraste (we're playing
Sibelius, Bartok, Beethoven, Nielsen and Tschaikovsky).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/
---

990. Anyway to use an SLM804 on a Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <3n3et8$cva@usenet.INS.CWRU.Edu>
Source record: 167413

I know that the HeatSeeker Interface that was purported to allow SLM804 use on the Falcon just never made it to the market. I don't see the major problems with using SCSI (w/ DMA built in) to connect to the SLM804. Anybody have any clues?

It seems a waste to have to spend $500 on a new LaserJet, and lose sooooo much speed in the process. (It could be argued that the power consumption of the SLM804 would cost me more in electricity bills, eventually, but . . .)

Thanx for any info!
--
Sanjay Parker sxp17@po.cwru.edu Case Western Reserve University
~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Atari Falcon 4/540e Atari Mega 4/32e Keyboardist Extraordinaire!
~~~~~~~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~

991. Booting TT in ST High

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <3n3g9g$i61@batph8.bnr.ca>
Source record: 167414

Ok, I finally found a way to boot the TT in ST High rez. This allows you to use something like Superboot in ST-High to select your auto programs and ACCs (Superboot has the advantage of letting you specify "other" files for configuration, other than just desktops/auto progs/accs, like MiNT CNF and device drivers!).

The base code is already written in a program called TT2STHI.ARC which you can get on Atari Archive. The program states that it checks for TT high and the TT cookie before switching to ST high, in order to prevent problems with people using TT high mode.

So I ran this program from TT medium and nothing happened.

A closer look at the source (included in the .ARC file) reveals that the program will only switch to ST HIGH if your TT is already in ST LOW. The conditional statement basically states that if you don't have the TT cookie, AND your resolution is greater than ST low, then don't switch.

I modified the code to check specifically for TT high AND the TT cookie before a switch. I also had to change one of the include files to use the MiNTLIBS instead of whatever the author was using.

Now I have this first in my autofolder and my autoprogs boot in ST high. The good thing is that if I run MiNT, then the screen stays in ST high and everything is setup for MiNTX.

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

992. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDTPEABTUP@galaxy.teuto.de>
Source record: 167415

In <3mj9k7$t64@oden.abc.se> Carl Lofgren wrote:

>n> No dumb questions, only dumb answers ;-)
>OK, another dumb question : Does it work on a Falcon030? Yes? No?
>Maybe? Sometime? Never?

Linux should work on Falcons, too. You'll definetely need the FPU, though. But
that's not too much of a hastle to install.

AFAIK, there are still some problems re. IDE vs. SCSI to be sorted out,
though.

Hendr!K

--
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+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

993. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDTPEABWUP@galaxy.teuto.de>
Source record: 167416

In <9504131348.AA03256@ilmen.lanl.gov> Hutch wrote:

>box and time limit imposed on you with the demo version. I have heard of
>a GFA patch in the works for MagiCMac but time will tell. Any others?

Who told you that, ey?

>I wouldn't take them seriously either, although in my experience, it's
>the PC users who tend to make the claim about using 'real' computers. :)

;-)

Hendr!K

994. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDTPEABZUP@galaxy.teuto.de>
Source record: 167417

In <3mio8s$ji7@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>>wrote the C-Lab Falcon cost $3000. - That's wrong: It costs DM 3000. And that
>Yes for a German with German Wages, but the added options are way over priced,

You obviously live in the wrong country. C'mon, move over here.

.
.
.
.
.

On second thought, better NOT!

>I can get a Full Pentium for that price and with CD Rom and with Monitor..

Go ahead, buy one and get lost forever.

>And for a outdated machine and a Buged OS who are you trying to kid...

As if the combination of MessDOS and WindoZe would've less bugs. ROTFL.

Whom ary YOU trying to kid?

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

995. Re: Re^2: No More MACs...

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDTPEACEUP@galaxy.teuto.de>
Source record: 167418

In <3mj9k0$t60@oden.abc.se> Carl Lofgren wrote:

>J> least - the Eagle has got a processor /card,/ so that you may replace the 03
>J> or 040 (however) by an Intel or a PowerPC; the only thing you need is a
>Will you still be able to run TOS if you exchange the chip into a PPC?
>I guess I don't get it....:-(

"GE-soft are planning to code a supermegafast 68040-emulator." Yeah, right.
How does one make a sarcastic smiley?

Let's wait until they get their 040 out of the box. Hasn't landed yet.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

996. Re: Gemulator on DOS-mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <3n3mt3$4d5@escc.sim.es.com>
Source record: 167419

In article <3mqtj7$81l@cmcl2.NYU.EDU>, kwd9152@is2.nyu.edu (Kevin W. Dolorico) writes:
>
>
> --
>
> Is it possible to run Gemulator with TOS on disk?
>

I've never tried, but why would you want to? The Gemulator software
will not run if it doesn't find the hardware card that holds the
TOS ROMS, so even if you could, you would still need the card.
--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)

997. Help a new programmer!

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3n3tjr$ehi@cville-srv.wam.umd.edu>
Source record: 167420

Once finals are over (another month), I'd like to teach myself C
and Pascal. I'm thinking about downloading the Magic Gem Stuff, but does
anyone have any other suggestions? Recommendations for books, programs,
etc. would be greatly appreciated. Thanks in advance!

--Lunatic :-)

998. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3n3qjd$auv@golem.wcc.govt.nz>
Source record: 167421

] Come now Ofir, please compare Apples with Apples, for what I have seen of D
] 6.xx and Windows it leaves Ataries OS for dead, even John Townsend stated t

Bwahahahahaha....

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

999. Re: Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3n3qnh$auv@golem.wcc.govt.nz>
Source record: 167422

```
] C> Time for me to commit CyberSuicide $-)
] C>
] C> The chances of a Doom-clone anything close running on the STe seem remot
] C> ..is it really possible to do the texture mapping?
]
] I guess so. UDS (from the Obession fame) will release SubStation
] pretty soon.
```

And this is a Wolf-3D/Doom-like game that works on a stock STe?

I've _gotta_ get some more money.....

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

1000. MinixFS question

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: eems@nlr.nl
Message-ID: <3n38mp$41q@liberator.et.tudelft.nl>
Source record: 167423

Hi,

I have a plain atari falcon 030 (4mb) with an ide and scsi.

I installed (put it in my autofolder) mint 1.12 and minixfs.
I formatted 2 30MB partitions on my SCSI with minit.
The minix partions seem to work fine.

But here are my problems.

When I create a filename with 3 dots '.' or more in it
(I tryed it to test the partition) and then call ls
(from tcsh 6.033) My falcon hangs.

This also happens when I try to move (or copy) a file from
a tos partition to the minix partitions, using mv (or cp).
Moving files from the minix partition to a tos partition using the
desktop works fine.

Also , yesterday I deTARed a tar file with gif's with CAPITAL letters as filenames
and ls hangs again.

I didn't install tcsh as far that it reads the login scripts yet but the paths
are set correctly.

What am I doing wrong?

Thanks in advance.

--

****
Pieter MECHA * Check out: http://huizen.dds.nl/~eems/ *
eems@nlr.nl PHREAK * MY MEKTON PAGE *
eems@dds.nl ------------**
-----------------| GCS/S d-- H s+++;+++ g+ p0 !au a- w+ v C++ UO+ P? *
Geek Code 2.1 L 3 E- N+ K- W---(--)(!) M+ !V -po+ Y+ t+ 5+@ !j *
-----------------| R+++ G''''(''') tv+ b+ D- B? e+>++ u(+) h- f r-- *
a.k.a Quindo | n- y? *
****

1001. re: conner hard drives

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDTXAEAWUP@galaxy.teuto.de>
Source record: 167424

In <1105rcain@nest.demon.co.uk> Roger Cain wrote:

> AR> recognises the drive as an Adaptec 4000/4070/5500, which is
> AR> incorrect. I have been told that this is probably because the parity
>If parity was enabled I doubt you would even get this far as the SCSI

I am not too sure about the cause of this problem, but my guess would be
incorrect *termination* of the SCSI-bus.

> AR> Does the CP30200 have parity permanently enabled?
>Don't you have specs. for this thing? Are there any jumpers near the 50-way

Obviously not.

>socket labelled PE (parity enable). I have heard that some Connors have
>parity enabled in firmware. Running BOOTFIX, which comes with the ICD

If it is one of the drives with _fixed_ parity-FW, running BOOTFIX or any
smilar thing wouldn't help you at all.

Only a change of the firmware would solve the problem. There were a couple of
Conner drives where this modification could be done, but I do not recall the
exact types, though.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1002. Stoop

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <798320922snz@chowgar.demon.co.uk>
Source record: 167425

Does anybody know of an FTP site that carries Stoop for the Falcon ???

Cheers.

--

Simon Moore

smoore@chowgar.demon.co.uk

1003. Spectre GCR for Sale

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: gaglenn@ix.netcom.com
Message-ID: <3n44mt$f05@ixnews4.ix.netcom.com>
Source record: 167426

O.K. I am lowering my price.

Spectre GCR with original box, documentation, version 3.0 of the software [most current], and ROMS for:

$125.00, plus shipping.

If you wish to make an offer for less than that, I am willing to listen. Send e-mail to gaglenn@ix.netcom.com

1004. PC Ditto II for free! [well.... sort of]

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: gaglenn@ix.netcom.com
Message-ID: <3n45hc$fd1@ixnews4.ix.netcom.com>
Source record: 167427

Here's the deal. I sold my Mega ST which had PC Ditto II installed. The purchaser didn't want it so I removed it. Now I have this fully functional XT emulator and a, like new, IB Drive 5 1/4 inch external drive for the ST, in the original box, just sitting here and not doing me any good. The drive alone was over $200.00 originally. PCD2 will only work on a 64 pin rectangular [not square] 68000 processor. It will need to be connected by soldering a 64 pin connector [You will need to purchase this from an electronics store. They are cheap.] on top of the 68000 chip and just pushing the PCD2 pins onto the connector. Instant XT! Where does the FREE PC Ditto II come in? Buy my IB Drive for $50.00 and I will throw in the PC Ditto II, including all docs and supporting software. You pay all related shipping costs. First person to e-mail an acceptance for this limited time offer [until April 26, 1995] gets the goods.

email address is gaglenn@ix.netcom.com

1005. Thanks but ...

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <798320782snz@chowgar.demon.co.uk>
Source record: 167428

I'd just like to thank averybody who offered me help in recovering data from my hard disk. In the end I've reformatted the whole device anyway.

Cheers.

--

Simon Moore

smoore@chowgar.demon.co.uk

1006. Re: Samsung bashing

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950419162648.3690E-100000@PEAK.ORG>
Source record: 167429

On Tue, 18 Apr 1995, Gert van der Knokke wrote:

> In <9504171935.AA04095@ilmen.lanl.gov> Hutch wrote :
>
> >But I wouldn't have a Samsung drive at -any- price! :)
>
> Well, do you have any substantial evidence that Samsung drives are bad ??
> I think it's quite easy to knock of a well known brand just because they
> just started producing harddrives. There is a great chance that the memory
> chips inside your computer are Samsung too !
>
> The VCR they produce are known for their quality and fair price, some of
> these old VCRs were never cleaned and kept on running and running.

I'll agree that there' no certain way to evaluate a Samsung hard drive without having used one extensively, but Samsung's other products? Sheesh!!! Maybe they build good ships, but I'll take an exception to their VCRs and TVs.

I just got rid of my Samsung TV. It was VERY cheap new - as in $169 for a 19" remote (not stereo) with on-screen menu, etc. However, it worked for the warranty period and then got where every time it was turned on, it would be out of tune and had to be corrected with the fine tuning knob. Get it fixed?? No....at $169, they'd soon charge me nearly that much - and the money could be put towards a SONY or better brand TV. I sold it at a loss, but since it was so cheap to begin with, not much.

Samsung VCRs? I'd say that companies like SONY, JVC, etc are known for QUALITY VCRs. Samsung will always be down in the dumps with the likes of Goldstar and (the absolute WORST) EMERSON!! EMERSON SUCKS!! (back to the subject of Samsung, now). A friend of mine bought a Samsung VCR about 3 months ago for his daughter, at Costco. All it was used for was playing tapes, and not much. He set it to record and when he sat down to watch his program, all there was was sound and trash on the screen - recording was malfunctioned. Of course, it was outside of warranty by now.... Same deal. I've never heard any GOOD news about Samsung quality. If you have a Samsung VCR that works, good - it does what it's supposed to do like all other brands should.... that doesn't mean it's quality!

James

1007. SC1224 color monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: S1014097@cedarville.edu
Message-ID: <S1014097.38.2F950CE4@cedarville.edu>
Source record: 167430

The title says it all. 75.00 US plus shipping.

-Bill Augustine

1008. HP LaserJet Driver

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <3n365g$ig8@NNTP.MsState.Edu>
Source record: 167431

Hello,
I'm looking for a PD utility or accessary that will give me control
of an EPSON Action 1100 Laser printer. This printer emulates PCL 5 and PJC
language printers.
I'd much appreciate it if anyone could point me in the right
direction to find such a gem. Basicly what I'm looking for is something
that would allow me to send PCL and PJL code to my printer at will. I've
many older programs that fit like an old shoe, but they just don't support
the lengthy PCL5 codes for things like ,POWERSAVE, FORMLINES, <ESC>%-12345X,
etc.

Thanks,
Brian

PS...please respond via Email if your news reader offers the option. Thanks.

1009. MagiCMac (was: emulator for the mac?)

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798301063@gen-off-3>
Source record: 167432

ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>You need NVDI for MagiC Mac to be able to run in 16 and 24-bit.
Is this shipping yet? It wasn't when I asked SysSolutions a couple of
weeks ago.

And for some reason the "thousands of colours" display on my Mac is
15-bit, not 16. This is native mode, not specific to MagiCMac. Any
idea what they did with the other bit?

--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1010. Re: Toronto Atari show

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: diehl@grin.io.org
Message-ID: <3n236q$rt3@ionews.io.org>
Source record: 167433

Michael Olin (molin@cxc1.cl.msu.edu) wrote:
: diehl@nudge.io.org (Eric March) writes:

: >liklely because it's a smaller room. I was disappointed at Atari's no-show
: >at ACE, but all in all it was fairly good. I just wish Shawn Tedder

: Frankly, I was _PLEASED_ that Atari wasn't there. In their absence, ACE was
: a computer show, not a Jaguar show.

I _wanted_ there to be a big presence of Jaguars there. The JAguar is
Atari's last best hope at the moment, in the absence of any computers to
market. Theyy need all the exposure they can get ... and the Jaguar is all
Atari has at the moment to offer the general public, and as such, they need
a strong userbase and some heavy exposure.

: I'd have been willing to see the Tramiel family (Three Stooges of Atari) show
: up at a dunk tank booth, however... If swimming out of the tank were a functionof their
marketing skills, these clowns would have died there.

Fortunately, it is not Atari that is marketing the Jaguar.

:
: --
: =-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
: |||
: Keep up the fight ||| I love my country
: or lose the right... / | \ but I fear my government

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

1011. Re: Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: diehl@grin.io.org
Message-ID: <3n23a0$rt3@ionews.io.org>
Source record: 167434

James Allcock (Case@parkhead.demon.co.uk) wrote:
: Time for me to commit CyberSuicide $-)

: The chances of a Doom-clone anything close running on the STe seem remote...

: ..is it really possible to do the texture mapping?

Jus take a look at Legends of Valour. It's slow as sin with a lareg window,
but it a small window it runs quite quickly. And that's on a stock ST. And
yes, it is full texture mapping, if orthogonal in nature.

: Something with the old-style 3D objects would work like Interphase...

: ..but surely not on the scale of Doom?

: On the Amiga, haven't they had to make the minimum config a 1200 (ie 020)...

: ..to get it fast enough?

: Sorry about this! I love my ST for usability, etc, but had to buy a 1200...

: ..because I do like to play games and the ST just can't keep up anymore.

: Or is it just lack of development leaving it way behind?

: --
: /*
: * Case@parkhead.demon.co.uk _________
: * /_|_|_|_|_|_\
: * Does God Fill Teeth? _|_|_|_|_|_/
: */

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

1012. ST Xformer cable

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <he79xwp.ckormos@delphi.com>
Source record: 167435

```
For Sale: good as new ST Xformer cable
Made by me, works perfect
$10 postage paid anywhere
E-mail me if interested
```

1013. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950419215521.26257B-100000@moose.erie.net>
Source record: 167436

On 17 Apr 1995, Mickey Boyd wrote:

> It seems likely that the PC version will come with a cable that goes from
> a DB-25 to a Centronics-style SCSI connector. Why couldn't you use this to
> connect to the Link (and either plug the Link directly into the back of the
> ST, or use a DMA cable to connect to the ST)? This would be a bit
> connector-heavy, but it should work if one keeps to the SCSI length limits.
> Also, Iomega will be coming out with an internal version if the external
> version takes off, which should have a standard internal SCSI connector (I
> hope they pick something other than purple for the color, too).

The "PC" version of the Zip drive connects to the parallel port
with a DB-25 connecotr.

1014. Hard Disk formattef

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: Callum.Lerwick@flight.org
Message-ID: <3dc_9504200106@flight.org>
Source record: 167437

Well, according to ICD, the last version of ICD utils to support SASI was ver
6.5.5, so I need the version of ICDFMT that came with ICDBOOT 6.5.5!
---------------------------- -//- ----------------------------
Internet: Callum.Lerwick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

1015. Re: Towers II

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3n37o2$pd1@dux.dundee.ac.uk>
Source record: 167438

M.S. Smith (msh@mserv1.dl.ac.uk) wrote:
: >Another point, on the Mosiac page of TowersII screen shots, it
: >appears that there is a multi player mode. E.g the picture
: >has 4 screens.
: >
: >Does this mean you can have several players on screen at once?
: >
: >I have looked through the manual, but perhaps I've missed something.

: No multi-player option, these are four screen shots put into one picture
: to make it easier to view. Sorry to disappoint you.

: Like you said it is a great game. Gets much better after you pass the demo
: part so get the full version!

I've got the full version, atleast I hope thats what I got when I
ordered it from Goodmans!! I got the manual and a disk, but the manaul
really doesnt give much away!!

Rod
--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1016. Re: Multisyn monitor question

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3n37gk$pd1@dux.dundee.ac.uk>
Source record: 167439

Paul Hills (hillsp@genrad.co.uk) wrote:
: In article <3lqm6d$7q@newsserver.trl.OZ.AU>, tpearson@newsserver.trl.oz.au (Trevor Pearson) writes:

:] There are No monitors that I know of that will scan at the SVGA
:] frequencies used for IBMs and still work at ATARi LOW res frequency. The
:] old NEC 3D was a good choice if you want atari low res, Hi res and VGA only,
:] or nearly all the later multisyncs can be used at SVGA and ATARI Hi Res
:] Mono, but will not give Atari low res color. Either way you will need a
:] cable adapter.

: Is the Falcon's ST-LOW emulation mode exactly the same as ST Low?
: If so, then my CTX 14 inch SVGA monitor works in ST-LOW and every other
: resolution I've tried it at.

Same here!! THe only modes my SVGA wont do is the hi-res true colour ones.

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1017. Student Discounts List

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3n3ddf$7vb@dux.dundee.ac.uk>
Source record: 167440

==========

LEXICOR SOFTWARE CORPORATION
36 Queensberry street, suite 6
(617) 437 0414 service@lexicor.com, info@lexicor.com
(617) 437 9413

(510) 848 7621
(510) 848 7613

PRODUCT INFORMATION:

Lexicor Software imports several products and developes several too,
discount rates for students only apply to some products that are not on
special sales.

DTP software/Graphics Hardware and Software such as NOVA Graphics Board,
Medusa Computer system, Phoenix 2.0 Object Renderer, Raystart, DA Picture,
DA Vector (and Pro), Metamorphosis 24, Chronos-3D, Utility Pack, CAD 3D
Design and Illustration Disk, Prism Paint plus more.

DISCOUNT RATES & MIN ORDER: Student
Educational

please call or email for information

RESTRICTIONS ON DISCOUNTS:

please call or email for information (U.S.A. only)

December 8th, 1994

==========

TEAM Software
POB 7332, Washington, DC 20044, USA
TEL 703-533-2132, FAX 703-538-4598

email address mlake@dgs.dgsys.com

PRODUCT INFORMATION: Entertainment, simulation of the horse racing track

DISCOUNT RATES & MIN ORDER: Student any quantity, $10 off list
which comes to $29.95 plus
shipping
Educational ditto

RESTRICTIONS ON DISCOUNTS: no restrictions

December 7, 1994

==========

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1018. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-04-19 00:00:00 UTC
From: joseph.reed@equinox.org
Message-ID: <9504200312238843@equinox.org>
Source record: 167441

HAH!

You have been duped my friend! You have been duped into...

A) Thinking that more memory consumption=more power
B) 1/2 meg systems aren't inet capable

The only reason power mac/pc/fill in the blank systems have programs
that are so huge, is because of lousy programming practices, it takes
the avg visual c programmer 1K to do what an ASM programmer can do in
1/4K. Plus, a friend of mine managed to inet connect an atari 520st to
the inet. that's genius

```
============================================================
= What? me use a proc made by IBM and Apple, wouldn't that =
= be 2 strikes against it already? =
============================================================
= LINUX x86/68K/MIPS/ALPHA The choice of a GNU generation! =
============================================================
= avatarwm@towne.sat.tx.us -or- joseph.reed@equinox.org =
============================================================
```

1019. Question about tape back Ups

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <3n4ips$ndg@bigboote.WPI.EDU>
Source record: 167251

wondering what tape backup systems are known to work with the STe
(mega4) and what software works well with them.
personal experience, technical advice, etc etc are all welcomed.
also, as a programmer, and die hard (even through all the looks my
friends give me when they find out what computer i use - "I didnt know
atari made computers!") fan, i was wondering what software people were
interested in. i have some ideas of some projects i'd like to start,
but if anyone has something in specific they were thinkin would be
cool, id love to hear it.

please email and/or post (its useful stuff!!) but DEFINITELY email me!
thanks
rhett

1020. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <3n4nmk$a3c@usenet.INS.CWRU.Edu>
Source record: 167252

>I'll get my PC one of these days. From this i'll just let things happen the
>way they arrive.. I'm getting sick and tired of all this shit with Atari
>software, trying to convince people about the need of software support.
>The Falcon may well be an outdated machine, but thats not because of the
>hardware. Thats because of lack software support!
>
>There may well be alot of pleased ST/TT users out there using Magic now, but
>you just try ask them what they want to do when there is no more new software
>for their computers. Do you think they're gona upgrade to a Falcon ? No, why
>should they, there isn't any software for the Falcon either, because stupid
>software producers/distributers "FORGOT" to support it. This means people
>are jumping directly from the ST/TT to another platform, insted of upgrading
>within the same platform when it's available.
>
>They're simply killing the market insted!
>

Along these same lines, it has been my PERSONAL (read- limited) experience
that those who own higher ended machines (especially the Falcons) are the
ones who are actually buying products for their computers. I had a second
hand 520 ST for three years without acquiring ANY new software- I used it
only for sequencing, and bought some second hand programs here and there.
I didn't understand why all the software cost more than I paid for my
hardware.

Now, I have a Falcon, and I am STARVING for new software. Case in point- I just
bought PinBall Dreams at the ACE show. I don't really care for pinball,
but just wanted to see the newest game for my Falcon, and support the
companies that made it possible. People who have the newer machines are
the ones who are spending the money. Most Falcon owners
I know have CD-ROM drives and decent size hard drives, and are on the
lookout for new products. In contrast, I know many people who have 520 or
1040 ST's, and they are collecting dust in a closet somewhere.

The Falcon hardware is definitely capable of competing with other platforms
for a few years to come (especially with 3rd part add-ons) . . .
The software, although scarce, is quite good
actually. I still have reservations about recommending Falcons to my
friends (who are definitely interested), because they must 'hunt' for
support. . . but for the right persons, the Falcon is ideal.

--
Sanjay Parker sxp17@po.cwru.edu Case Western Reserve University
~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Atari Falcon 4/540e Atari Mega 4/32e Keyboardist Extraordinaire!
~~~~~~~~~~~~~

~~~~~~~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~

1021. Re: Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: mwegner@dial.illinois.net
Message-ID: <3n4nrr$dsu@spruce.cic.net>
Source record: 167253

In <3n0b5v$53t@news.iesd.auc.dk>, chainxor@kom.auc.dk (Henrik Lunardi Weide) writes:

Hey! Chain! How ya doin?
(this is Ben Kamen from The River STyx II BBS.. 51:201/64.0)

Hahahha... small world!

1022. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D7BM5H.HD8@cix.compulink.co.uk>
Source record: 167254

```
>Is Cubase Audio really included in the package? I have a friend who
>got the first phase one model for evaluation, and Cubase was included
>on the HD but no key...

No.

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

1023. Re: MagiCMac (was: emulator for the mac?)

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D7BM5J.HDu@cix.compulink.co.uk>
Source record: 167255

>Is this shipping yet? It wasn't when I asked SysSolutions a couple of
>weeks ago.

No, still beta testing.

>And for some reason the "thousands of colours" display on my Mac is
>15-bit, not 16. This is native mode, not specific to MagiCMac. Any
>idea what they did with the other bit?

That's the way the Mac is, the 16th bit is used for alpha channel. NVDI will give you 15-bit display on your machine. I find it good enough for high end photo retouching, but obviously rendered gradients don't display as well as they would at 24-bit.

Ofir ogal@cix.compulink.co.uk

1024. re: st fan question

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDUSCHAOUP@galaxy.teuto.de>
Source record: 167256

In <1112rcain@nest.demon.co.uk> Roger Cain wrote:

> GC> fans is getting on my nerves. The question is: how unsafe is it to
> GC> disconnect the fans? The more annoying one is the one on the hard
>Electronics is usually safe up to 50 deg. C. You could stick a
>thermometer on the HDD and onto the processor chip of the Mega to check.

The processor and the other chips in the MegaST don't get warm at all. Usually that is.

The only thing that needs cooling is the PSU itself. The Mega1 didn't come with any fan at all, only the Mega2 and mega4 did, due to the power consumption of the extra MegaBIT-RAMs.

I used to cut out the cover around the fan with a sharp knife. That helps a lot. Furthermore I got a nice PAPST-fan and built a little regulator curcuit (from German mag c't) to reduce noise even more.

Im my MegaSTE I have a PAPST-fan as well, without regulator this time, though. But I put a ~9 V Z-diode in series with the 12V-supply. That does a pretty good job. The same setup is working in my external SCSI-tower with the SyQuest and CD-ROM installed in it as well.

>the ambient temperature so don't do anything drastic until you have checked
>the electronic temperatures on a warm day!

The electronics itself is not the problem. But I would check the temperature of the harddisk. The Quantum in the MegaSTE doesn't heat up considerably. And the SyQuest stays quite cool, too (and it only uses 5 volts, btw.). The CD-ROM produces some heat (hardly to call "heat") after a couple of hours I can hardly feel the temperature difference from the airflow out of the tower.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1025. Re: Stoop

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <798401658snz@chowgar.demon.co.uk>
Source record: 167257

In article <3n5hi6$d8r@epsilon.qmw.ac.uk>
efac001@alpha.qmw.ac.uk (D.Bhabuta) said:-

>Simon Moore (smoore@chowgar.demon.co.uk) wrote:
>: Does anybody know of an FTP site that carries Stoop for the Falcon ???
>
>Why, HENSA of course. :-)
>
>C'mon Simon, I thought you'd have more faith in me than that...
>
>Danny
>--
>.signature.signature

Well I usually would but I had a look through your index list and couldn't find it. Oh shit I just realised that I only have the TOS area index. Ah well, I feel a right prat now. Never mind.

Cheers.

--

Simon Moore

smoore@chowgar.demon.co.uk

1026. Re: Falcon + external SCSI

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <798401838snz@chowgar.demon.co.uk>
Source record: 167258

In article <3n5tho$1dd@bs33n.staffs.ac.uk>
cm3hirjd@bs47c.staffs.ac.uk (Requiem) said:-

>Simon Moore (smoore@chowgar.demon.co.uk) wrote:
>: I've got an external SCSI hard disk here that I can't sell so I'm going to
>: hook it up to my Falcon. I know I need a SCSI 2 cable (or would just plain
>: SCSI do) to connect but how do I get the Falcon to recognise it ?
>
>: Any advice ???
>
>Get a SCSI-II to SCSI cable, plug it in and reboot your Falcon.
>AHDI will recognise the drive automatically and you can then install the
>device from desktop as per usual. Well, it works this way for me and I
>don't even use ICD PRO.
>
>Richard

Thanks mate, I couldn't believe how easy it was, as you advised, just plug it
in and away you go.

Cheers.

--

Simon Moore

smoore@chowgar.demon.co.uk

1027. Re: Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3n6c5s$qcc@golem.wcc.govt.nz>
Source record: 167259

] Unique Developments Sweden have only done STE/Falcon-only games and they
] intend to keep on doing STE/Falcon-games. So there is not a big chance for
] the DOOM-clone (ie. SubStaition) to run on a STfm.

Apparently it's supposed to run at 25fps, that's quite impressive!

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

1028. Need MagiC for ST info

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.133.000F8FD0@ti.com>
Source record: 167260

Hi Atarians,

I am thinking of getting MagiC from my ST. Current ver at Toad is 2.5.
I know that MagiC is multitasking and is suppose to be faster than tos 2.06.
Can anyone who is using this product let me know the pros & cons of MagiC. I
don't really need multitasking for the stuff I do (mostly C programming and
some spreadsheet/database). Does it have a new desktop? What features have it
over tos?

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| 486DX33 8Mb 210M HDD
MCI Email: 4673356@mcimail.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1029. OASIS availvble

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: Dave@levihome.demon.co.uk
Message-ID: <798411638snz@levihome.demon.co.uk>
Source record: 167261

To all who are trying Oasis.

We are sorry for the troubles that people are experiencing :-(

Unfortunately we have two acts of God and on of BT acting against us,
Phil's TT blew its power supply, A hard disk corruption, My own phoneline has
been useless for a modem for just over two weeks and various last ditch
attempts at getting Oasis out in the last week drained us.

Even when we finally got it out we stupidly left a line of code used in
running the test version so Oasis100 becone Oasis101.

Now its out we find that the ST Medium Res resource has corrupted and
various extremely minor bugs that appeared in beta test, which we put to bed
ages ago are re-appearing.

Enough of this snivelling.

Please give us 2 days and correct these errors and we will upload
Oasis102 which we will make sure is as bug free as we can get it.

Again we apologise to any who have had trouble - if you aren't having
troubles please still upload the Oasis102 version.

Sorry again, Dave

--

==
If All The World's Cars
Were Parked End To End: ---------->> /////// /////// /////// /////// //////
// // // // // // //
Some Idiot Would Try ---------->> /////// /////// /////// /////// // //
To Pass !!!!! // // // // // //
---------->> /////// // /////// /////// ///////
MY BRAIN HURTS !!
Ph.D in Buying Computers Falcon & HS working Dave@levihome.demon.co.uk
==

1030. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D7CpB0.87F@cix.compulink.co.uk>
Source record: 167262

>GIFs/JPGS, and play with the WWW the way it was MEANT to be used! You
>need modem speeds over 19.2k! you need CDroms... and software

And a large bank account to cover your phone bill if you are running from home.

I use my Falcon for various bits and bobs. I access the usenet via CIX in London and use an OLR (the most Excellent CixComm and CixRead).

I have used the WWW from work and frankly I wasn't too impressed - If I want to listen to audio and watch film clips then I can use my HiFi and Video - which gives better multimedia than any PC/Mac system ever built

CDroms like Microsoft Multimedia Beethoven ? Pile of crap IMHO - much better to spend the money on a CD of the symphony or even to go to a concert hall and hear the thing how it was supposed to be heard.

I spend all day working on a Digital Alpha 2100 server running X
so coming home to my Falcon is a pleasant change.

You complain about Atari 2600 humour and then basically descend into it yourself.

Steve.

1031. Emulation

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D7CpB2.88q@cix.compulink.co.uk>
Source record: 167263

Just thought I'd share a snippet I saw in a computer paper at work today.

Intel and MS are working together on a new concept - emulating hardware in software. They propose such radical and revolutionary concepts as a software modem! Their first demo was a 16 Bit soundcard emulation - which used a modest 150Mhz Pentium!. The concept is that laptop users will be able to use sofware that needs soundcards etc without having the disadvantage of extra power consumption.

Somebody get the Falcon DSP software modem out and copywrited and then have a go at taking them to court

Steve ;-)

1032. Re: HD for atari 1040ste?

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D7CxHz.9CG@cix.compulink.co.uk>
Source record: 167264

In message <9504181322.AA04402@ilmen.lanl.gov>, hutch@ilmen.lanl.gov said:
>
> If it is only the mechanism itself, then you can do much better (such
> as a new Quantum 730Mb 3.5" LPS SCSI for $259 from various dealers).

I was thinking of getting one of these to replace the 212Mb drive in my TT. However I have read that as it is a FAST SCSI2 device I will need active termination. ATM I use a passive terminator on the end of my SCSI chain which is a collection of fairly old SCSI 1 and SCSI 2 devices.

Anybody know anything about this - and/or active termiantion in general?

Thanks

Roland.

@CiX

1033. Re: Emulation

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D7CxI0.9D3@cix.compulink.co.uk>
Source record: 167265

In message <D7CpB2.88q@cix.compulink.co.uk>, satty@cix.compulink.co.uk said:
> Just thought I'd share a snippet I saw in a computer paper at work
> today.
>
> Intel and MS are working together on a new concept - emulating hardware
> in software. They propose such radical and revolutionary concepts

This comes around every few years or so - Sinclair was even in to this.
However what seems to happen is that somebody gives up and does it all in
hardware anyway to free up the CPU. Thats not to say that the new
'hardware' might not be a imbeded RISC processor and PROM, but whatever
the load is taken from the main CPU.

:-)

Roland.

@CiX

1034. Re: st fan question

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D7CxI1.9Do@cix.compulink.co.uk>
Source record: 167266

In message <1995Apr20.101236.255@genrad.co.uk>, hillsp@genrad.co.uk said:
> In article <1112rcain@nest.demon.co.uk>, (Roger Cain) writes:

> necessarily be the processor that is the problem. Other ICs,
> particularly driver chips, may get hotter. The hard disc itself may

My TT video display used to go wobley due to heat. Pulling out the PSU (but leaving the fan in place) - and adding a new PSU and fan externally cured this. Twice as loud - but at least the machine is more relaible.

> Conclusion - if you want a reliable machine, leave the fan in.

Seconded. The fan might seem to be an anoyance - but its nothing compared to the pain in the neck when your machine fries one day. My system has anything from 2 to 5 fans depending on whats turned on. Sure its loud - but then it works reliably and anyway my headphones are plenty good enough.

:-)

Roland.

@CiX

1035. Re: "doom" clone - here is some more info

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: popemerlin@delphi.com
Message-ID: <Zs+cpo+.popemerlin@delphi.com>
Source record: 167267

Hi,

I am from Merlin in the UK, sellers of Substation. I can add a little to the previous message.

Substation will run on STE and Falcon with 1Mb of memory or more. It has a frame rate of 25fps and features the same great gameplay that OBSESSION, (Haven't got a copy yet, email for further details), had.

Substation never really claimed to be a Doom or Wolfenstein clone, more a 3D action game. In the next few days a demo will be appearing in some places.

If you want the complete breakdown of the game, I can email it to you.

Please email me at POPEMERLIN@DELPHI.COM

Hope that this helps

Phineas.

P.S. Substation details will go on general release on FRIDAY 21st April
Watch this space. Yes this one here > <g>

1036. Re: Superboot Probs

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3n5ots$1ds@newsbf02.news.aol.com>
Source record: 167268

> I recently re-installed superboot on my F030, everthing works fine
> except that it will not read in from the keyboard properly.

Rod,

SuperBoot was developed before the Falcon was introduced (and as I recall was abandoned before that point, too). It works OK on my TT but its color settings are off by a physical distance on the screen (you have to click in a different area of the screen to get it to register a click on a selection, for example), so even on the TT it's not quite right. You may want to look into XBoot, which does work on the Falcon.

In the meantime, if the only real problem is getting it to recognize keyboard input for password protection, there are password-lockout utilities around that will do the same thing.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1037. Re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D7Cy3u.Ao7@cix.compulink.co.uk>
Source record: 167269

>>Hamburgers and Coca-Cola "sell well" but I have not heard this being quoted
>>as proof of their nutritional worth.
>Nice analogy!

It doesn't even mean that they taste good. I can't stand hamburgers and will
only drink Coke as a last resort.

Ofir ogal@cix.compulink.co.uk

1038. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D7Cy3v.Aot@cix.compulink.co.uk>
Source record: 167270

>I doubt this very much. Programs which will probably not run on MagicMac but
>will run on Janus, Eagle, Medusa, GEMulator and STonX are for example those
>that rely on some ST-compatible hardware (e.g. MFP, Shifter registers), or
>write directly to the screen (many games) or simply are incompatible with
>Magic's TOS `emulation' (I don't know if this ever happens). But A. Kromke
>should be able to explain what kind of software should be expected to
>run and not run better.

You cannot run games or any program that does direct screen access on the
Eagle or Medusa. On the whole you are right, an Eagle is a little more
compatible than MagiC Mac.

Ofir ogal@cix.compulink.co.uk

1039. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D7Cy3w.ApE@cix.compulink.co.uk>
Source record: 167271

>But not environment variables! One of the most basic requirements for a
>shell program, surely?! You have to reboot to change an environment
>variable, that's stupid.

Correct, but I personally find AV protocol support more useful. Anyway, you should be able to write a small util to do a few shel_write calls that will do the trick.

I think you are too used to Neo and you haven't had a chance yet to discover all of Ease features.

Ofir ogal@cix.compulink.co.uk

1040. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D7Cy3x.Apz@cix.compulink.co.uk>
Source record: 167272

>AW Issue One was amazing, I've subscribed already but I also ordered the
>issue one cover disk but its yet to arrive... this was a week or two back
>now... anyone else got their disk yet?

Thanks for the support. I'm sure you'll understand that being the first issue
there are many things that will take a few more weeks to get in motion.

Ofir ogal@cix.compulink.co.uk

1041. Re: Verdict on Atari World Please?

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D7Cy3y.AqK@cix.compulink.co.uk>
Source record: 167273

>The layout and DTP work is identical to ST Review, even down to the
>screen grabs and photos in some cases. This isn't a bad thing however,
>sure it doesn't match the layout wizards at Future Publishing, but its
>cleanly presented, readable and well set-out. The font used is rather
>small sometimes but nothing a good pair of glasses won't sort out B-)

I can't see any similarities between STR and AW layout. We use a new designer who has a track record with major UK publishers (like EMAP). The fonts are different, everything is different. As to Future's wizards - do you call those frightening mug shots of the writers good DTP work? You can clearly see the masking. AW spends more time and money on layout and photography which is clearly visible. Check out issue 2.

Ofir ogal@cix.compulink.co.uk

1042. Re: HD for atari 1040ste?

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3n6r27$s9o@golem.wcc.govt.nz>
Source record: 167274

In article <3mun0l$knd@hasle.oslonett.no>, hallvart@oslonett.no (Hallvard Tangeraas) writes:
>BobR (76702.1466@CompuServe.COM) wrote:
>: Re: What's needed for an Atari hard drive...
>
>: Be aware too that early units of the 1040 STe had problems with their DMA
>
>: I don't remember the exact details, but you can check the part number on the
>: chip to determine whether it's one of the suspect chips or not.
>
>I have the numbers somewhere in a text file, if there's any interest,
>email me and I'll check it out. Still my idea about using an IDE drive
>surpasses this problem, saves you getting an external case/power supply
>and saves you money!
>Now all I have to do is get the PCB I've ordered and test it out.

You will need a biger Power Supply that the one fitted to the STE, a Mega ST would do...

The smallest drive thing that I have seen is the Power Computing drives, they fit in a small 3 1/3 drive box and use a external PSU..

To me using a IDE drive is very very dumb, not much support and very little benefit, its far better to go the SCSI was, even the C-LABS Falcon has gone that way.....

Here in NZ IDE = SCSI II in price.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1043. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f9604f8_Tom.Thomason@fpc.ct.se>
Source record: 167275

To: gs01tph@panther.Gsu.EDU

On 16 Apr 95, Tommi Pekka Hietavuo shot this through the ether to Tom Thomason...

TPH> That certainly is true. Another problem is the different video
TPH> system (especially in 256+ color modes). There's little hope that any
TPH> Falcon-specific software runs on any non-Falcon compatible computer
TPH> ever. I think that many problems are caused by compilers used, or
TPH> simply by program bugs.

Excuse me for saying that this is just stating the obvious. OTOH, there are a number of multi-platform computers in the works. The Eagle has already made it's appearance and a DSP card is due for it soon so that it will be able to run Falcon specific software. You'll also be able to mount other CPU's in the machine to make it compatible with PC and Mac software. Wizztronics in New York are also working on a 68060 based machine which will have PC compatibility via an on-board 486 chip.

TPH> The ordinary things... Studying, appearing stupid on Internet, and
TPH> bashing Macintoshes and PCs =-) ! And, of course, collecting dusty
TPH> LPs, trying not to look like an idiot when ordering a hamburger at
TPH> Georgian Mc Donald's (no success this far ;-) - and generally trying
TPH> to survive in a place where many people can't understand a word you
TPH> say... And vice versa. Ordinary things! What about you?

What's so special about ordering a Big Mac at a Georgian McDonald's? You write English very well so I assume you speak the language. Haven't you learned to speak Southern yet? 8^)

I'm running a computer company specializing in Atari hardware and software in Gothenburg, Sweden. Translating software, playing guitar and generally hanging out. My Dad's family came from a small town about 50 miles north of Atlanta called Nelson. Little hole-in-the-wall town. Lot's of red dirt, if you know what I mean. :^) Dad was a UGA grad. I've lived in several places in the state. Sea Island, Jessup, Nelson, Atlanta.

ATB,
Tom

(UUCP Dialup connection)

1044. New to the net ATARIan

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f960689_Tom.Thomason@fpc.ct.se>
Source record: 167276

To: nibbler@wis.win.net

From: tom_thomason@fpc.ct.se

On 15 Apr 95, Nipple Nibbler shot this through the ether to All ...

NN> While I'm here, I'm using Flash 2,21E, what would be better for
NN> neting. and Flash on capturing large BBS confrences has gaps in the txt,
NN> Storm has bigger gaps tho. I've tryed different settings on my
NN> LineLink 144e. I get carrer lost many times too.

Try CoNnect. The latest version is 2.46E. It may be up to 2.47 by this
time.

ATB,
Tom

(UUCP Dialup connection)

1045. Help, FAT erased.

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f960af8_Tom.Thomason@fpc.ct.se>
Source record: 167277

To: smoore@chowgar.demon.co.uk

From: tom_thomason@fpc.ct.se

On 18 Apr 95, Simon Moore shot this through the ether to All ...

SM> Ah well, I knew it would happen one day, I have somehow managed to mess
SM> up the FAT on partition F on my Falcon IDE drive. Obviously I'd like to
SM> retrieve as much data as possible but at the very least there is one
SM> Calamuse CDK file that I could do with. I have found out that this file
SM> starts at sector 410 and goes on for quite some time (I don't think the
SM> partition was fragmented before this happened). Is there any way I can
SM> rebuild this file? I've tried Knife ST and it won't even let me look at
SM> an individual sector it just tells me there is something wrong with the
SM> FAT. The only software I have than shows me the sectors is called Disk
SM> Doctor and I don't know if I can build the file from within here.

This has happened to me a couple of times. Oddly enough it was on my F
partition, too! Whatever you do don't write to that partition!

The only program I could find that would allow me to get into the partition
was Fast Copy PRO. In my case the problem was that the Boot Sector had been
wiped. I had to rebuild this manually by getting the relevant information from
the boot sector of one of the other partitions. You duplicate this with the
exception of the Hex number which gives the ID for the partition. The other
information relates to the size of the partition. Once this has been done you
can try copying FAT 2 over FAT 1. Compare the two using Knife first. If I'm
right they'll be different. This would indicate that only the boot sector and
FAT 1 have been overwritten. You weren't by any chance unpacking ZIP or LZH
files on your E partition, were you? If this works you don't even have to run a
recovery process on the individual files. You'll simply find that your
partition is back to normal.

If this doesn't work, the only thing I know of which will bring back any of
the files is Diamond Edge. This can usually only rescue straight text files
though. The other clusters usually have to much garbage mixed in to be able to
rebuild them correctly since you can't figure out what's what. It saves each
cluster. Unfortunately this usually means that bits and pieces of older files
are attached at the end of the rescue file.

There's a program called Diamond Back 3 which will allow you to save out
the boot sector info as a separate file so that the above problem can be easily
solved.

Good luck,
Tom

(UUCP Dialup connection)

1046. Re: What TOS?

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f960d8f_Tom.Thomason@fpc.ct.se>
Source record: 167278

To: boyd@math.fsu.edu

From: tom_thomason@fpc.ct.se

On 17 Apr 95, Mickey Boyd shot this through the ether to All ...

MB> True, though I would personally recommend Neodesk over these.

Having been a NeoDesk user for years (I did the Swedish translation of 2.5) I'd like to recommend giving no!desk a try. I've been using it for a couple of months now and find that I like it even more than NeoDesk4. It's MagiC, Mint and Geneva compatible and completely configurable via a script system and a number of built in tools. Unpacks ZIP and LZH directly from the desktop. Built in text and picture viewer. The only draw-back I can find is that it takes up between 700Kb and 1Mb in memory. This doesn't bother me as I'm running a 14.3Mb Falcon but it would present problems for people with less than a minimum of 4Mb. ;^)

MB> And from Universal Item Selector 3 and the like, must-have software
MB> anyway!

I prefer Selectric, myself. Freedom looks pretty good, as well.

ATB,
Tom

(UUCP Dialup connection)

1047. Ishar 2.....help!!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: Matthew.Callier@bbs.dynalynx.com
Message-ID: <1995Apr20.101702.15971@dynalynx.com>
Source record: 167279

Hello fellow Atari users! I own the game Ishar 2 and was wondering if anyone out there had played the game. The reason I ask is that I cannot figure out what to do on the second island, the town. Please let me know if you have any answers. How do you like the game?

1048. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: Callum.Lerwick@flight.org
Message-ID: <796_9504210106@flight.org>
Source record: 167280

TT> IIRC, PinHead has nothing to do with Screen saving...

Heres a stupid question, what does IIRC mean?
---------- -//- ----------
Internet: Callum.Lerwick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

1049. Page Stream Help

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <dfe_9504210045@tor250.org>
Source record: 167281

B > Also...I would appreciate any information about upgrading to
B > Version 2.2. How much is it? What does it add or fix?

Good news on that front - SoftLogik did have the good sense to
offer a patch program to upgrade your version of Pagestream to 2.2.
That should be downloadable just about anywhere. I know it's on
GEnie.

B > Finaly, is there an ftp site that supports Page Stream?
B > Someplace where one could find things like import modules,
B > printer drivers, and so forth as they come out?

I would imagine the University of Michigan site should be able
to help you, as well as HENSA (shameless plug for Danny!:)) - both
have the good reputation of having lots of Atari-related files.

OTOH, you could also get in touch with SoftLogik themselves.
Although they're no longer developing for the Atari, they'd be able
to help you out with your font disk problem and any other questions
you may have - and they should be able to help you properly transfer
ownership of your copy of Pagestream to you once you showed you
owned a legitimate copy (as any good software house should).

Call them at 1-800-829-8608 or 314-894-8608. They are still in
business, they're running an ad in the new '95 Toad Catalogue!

... "How may I be honest with you today?" - Tuvok
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

1050. Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <dff_9504210045@tor250.org>
Source record: 167282

```
L > Thanks. I actually just figured it out this morning. I tried
L > allocating more and more RAM to it, but I was still getting
L > error messages. Than I thought about jumping down to 256
L > colors. I did that, and then the MagiCMAC demo WORKED!!!
L > WOW!! This is impressive! Now, my question is, is the full
L > commercial product that is being imported into the US, will it
L > have ENGLISH resources? Seeing german in all the drop down
L > menus is a little worrisome.

The full working product at ACE '95 that System Solutions
brought over from Britain was translated totally into English. So
you won't have any worries there. Great product!

(Now it's just a matter of convincing the boss I NEED a colour
PowerBook for work :) )

... "This isn't a computer, this is my archenemy!" - O'Brien
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
```

1051. Re: Pagestream and MagiC

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDUSCHBEUP@galaxy.teuto.de>
Source record: 167283

In <1995Apr14.134323.6718@bradford.ac.uk> Steve Taylor wrote:

>BTW, how does LIMITMEM actually work? As the names of the programs it acts
>upon are not actually stored anywhere, I assume it must modify the

IIRC, the information ist stored somewhere in the header of the file.

Hendr!K

1052. Re: Multisyn monitor question

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f96a250_Tom.Thomason@fpc.ct.se>
Source record: 167284

To: hillsp@genrad.co.uk

From: tom_thomason@fpc.ct.se

On 18 Apr 95, Paul Hills shot this through the ether to All ...

PH>] There are No monitors that I know of that will scan at the SVGA
PH>] frequencies used for IBMs and still work at ATARi LOW res frequency.
PH> The] old NEC 3D was a good choice if you want atari low res, Hi res and
PH> VGA only,] or nearly all the later multisyncs can be used at SVGA and
PH> ATARI Hi Res] Mono, but will not give Atari low res color. Either way
PH> you will need a] cable adapter.
PH>
PH> Is the Falcon's ST-LOW emulation mode exactly the same as ST Low?
PH> If so, then my CTX 14 inch SVGA monitor works in ST-LOW and every
PH> other resolution I've tried it at.

The Falcon's ST Low emulation is achieved by line-doubling so it wont allow such things as 640x480 TC. There are, in fact, several SVGA monitors that are capable of displaying true ST Low and TC high res. There's one from Taxam, the NEC 3D you mention (although this monitor iss only produced for the American market nowadays), two Commodore monitors(1942S and 1960S) and here in Sweden we have a monitor from Datic. I don't know what name the latter goes under in other countries.

ATB,
Tom

(UUCP Dialup connection)

1053. Re: Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f96a4d1_Tom.Thomason@fpc.ct.se>
Source record: 167285

To: matija.grabnar@ijs.si

From: tom_thomason@fpc.ct.se

On 18 Apr 95, Matija Grabnar shot this through the ether to Tom Thomason...

MG> Er, I don't think so. When I registered CoMa+voice, I payed 180 DEM.
MG> This is Fax send and receive, voice responder through Zyxel or another
MG> modem (Zoltrix?) and a basic FTP. 180 DEM near as I can tell should be
MG> around 60 pounds.

That brings you up to the CoMa voice level which includes a very basic
mailbox system.

MG> Coma professional, with a complex telephone responder system is more
MG> expensive, but that is a business strenght programm, and I don't need
MG> that. Nor do most other people.

This is the expensive one I was talking about. It includes a very complete
mailbox system which allows the downloading and uploading of files by a
restricted group of people with a password. I agree that most people don't
really have any use for this last level, but I thought I would give as much
information as possible. I took the information from the registration docs that
come with the demo so I have to assume that they're correct.

ATB,
Tom

(UUCP Dialup connection)

1054. Re: Magic for Falco

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f96a622_Tom.Thomason@fpc.ct.se>
Source record: 167286

To: hutch@ilmen.lanl.gov

From: tom_thomason@fpc.ct.se

On 18 Apr 95, Hutch shot this through the ether to All ...

H> But you still haven't answered my question. Why do you think it was a
H> stupid idea to develop Magic for non-Falcon machines first? You don't
H> have to LIKE that decision, of course, but I think it was wisest.
H>
H> Or do you really believe that there are more Atari Falcon 030 machines
H> out there "in use" than all other ST/STe/TT machines?
H>
H> If so, methinks you have been seriously misled by someone's propaganda.

IIRC, the original discussion had to do with the premature release of *MagiC3* for ST/STe without Falcon compatibility. This was ramrodded through by ASH over the objections of B&B. There have already been two earlier versions of MagiC for ST/STe with version 2 being almost 100% stable. Now they have a relatively unstable version 3 about which there are many complaints and Falcon owners still haven't seen the program for their machine. Methinks it would have been better to have waited the two extra months and released a stable product which would have catered to the Falcon owners as well!

Cheers,
Tom

(UUCP Dialup connection)

1055. I've got a 520st, now wha

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <72c_9504230011@tor250.org>
Source record: 167287

> I just got an Atari 520st with two floppies and an SC124 mono monitor.
> It came without disks of anykind, just TOS in ROM. Since this has a
> MIDI
> port built into it, I'd like to get something to drive that and do
> some
> simple sequencing for me. I plan on getting some tone module of some
> kind
> but other than that what else do I need to make this puppy go? Are
> there
> any PD word processor/editors orterminal programs out there? Can I
> get
> 14.4k out of the serial port? (is it a standard serial port?) Help
> out a
> person getting re-aquainted with Atari. (I used to have a 1200XL years

> ago.)

I've been told that to use MIDI you'll really need anywhere from
1 to 4 megs of memory. So you'll need to figure out if your 520ST has a
RAM upgrade.

Yes indeed there are PD wordpro's and terminal programs. ST Writer (Atari
Writer for the ST) is one that works fairly well.

The serial port has a bug in it that doesn't permit true 14.4
perfomance, although there are various hardware hacks and software patches
that can fix the problem.

Later

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org

1056. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <72d_9504230011@tor250.org>
Source record: 167288

A > I have to agree with you on the 21M Flopticals! Do you think that the
A > 6.55 version of ICD Pro utilities will be able to handle the Zip
A > drive,
A > or will we have to hand feed them the parameters of the drive. As you
A > say the Zip drive is kind of new! Maybe so new that the specs aren't
A > included in the Pro Utilities, since they came out before the drive
A > was available.

I suspect someone will need to write some custom drivers for the Iomega ZIP drive because it comes in two configurations. One is a SCSI connection, which might be alright if you use a LINK or something. The other version of the drive will connect through the parallel port, and has a pass through so that a printer can still be hooked up to the computer through the same port.

The drive itself is light weight and can be easily be carried around with laptops. The price is around $300, and the 100 meg cartridges cost about $25.

It's a neat idea, I only hope is that it really works, and on more than just PC's and MAC's.

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org

1057. Re: conner Hard drives

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.4.00091FA2@cfcsc.dnd.ca>
Source record: 167289

acounis@lpnhp3.in2p3.fr (Stephane Acounis) writes:

>I had a Conner CP30100 (120Megs) and a technician at Conner France told me
>that parity was always enabled for the drive (could not change it even by
>software) and that is why I bought an AdSCSI+ from ICD.
I had to buy an AdSCSI also to get my parity enabled IBM SCSI drives working.
I should have waited for the LINK2, which will run those suckers into the
ground! (not a pejorative, rather - a compliment)
-ken

1058. Re: Samsung bashing

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199504202231.a21350@a2w.maus.de>
Source record: 167290

James Wood (jamesw@PEAK.ORG) wrote on 20.04.95:

[re Samsung products, disk drives ...]
>Samsung VCRs?
My Samsung VCR worked perfectly for about 2 years then the video head
broke :(

Now it makes a high tech bookshelf, much more useful actually :)

Ian_Taylor@a2w.maus.de The hidden secret of life is

1059. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: Koos_Kuil
Message-ID: <2f969bbe@f397.n282.z2.fidonet>
Source record: 167291

Hi Tom,

> As I've said before, Kim, the *delay* is because B&B are intent in making
> the best possible use of the DSP to make MagiC faster. Heidelberg merely
> insisted on releasing MagiC 3 before it was ready for the Falcon. And yes!
> I agree that this was a stupid move. There we go agreeing again! 8^)

The DSP for Multitasking??? This can be very interesting, i'm waiting
on a good multitasker for the Falcon since i did buy a Falcon and Magic 2.

Keep me informed :-)

Greetings,
Koos

--- JetMail 0.99beta18
* Origin: Willie's Atari BBS, Octopus Developement, Fido/NeST/FAN (2:282/397)

1060. Re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798370498@gen-off-3>
Source record: 167301

rcain@nest.demon.co.uk (Roger Cain) writes:

>Hamburgers and Coca-Cola "sell well" but I have not heard this being quoted
>as proof of their nutritional worth.
Nice analogy!

--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1061. Re: Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3n5aai$rl5@news.iesd.auc.dk>
Source record: 167302

In article <3mnupk$pf9$4@mhade.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
> Umm... we're not talking about DOOM here..
>
> We're talking about a "DOOM clone".
>
> Number of colors and resolution, and being *exactly* like the PC version
> don't have a whole lot to do with any kind of Atari version...
>
> I'd like to see *something* like DOOM on my STe, but I doubt I'm ever going
> to see a game that will run on an 8 Mhz computer in 16 colors that looks
> EXACTLY like the original..

Trust me. You won't.

It's more likely on the Falcon.

Keep Cool and Flying...

ChainXOR...

1062. Re: MagiC & Falcons?

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3n5apa$rl5@news.iesd.auc.dk>
Source record: 167303

In article <1995Apr13.160827.1862@cathy.ijs.si>, matija@sirius.ijs.si (Matija Grabnar) writes:
> In article <3mc4q8$hit@brachio.zrz.TU-Berlin.DE>,
> Andre Leistner <alpldbia@w255zrz.zrz.tu-berlin.de> wrote:
> >I've got a mail which explains how to get MagiC *3* running on the Falcon
> >without patching it. It's just a matter of configuration and of course, the
> >Falcon-specific hardware (sound system, DSP) is not supported. Everything
> >else is OK -- the mail says.
> >
> >Is anyone interested in a translation? ;-)
> Plase, do post it. And if you don't have time to do the translation,
> post the original, and we'll use our dictionaries.

YES YES YES do that!!!!!!!!!!

It will be less painfull waiting for the "real" Falcon-version, then.

:-))

Keep Cool and Flying...

ChainXOR...

1063. Re: Question about tape back Ups

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798371585@gen-off-3>
Source record: 167304

rhett@bigwpi.WPI.EDU (Rhett Shain Brown) writes:

>wondering what tape backup systems are known to work with the STe
>(mega4) and what software works well with them.

I had an Archive Viper 150 tape drive on my STe and Falcon. As the name suggests, it's a 150MB device, but can save 250MB on the right tapes, or more if the software supports compression.

For software, you can use tar/TapeBIOS (freeware), gemar (shareware) or Diamond Back 3 (commercial). I used the latter.

As it's a SCSI drive, you can use it with other equipment, I have used it with Mac and Unix too.

They're priced quite reasonably 2nd hand, as lots of Unix people upgrade to DAT.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==========
The above article is the personal view of the poster and should not be considered as an official comment from the JET Joint Undertaking
==========

1064. Re: Re^2: No More MACs...!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3n5blf$rl5@news.iesd.auc.dk>
Source record: 167305

In article <950415Z060004.202barheath@heathen.demon.co.uk>, barheath@heathen.demon.co.uk (Barry Heath) writes:
> In article <FDOUAEBJUP@galaxy.teuto.de>
> neptune@galaxy.teuto.de "Hendrik Mylius" writes:
>
>
> :
> :
> : I'll beleive that when it's THERE. Not a bloody second earlier.
> : <remainder edited out for brevity>
>
> This is one of the main reasons that set me into buying a Mac. GE Soft, the
> MagiC! team, ASH, and so many others seem to have fallen into the classic
> Atari trap. Devise a bloody good idea, do a feasibility study and if that
> comes up with a better than even chaance of success, announce it to the
> world as "imminent" When it doesn't appear, because it wasn't that easy,
> find "hardware incompatibilities", "inconsistent system faults", or any
> other technical bullshit you can think of to blame the delay on. With any
> luck, by the time you get the project completed, there'll be no-one left to
> sell it to anyway.
>
> I've seen and heard talk of the Eagle, the Medusa, MagiC3 et al for ages,
> but NOTHING has appeared. (sorry, one or two demo machines and systems have
> been shown halfway across the world)

There actually ARE some prof. people who's using MEDUSA's here in Europe.
MagiC3 is out for ST/STE/TT and soon in a native Falcon-version.

The EAGLE is also avaiable.

> IF the Eagle had come up at a
> reasonable price, I'd have bought one; it didn't, so I got the next best
> thing, a Macintosh. As far as I can see, it will do almost everything a
> Falcon can, and more.

It's quite obvious that you haven't got a Falcon, since there are actually some things where the Falcon is VERY capable. The Mac is good for normal productivity etc.

> I can put MagicMac into it to run "clean" Atari
> software, I can fit a 486 board for PC rubbish if I REALLY have to, and I
> can upgrade it to PowerPC as needed. What more do I need? (apart from a
> new printer :-))

Guess you're satisfied then :-)

> I would have much preferred to stay with Atari. I've always thought that in
> concept they were so much better than the rest. However, the realisation,
> the marketing, the backup, and the service were crap. The Mac and the PC
> succeeded because the public saw them as *Computers* (box of electronics,
> separate keyboard). The Atari seemed to be a glorified Spectrum. All in one
> box and why can't I plug it into the telly? The fact that at launch time it
> knocked the PC and the Mac sideways technically didn't matter. The
> impression was that it was a game console with a keyboard. The Mac got
> developed continuously, so did the PC and what did we get? The TT which
> tried to do too much and was too expensive and too late, then after ages and
> ages, the STe. Wow! No wonder they went down. The STe, if we are honest,
> didn't even match what the Amiga could already do.
> Now the Falcon has arrived (in the same clothes) and passed (for the same
> reason) and we're STILL crying about it.
> I'm going to keep my ST if the finances will let me. It's still a damned
> good computer, still easier than the Mac. It's just not quite good enough
> today.
>
> Probably the wrong place to have said all this, and I apologise for that. It
> finally got to me is all.

That's quite all right :-)

Keep Cool and Flying...

ChainXOR...

1065. Re: Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3n5bt7$rl5@news.iesd.auc.dk>
Source record: 167306

In article <Case.02mq@parkhead.demon.co.uk>, Case@parkhead.demon.co.uk (James Allcock) writes:
> Time for me to commit CyberSuicide $-)
>
> The chances of a Doom-clone anything close running on the STe seem remote...
>
> ...is it really possible to do the texture mapping?

It's possible but slow on a STe.

The Falcon is a lot more capable. 68030 at 16 or 32 Mhz and DSP56001 at 32 or 50 Mhz. 65536 colors on-screen.

> Something with the old-style 3D objects would work like Interphase...
>
> ...but surely not on the scale of Doom?
>
> On the Amiga, haven't they had to make the minimum config a 1200 (ie 020)...
>
> ...to get it fast enough?

DOOM on a 14Mhz 68ec020 ??? That also a bit too slow.

> Sorry about this! I love my ST for usability, etc, but had to buy a 1200...
>
> ...because I do like to play games and the ST just can't keep up anymore.

Try a Falcon with TOWERS II, it uses the fast DSP. :-)

> Or is it just lack of development leaving it way behind?

1066. Needed: 1040STe

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: laramary@eden.rutgers.edu
Message-ID: <3n5e73$ea1@er7.rutgers.edu>
Source record: 167307

I am looking for a 1040STe. Just the STE is all I need. Of
course, the more memory and higher TOS, the better.

Email me and we'll talk.

--
---	----All praise BOB!----
In the immortal words of Socrates, "I drank what?!"	The Church
---	---of the Sub-genius---

1067. Re: FTP at HENSA

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: vctec@westminster.ac.uk
Message-ID: <D7BwAE.8At@westminster.ac.uk>
Source record: 167308

Peter Kellogg (kellogg@ftsu00.ee.TU-Berlin.DE) wrote:
: Anybody know why one can no longer connect to HENSA from Germany???
: Have they changed the address? Restrictions? Anything?

Nope, nothing has changed....you can use micros.hensa.ac.uk, or
mic2-atm.hensa.ac.uk

IP addresses, respectively:
148.88.8.84
194.80.32.51

Hope this helps...(BTW there are restrictions on how many people can
get in via ftp)

Mail me to my personal address if you still have problems.

Thanx
Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

----->>>>>THIS MESSAGE FROM vctec@wmin.ac.uk<<<<<-----

1068. Re: Stoop

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3n5hi6$d8r@epsilon.qmw.ac.uk>
Source record: 167309

Simon Moore (smoore@chowgar.demon.co.uk) wrote:
: Does anybody know of an FTP site that carries Stoop for the Falcon ???

Why, HENSA of course. :-)

C'mon Simon, I thought you'd have more faith in me than that...

Danny
--
.signature.signature

1069. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: nino@mips.complang.tuwien.ac.at
Message-ID: <3n5kov$7lm@news.tuwien.ac.at>
Source record: 167310

Hendrik Mylius (neptune@galaxy.teuto.de) wrote:
: >I have _loads_ of Atari software, and it _nearly all_ runs under MagiCMac.
: >There are some hacks that don't work, and of course most games fail too.

: Which are most likely to fail under any other Atari-compatible system (Janus,
: Eagle, Medusa) as well.

I doubt this very much. Programs which will probably not run on MagicMac but
will run on Janus, Eagle, Medusa, GEMulator and STonX are for example those
that rely on some ST-compatible hardware (e.g. MFP, Shifter registers), or
write directly to the screen (many games) or simply are incompatible with
Magic's TOS `emulation' (I don't know if this ever happens). But A. Kromke
should be able to explain what kind of software should be expected to
run and not run better.

-nino

1070. Re: Hard Disk formattef

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950420085058.8482A-100000@moose.erie.net>
Source record: 167311

On 19 Apr 1995, Callum Lerwick wrote:

> Well, according to ICD, the last version of ICD utils to support SASI was ver
> 6.5.5, so I need the version of ICDFMT that came with ICDBOOT 6.5.5!

Version 6.5.5 is the latest (and probably last!) version of the
ICD hard disk utilities. So, if it still supports SASI, I would suspect
that ALL versions do!

1071. English Geminin 1.999

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: cad413@ccsun.strath.ac.uk
Message-ID: <3n5on4$nlv@rockall.cc.strath.ac.uk>
Source record: 167312

Is there any news on the English release of Gemini 1.999 yet?

AG
--
Alan Gauton Tel +44-(0)141-552 4400
Signal Processing Division ext. 2686
Dept. of Electronic and Electrical Eng. Fax +44-(0)141-552 2487
University of Strathclyde E-Mail ag@spd.eee.strath.ac.uk

1072. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3n5p7k$1ge@newsbf02.news.aol.com>
Source record: 167313

> IIRC, PinHead has nothing to do with Screen saving. It was a program
that
> allowed the setting of the Fastload bit on operative systems *prior* to
TOS
> 1.04. It isn't necessary for machines running 1.04 and upwards!

There may be a misunderstanding of what Pinhead does. It controls the way the OS handles fast loading, and is quite handy on any TOS version from 1.04 up. A Pinhead data file (PINHEAD.DAT) lets you determine which programs are not fast-loaded, and which ones get a different kind of fast loading -- how much memory is cleared.

One handy use of Pinhead is to make sure that the last program in the auto folder and the first desk accessory are loaded without the FL option. You do this by specifying those filenames in the PINHEAD.DAT file.

The only drawback I've seen in years of use of Pinhead is that it does not work with MagiC.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1073. Re: Unable to Contact CodeHead...??

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3n5peg$1i3@newsbf02.news.aol.com>
Source record: 167314

The CodeHeads have been inactive for quite some time, but do answer e-mail at codehead@genie.geis.com.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1074. Re: Booting TT in ST High

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3n5pjd$1jj@newsbf02.news.aol.com>
Source record: 167315

> Ok, I finally found a way to boot the TT in ST High rez.

I must be missing something, Troy. Or maybe you're not using NVDI, which lets you specify the boot resolution. (?)

Al Fasoldt, Systems Editor, Syracuse Newspapers

1075. Re: MagiC and ICD HD software

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3n5ppe$1ko@newsbf02.news.aol.com>
Source record: 167316

> What version of ICD is this, I don't recall a boot flag with 6.5.5...??

Robger,, any executable file has a set of flags. The problem with many flag-setting utils is that they won't let you change the flags of files that do not have the "official" executable extensions. Either changae the extension temporarily, or use NeoDesk 4, which has no such problem.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1076. Re: [HELP] Atari Laser Printer Cable

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <D7C5BG.EIE@freenet.carleton.ca>
Source record: 167317

The only way I know of to use your Atari laser with an IBM is to use an ST as a "slave". If you use the Atari driver (Diablo 630 emulation), apparently there is some way for the input to come in through the serial port and out through the DMA port to the printer. You would therefore send your text, output, etc., from your IBM through the ST to your printer.

I don't know whether this would work with LaserBrain (Epson 9-pin emulator) or not.

1077. re: conner hard drives

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: bm827@FreeNet.Carleton.CA
Message-ID: <D7C5q7.F2F@freenet.carleton.ca>
Source record: 167318

I also have a Conner that is "quirky".

When it is hooked up to an ADSCSI host adapter, I have to boot off a floppy to get it "recognized" the first time. After that, the drive will autoboot after a warm reset.

When I tried it with my Mega internal mini host adapter, the drive was not "recognized" at all.

Both of these host adapters are made by ICD and work perfectly with Seagate and Quantum drives.

The only "fix" I have found for the Conner so far is to "chain" it to another non-Conner drive or even to another non-Conner SCSI card (without the drive attached! - kind of a waste of a SCSI slot, though).

I have no explanation for this phenomenon.

1078. Re: Credits for Video Project

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3n5qqc$1dd@bs33n.staffs.ac.uk>
Source record: 167319

STIRRE31@MAINE.MAINE.EDU wrote:
: My friends and I are working on a video project and would like to
: be able to have credits at the end of it. Does anyone have a
: suggestion for a good program to use for the Falcon to do this?
: It merely should able to do scrolling text. Thanks for any help.
: -scott tirrell
: -stirre31@maine.maine.edu

Video Supreme was given away on a cover disk a while back (ST Review
disk) and it worked well on my Falcon, ok so its nothing as good as Scala
on the Amiga and can only handle ST LOW pictures, but it should work for
basic video titling needs (ie, read -very- basic).

RiCH

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

1079. Re: Stoop 1.04

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3n5rjh$1dd@bs33n.staffs.ac.uk>
Source record: 167320

Phil Hodgkins (phodgkins@cix.compulink.co.uk) wrote:
: out for are STOP104A.ZIP (full package) and STP_104A.ZIP (STOOP.PRG only).

ftp.cnam.fr
pub/Atari/Falcon/Utilities
stop104a.zip

-well- worth getting, get the full version for all the Install prgs etc.

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

1080. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798389191@gen-off-3>
Source record: 167321

ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>I would not say that Ease is crap. It has NEVER crashed on me and it has many
>nice features. It supports the AV Protocol, popup folders, multiple parameters
>per app, etc. etc.
But not environment variables! One of the most basic requirements for a
shell program, surely?! You have to reboot to change an environment
variable, that's stupid.

(Sorry to duplicate a CIX discussion here).
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==

1081. Re: Seek simple .WAV player for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: cs93dlh@lyn.dcs.exeter.ac.uk
Message-ID: <D7C9MI.3Ap@exeter.ac.uk>
Source record: 167322

In article <3m67em$8n6@prime.mdata.fi> contacts@mits.mdata.fi (Pekka Saarinen) writes:

> I would also like to see an drag&drop application, that plays (and maybe
> displays sounds (WAV, AIFF, SND, AU, DVS...). If that wonderful 525
> could be programmed to play the sounds also, I would be very happy.

Check out SuperSam 1.08 (SSAM108B.ZIP) at an ftp site near you. It does
all the above and more.

(New version due in a few weeks - currently rewriting help into an
ST-Guide .HYP file)

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT 1.12h2 * MiNT-OS 1.4.1 * MiNT-NET 0.70 * Minixfs 0.60pl11 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

1082. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3n5roq$1dd@bs33n.staffs.ac.uk>
Source record: 167323

AW Issue One was amazing, I've subscribed already but I also ordered the issue one cover disk but its yet to arrive... this was a week or two back now... anyone else got their disk yet?

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

1083. Re: Verdict on Atari World Please?

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3n5sk7$1dd@bs33n.staffs.ac.uk>
Source record: 167324

John Moon (johnmoon@pyromania.apana.org.au) wrote:
: As it is yet to surface in the land downunder, and today Friday is
: the release date in the U.K., well..... what's it like?

: How does it compare to REVIEW?

: If someone has the time, I'd like to see a reasonable in depth review
: of it.

The first thing to hit you about Atari World on the news-stand is the size of it. As most magazines have moved to larger than A4 (the American size I believe) and have a 'square' bound spine on them, Atari World seems very small and wimpy in comparison. Its on A4 print and stapled together, the three magazines are held by a plastic strip which isn't the most secure thing ever and due to the glossy covers of the magazines they can slip and slide out of the strip, indeed I know some people who never even got the extra magazines.

You get 3 magazines, Atari World, Atari Pro and ST Source. However both Atari Pro and ST Source are only around 15 pages in size, which makes you wonder if they can be counted as magazines in their own right. There is no cover disk, but they have a 'Reader disk' option, whereby if you like the sound of the software in that issue and on the disk you can order it for 2.50 sterling (it might be more if you live outside the UK). The contents of the first disk include mostly utilities like ST-Guide and various others, a nice mixed bunch but I think lots of people will have them already.

The layout and DTP work is identical to ST Review, even down to the screen grabs and photos in some cases. This isn't a bad thing however, sure it doesn't match the layout wizards at Future Publishing, but its cleanly presented, readable and well set-out. The font used is rather small sometimes but nothing a good pair of glasses won't sort out B-)

I might have seemed to be very critical so far, but please remember I am only talking about the cosmetic aspects of the magazine. The content itself is completely top-notch. There are 7 pages devoted to reviewing lots of nice and NEW public domain and shareware software, all with screen grabs where suitable. The News section is very good with lots of snippets that I've even not seen in these Usenet groups before. There are reviews of Cannon Fodder for the Jaguar, this is probably the only article that could have been left out, but its only a page and does have some nice screen shots. They preview Team a new football game (a demo of which is on ST Format this month, and bloody good it is too). There are also articles on the aspects of programming which is good, review of the Maxis drive, an 'interview' with Neil O'Nions of Compo (also the

published of Atari World). A -very- good Question and Answers section, a well drawn but rather unfunny cartoon strip ;) and lots of other things.

Another point in its favour is the amount of advertisements, there are loads of them all over the place! I think this is a good thing because I know for a fact that people do like to read the adverts and gaze over the hardware they dream about :) I for one purchased my new hard drive from an advert in Atari World that had not been printed in ST Format. Nice one guys!

All-in-all its a vital source of Atari information and well worth supporting, there must be around 115 pages when put together and they sure pack a lot into the first issue. Lets hope they can be consistent. It might look like a pull-out section from Computer Shopper, but its a damn fine magazine, you won't regret buying it.

Richard

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

1084. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.131.0009E9E3@ti.com>
Source record: 167325

In article <3n5p7k$1ge@newsbf02.news.aol.com> alfasoldt@aol.com (Al Fasoldt) writes:

>There may be a misunderstanding of what Pinhead does. It controls the way
>the OS handles fast loading, and is quite handy on any TOS version from
>1.04 up. A Pinhead data file (PINHEAD.DAT) lets you determine which
>programs are not fast-loaded, and which ones get a different kind of fast
>loading -- how much memory is cleared.

As of tos 1.04 up, you can set the fastload flag of a program using some file utilities. There are lots of such utilities around like MaxiFile, proginfo, flagset to name a few, which will do that. You do not need pinhead in this case but I read somewhere that pinhead does a better job at this (maybe it's pinhead doc itself).

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| 486DX33 8Mb 210M HDD
MCI Email: 4673356@mcimail.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1085. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504201405.AA05126@ilmen.lanl.gov>
Source record: 167326

In a previous article, neptune@galaxy.teuto.de (Hendrik Mylius) wrote:

> Hutch wrote:
>I have heard of a GFA patch in the works for MagiCMac but time will tell.
>
>Who told you that, ey?

I won't mention any names, but I think his initials were Hendrik Mylius.

:)

-Hutch- @ Fair Dinkum Tech

1086. Re: Toronto Atari show

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504201405.AA05129@ilmen.lanl.gov>
Source record: 167327

In a previous article, diehl@grin.io.org (Eric March) wrote:

> Fortunately, it is not Atari that is marketing the Jaguar.

Er... if it's not Atari marketing the Jaguar, then who is?

-Hutch- @ Fair Dinkum Tech

1087. re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504201405.AA05132@ilmen.lanl.gov>
Source record: 167328

In a previous message, rcain@nest.demon.co.uk (Roger Cain) wrote:

> RS> DOS 6.xx and Windows it leaves Ataries OS for dead, even John
> RS> Townsend stated that.
>
>Who the all-knowing JT?

Ah, the innoncence of youth. :)

JT, aka John Townsend, is none other than the 'TOS God,' a moniker he earned from leading the Atari TOS development team for the famous Rainbow TOS 1.4 (or more correctly, 1.04).

We owe a lot of the 'good stuff' on the Atari directly to John.

JT now works for a little start up company known as Taligent and he even pops in here, from time to time. <Hiyer, John>

-Hutch- @ Fair Dinkum Tech

1088. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504201410.AA05135@ilmen.lanl.gov>
Source record: 167329

In a previous message, kim@dksoft.ping.dk (Kim Andersen), wrote:

> there isn't any software for the Falcon either, because stupid
> software producers/distributers "FORGOT" to support it.

Oh, please... The above statement has got to be some of the most idiotic tripe I have EVER heard on the nets (and that's a lot)!

Do you REALLY think that Atari software developers 'forgot' to support the Falcon? Are you SERIOUS about this statement? Truly? Really?

Look, I don't know the Applications Systems gang (the MagiC developers) at all, but I can well imagine that they did -not- enter into business with the intention of losing money or, amazingly enough, specifically to antagonize Kim Anderson and other Falcon owners (such as myself).

If their software does not currently support the Falcon, you can bet it is NOT because they 'forgot' about the Falcon's existence. There were obviously some serious problems in getting MagiC to work with the Falcon. Rather than waiting until all those bugs were ironed out, they released the ST/TT compatible version so they could gather up some sales while working on the Falcon version. Remember, the Atari market shrinks a little more every day so it's important to get a _solid_ product to market as soon as possible. Like they say, time is money.

It is unfortunate that Systems Applications does not have your vast years of business and marketing experience to rely on, otherwise they might not have 'forgotten' about the Falcon. Yeh, right. ;-)

Do we need more Falcon-specific software? You betcha. No argument there. Can a software company make a decent profit developing and marketing a Falcon-specific software item? Maybe, but it's definitely risky business and getting worse every day.

> I'll get my PC one of these days.

I wish you would quit threatening us and just DO IT!

-Hutch- @ Fair Dinkum Tech (just another 'stupid' software developer)

1089. Re: Falcon + external SCSI

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3n5tho$1dd@bs33n.staffs.ac.uk>
Source record: 167330

Simon Moore (smoore@chowgar.demon.co.uk) wrote:
: I've got an external SCSI hard disk here that I can't sell so I'm going to
: hook it up to my Falcon. I know I need a SCSI 2 cable (or would just plain
: SCSI do) to connect but how do I get the Falcon to recognise it ?

: Any advice ???

Get a SCSI-II to SCSI cable, plug it in and reboot your Falcon.
AHDI will recognise the drive automatically and you can then install the
device from desktop as per usual. Well, it works this way for me and I
don't even use ICD PRO.

Richard

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

1090. Re: MagiCMac (was: emulator for the mac?)

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3n5vrr$2i3@percy.cs.bham.ac.uk>
Source record: 167331

djs@jet.uk (David Stevenson) writes:
>ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>>You need NVDI for MagiC Mac to be able to run in 16 and 24-bit.
>Is this shipping yet? It wasn't when I asked SysSolutions a couple of
>weeks ago.
>
>And for some reason the "thousands of colours" display on my Mac is
>15-bit, not 16. This is native mode, not specific to MagiCMac. Any
>idea what they did with the other bit?

That's quite a common thing to do so that you get a uniform number of
bits for each channel. The ET4000 version of NVDI has 15, 16 and
24-bit modes so I guess that NVDIMac will have something like it as
well.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

1091. Re: Booting TT in ST High

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <3n62q6$bjl@batph8.bnr.ca>
Source record: 167332

In article <3n5pjd$1jj@newsbf02.news.aol.com>,
Al Fasoldt <alfasoldt@aol.com> wrote:
>> Ok, I finally found a way to boot the TT in ST High rez.
>
>I must be missing something, Troy. Or maybe you're not using NVDI, which
>lets you specify the boot resolution. (?)
>
>Al Fasoldt, Systems Editor, Syracuse Newspapers

Well, I don't know much about using NVDI, but I do have it. The thing is that with MiNT, ST High is just fine since it is mostly text based and MintX needs ST high (although I have heard of people using TT high). So use Superboot (like you mention in a previous post) with a mostly correct display, I have the machine *BOOT* in ST high. I am talking right as the computer powers up (I have tried the NVRAM programs, they don't seem to make a difference in how the machine boots, plus they are in German so maybe I don't understand what I am doing). So, My HD drivers have the screen in TT Medium, then my first autoprog puts the display in ST High, followed by Superboot configured correctly for an ST high screen. The autoprogs I select then run in ST High (mostly TOS Fixes and TSR program welcome screens). When my desktop comes up, it is in whatever resolution in which I created NEWDESK.INF.

The best side effect is that if I choose MiNT to start up (not Multitos, because then the above applies when the desktop comes up), the screen is still in ST high, perfect for running MiNT-X.

Since I just bought my TT less than a month ago, there are many things I don't understand about it, or the software that came on the Hard Drive.

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

1092. FS: Atari ST HW and SW

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: wgg@col.hp.com
Message-ID: <3n63d7$nev@nonews.col.hp.com>
Source record: 167333

Atari hardware and software for sale. Make an offer.

$125.00 takes it all.

W. Grant Grovenburg
(wgg@col.hp.com)

Atari hardware stuff:

Atari 520 STfm with 1 mg RAM, internal 720K floppy, 1040 motherboard
OS version 1.2

354 single sided floppy drive

354 single sided floppy drive, read only

Software:

Laser C + Laser DB

Electronic Courseware Systems Midi-Musicware Series: Keyboard Chords
(by G.D. Peters) (orginally $64)

Keyboard Intervals(by G.D. Peters)

Quick ST II + Quick Tools v.1
NEOchrome
Compute! - Atari ST disk 6/87 Vol 2 n3
Start
Aerco easieST RAM Utilities Ver 1.0

Mean 18
Dungeon Master

Magical Math 1
Spelling Bee
1st Math (Stone & Assoc.)
My Letters & Numbers (Stone & Assoc.)

1093. Re: .GL animation viewer for ST/TT/Falcon/NOVA Card???

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDUQACEOUP@galaxy.teuto.de>
Source record: 167334

In <3mkrik$nbm@news2.delphi.com> DOMINGO@DELPHI.COM wrote:

>I've got a .FLI/.FLC player, a .DL player (no .DL files though), but I
>can't find a .GL player.
^^^

Hmmh, that reminds me of s. th. I think she was called "Mandy" ...

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1094. HardDrive Q&A

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: Jackdeth@cris.com
Message-ID: <3n66da$4oo@warp.cris.com>
Source record: 167335

I want to buy a new hard drive for my ST. I used to have an 80 meg seagate, but sold it some years ago. I haven't checked into drives to use on the ST for some time. I want a complete unit I can just plug in and use that is in the area of 100 to 200 Meg. What are some reliable HD set-ups being sold for the best price?

Jack Deth

1095. Atari Show Reports Wanted for CAIN

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <3n66qm$qlk@usenet.INS.CWRU.Edu>
Source record: 167336

Atari Show reports are requested for upcoming issues of CAIN.

If anyone has written any reports on the Toronto Show or the Sacramento Show (after it's held, of course :) please submit them to CAIN.

CAIN is a free monthly ASCII newsletter published and ditributed on the internet and other online services for the benefit of all Atari owners. For more information send e-mail to the submissions address below or check out our WWW homepage:

http://ace.cs.ohiou.edu/personal/mleair/cain.html

Send submissions to:

aa338@po.cwru.edu

Thank-you...

Mark Leair
CAIN Publisher
--

1096. Want a color 1040ST? $200 OBO...

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: shreeve@flour.ee.byu.edu
Message-ID: <3n5t1d$319@mint.ee.byu.edu>
Source record: 167337

Does anyone out there want to pick up an extra Atari 1040ST? I've got one that I haven't used in quite a while. It's in great shape and comes with the standard color monitor and some extra software as well as all the cables, etc. I'll sell it for $200 or what ever best offer I get...

Give me a call if you're interested. Steve at (801)375-7655. Leave a message if I'm not here and I'll call ya back...

1097. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: smithic@cix.compulink.co.uk
Message-ID: <D7CLso.J05@cix.compulink.co.uk>
Source record: 167338

In message <FDTPEABTUP@galaxy.teuto.de>, neptune@galaxy.teuto.de said:

> Linux should work on Falcons, too. You'll definetely need the FPU,
> though. But that's not too much of a hastle to install.

I can't get it to work on my machine. I have IDE but _no_ SCSI. I believe
that adding a SCSI unit solves the problem, but I do not intend to buy one.
This applies to the latest patches, including the CD one.
Regards,
Ian.

1098. re: st fan question

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Apr20.101236.255@genrad.co.uk>
Source record: 167339

In article <1112rcain@nest.demon.co.uk>, (Roger Cain) writes:

] On 13 Apr 95 Gustavo wrote:
] GC> I have a Mega 4 and an ICD FA-ST hard disk drive box, which I
] GC> use for music applications, and frankly, the combined noise their
] GC> fans is getting on my nerves. The question is: how unsafe is it to
] GC> disconnect the fans? The more annoying one is the one on the hard
] GC> drive, but it seems to me that nothing there gets warm at all; I am
] GC> somewhat less sure about the computer itself. Has anyone tried
] GC> this? Thanks un advance for any tips.

This subject has come up in this newsgroup several times, and I
feel I must make some comments about it.

] Electronics is usually safe up to 50 deg. C. You could stick a
] thermometer on the HDD and onto the processor chip of the Mega to check.

The above is a bit of a sweeping statement. In fact, the junction of
a bipolar transistor will work up to about 150 degrees C, although I wouldn't
recommend operating it that hot. Most commercial ICs are rated to work at
85, or sometimes 125.

A thermometer could be used as suggested above, but it wouldn't
necessarily be the processor that is the problem. Other ICs, particularly
driver chips, may get hotter. The hard disc itself may be affected by high
temperatures. The power supply is sometimes the most vulnerable part.

In general, think of it this way: Electronics companies go to a
good deal of effort to make their products as cheap to make as possible.
This will even encompass searching for a component that may be just 1 cent
cheaper than what they're using. Hard drives and computers are sold in their
millions. A 1 cent saving makes a lot of difference millions of times over.
An electric fan, however, costs several dollars. If they make 1 million disc
drives, they're not going to spend several million dollars putting fans in if
they're not really sure whether it is necessary or not!

Conclusion - if you want a reliable machine, leave the fan in.

] At one time I saw a simple circuit using a thermistor which would only
] switch on the fan if the temperature was getting too high. A lot depends on
] the ambient temperature so don't do anything drastic until you have checked
] the electronic temperatures on a warm day!

You could do this, but how do YOU know where to place the thermistor.
That is, do YOU know what part of the whole circuit is most likely to fail
at a high temperature. It won't necessarily be the hottest bit.

Sorry to dampen your idea, but if you want to keep your computer,
I'd leave it alone! And for all the people who are going to reply to this
saying "I took my fan off and everything works fine", I say, "Good, I'm
glad it's OK... at the moment. It doesn't mean everyone's will be though."

Paul Hills

1099. Re: Magic for Falco

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199504201929.a38410@ms.maus.de>
Source record: 167340

In article <FDSAEFUUUP@dksoft.ping.dk>, Kim Andersen (kim@dksoft.ping.dk)
wrote:
>>> Rumors is known to be Heidleberg causing the delay. I think they demanded
>>> an ST/TT release before the Falcon release... Totally stupid!!
>>
>>Er... not that it really matters in the long run but considering how many
>>more ST/STe/TT machines are in existance compared to Falcons, why do you
>>think this was a stupid idea? I would have done likewise.
>
>Perhaps you would, if you're going to base you company on old machines. But
>while 2B and Heidleberg are dumping program for the old machines, people
>on the Falcon, (and newer Tos compatible machines) are going away from the
>market, which means while Hedleberg has supported a bunch of old machines,
>they never manage to support newer, and their company will eat itselves from
>behind, (if you know what i mean).

(1) They have clearly said that Falcon support is on the way. Just because
they released a version without it doesn't main that they aren't working
on it.
(2) The number of Medusas sold is a nearly neglectable market. And the
Eagle developers claim to be TT compatible, so MagiC should run right
away.

1100. re: question about tape back ups

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1207rcain@nest.demon.co.uk>
Source record: 167341

On 20 Apr 95 Rhett wrote::

RS> wondering what tape backup systems are known to work with the STe
RS> (mega4) and what software works well with them.
RS> personal experience, technical advice, etc etc are all welcomed.

My kit is a 1Mb ST but I reckon the m/cs are close enough for my experience to count.

I have a Supra host adaptor and recently bought a used Archive Viper 2150S streamer. It says it holds 150Mb but contacts have said the is no bother if you use the longer 250Mb tapes.

For s/w I have tried Diamond Back 3 (Hi-soft about £40) and GEMAR (Shareware).

While I prefer the user interface of DB3 it has given me some problems, mostly timeouts while searching for tapemarks. GEMAR ddoesn't give this problem.

DB3 has only one streamer feature which the user can modify, the ability to do "immediate" commands. Apart from this the s/w appears to try to be clever and work out the best way to drive the device. By contrast, GEMAR has set-up files for different streamers which allow user tailoring of most of the important parameters.

I have talked to Hi-soft about the DB3 probs. and they were surprised I was having trouble with such a common streamer as the Archive. Maybe the trouble is in the h/a. I haven't taken the investigation further as I am now quite happy with GEMAR which, weekly, backs up 68Mb in 25 mins.

Roger
rcain@nest.demon.co.uk

--

1101. Re: TOS 1.0 on disk (Was: Re: Teradesk w/ TOS 1.00.)

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDUBFBUUUP@dksoft.ping.dk>
Source record: 167342

In <9504181324.AA04405@ilmen.lanl.gov> Hutch wrote:

>In a previous article, gary.ratliff@starnetbbs.com (Gary Ratliff) wrote:
>
>> I just received a copy of TOS 1.0 on a 360 k disk. This loads and works
>> however it also uses up quite a bit of room. This is a curisoty as the
>> TOS on disk was only with the very earliest 520 ST systems.
>
>
>Hmmm... so you have a pirated copy of TOS 1.0 on disk, eh?
>
>Calm down, calm down. I'm not gonna preach. I doubt if even Atari cares
>much how that old buggy TOS executable gets passed around. Unless they
>get the idea there is $$ to be made (or lost), that is. ;-)

They don't even care about Tos 2.06, so why bother with 1.0

>
>Anyway, why does it seem curious that it takes up a lot of room? As I
>recall TOS 1.0 used about 200K of the 512K that was installed on the
>original 520ST boxes, correct? And it loads right into RAM, of course.
>

Yep!

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

1102. Re: Magic for Falco

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDUBFBUXUP@dksoft.ping.dk>
Source record: 167343

In <9504181321.AA04399@ilmen.lanl.gov> Hutch wrote:

>Brilliant deduction there, David. Of course that's what I meant.
>
>But you still haven't answered my question. Why do you think it was a
>stupid idea to develop Magic for non-Falcon machines first? You don't
>have to LIKE that decision, of course, but I think it was wisest.

I think it was me saying it was stupid, and i didn't mean it was stupid
to develope Magic for a non-Falcon machine. It's stupid not developing
Magic for the Falcon, and then make it backward compatible, _IF!_ it's
needed, (which it probably is for an start).

>
>Or do you really believe that there are more Atari Falcon 030 machines
>out there "in use" than all other ST/STe/TT machines?

Thats not the point Hutch, (you should know by now).
I got no exact details of how many Falcons has been sold, but who do you
think are going to carry the Atari computers out in the future, (if there
is a future ofcouse) ? It's not going to be ST users, thats for sure.

Many ST users sold their old machines to buy an Falcon. What do you think
is going to happen, when the old ST is getting the support. I'll tell you.
The Falcon owners will simply change platform, cause they're not going
back to an ST, and there is no reason to stay with the Falcon anymore.

Insted 2B could have chosen to develope Magic for the Falcon, and perhaps
some new Falcon owners would appear. And if there was a need for it, they
could have made an ST version as well, (if they really needed the money).

THATS how anyone else would have developed software, if they cared ofcouse!

If there isn't a future at all, then it really doesn't matter what machine
anyone is developing for.

>
>If so, methinks you have been seriously misled by someone's propaganda.

Okay Hutch, perhaps it's time you tell us how many Falcon owners is out
there, cause you sound like you got the number ? Otherweise your argument
doesn't hold it's state.

>
>Er... IMHO, of course. ;-)

I sure hope so.

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

1103. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDUBFBVAUP@dksoft.ping.dk>
Source record: 167344

In <199504170617.a10862@wi2.maus.de> Julian Reschke wrote:

>>Rumors is known to be Heidleberg causing the delay. I think they demanded
>>an ST/TT release before the Falcon release... Totally stupid!!
>
>Rumors are just that: rumors. Application Systems Heidelberg decided not
>to wait for the Falcon version, so that the release for other systems
>wouldn't be delayed any *further*.
>

Perhaps you're right. But there should never have been a ST/TT version
before a Falcon version.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

1104. Re: Falcon DSP modem?

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDUBFBVDUP@dksoft.ping.dk>
Source record: 167345

In <199504170301.a20709@iz.maus.de> Ole Pahl wrote:

>PH>I don't know what typical processor commercial modems use, but if it's
>PH>more powerful than a 56001 at 32MHz it must be quite something!
>
>ZyXEL uses 2 TMS320 DSPs in their 19k2 modems which aren't as powerful as
>56001s by far, I think.
>

As far as i know, there is only 1 DSP chip in my Zyxel. I could take a
closer look ofcouse, it's just that i see no need of 2.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

1105. Re: Barracud, was Re: TT Specs?

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDUQACFTUP@galaxy.teuto.de>
Source record: 167346

In <macdonald.1.00134159@cfcsc.dnd.ca> Ken Macdonald wrote:

>neptune@galaxy.teuto.de (Hendrik Mylius) writes:
>>Did they say anything about a possible release-date? S. th, like Summer or so?
>>But stating the YEAR as well :)
>Yes Hendr!K, they said summer/late summer 1995.
>yes, 1995
>(does that mean this year?)

If they don't use their own calendar, yes ;-)

Bye.

/Hendr!K/
(still sceptic)

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1106. Re: FILE/ITEM Selectors..

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3n497j$dln@golem.wcc.govt.nz>
Source record: 167347

In article <D768tu.F3n@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>>Well untill one of you come up with some of the better features
>>that UIS III has I am staying with it...
>>
>>The other problem is most of the other File Selectors are writen in 'C' and
>>are very large like 170k, UIS III is only 34k and the ACC to call it is only
>>423 bytes.....
>>
>>
>>So can any one write a good File selector that is better than UIS III, not just
>>in one or 2 ways but all ways and works in all Atari resolutions.....
>
>Instead of answering each item - let's just say that the above is a load of
>nonsense, as I'm sure most readers of this message would realise.

Sounds to me that you can't read...

Please tell me why are all your replies so very short, does it hurt to
type,? or are you just lost for words, or did the truth bite home..?

No Ofir I do post FACTS, please take the blinkers off...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1107. Re: MagiC and ICD HD software

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3n49cp$dln@golem.wcc.govt.nz>
Source record: 167348

In article <3mu4oj$g4n@newsbf02.news.aol.com>, alfasoldt@aol.com (Al Fasoldt) writes:
>>: Anyone able to get MagiC and the ICD software to coexist?
>
>> No problems whatsoever from day one!
>
>Thanks, Steve. I've now found that on my ST, there is no conflict if the
>ICD boot software's MiNT flag is set to GLOBAL. Otherwise, I get bombs on
>the ST under MagiC.

What version of ICD is this, I don't recall a boot flag with 6.5.5...??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1108. Re: Teradesk w/ TOS 1.00.

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3n49kv$dln@golem.wcc.govt.nz>
Source record: 167349

In article <9504122134495983@starnetbbs.com>, gary.ratliff@starnetbbs.com (Gary Ratliff) writes:
>On March 31,1995 S. P. Taylor wrote:
>
>ST>Incidentally, how do people whose TOS is disk based get on with magiC?
>ST>do they still need to use the TOS disk or not? I would hope/expect not.
>
>I just received a copy of TOS 1.0 on a 360 k disk. This loads and works
>however it also uses up quite a bit of room. This is a curisoty as the
>TOS on disk was only with the very earliest 520 ST systems.

This is correct, that is why you can't use TOS on disk to run some of those old games, TOS is sitting in the same place as the game would load... .

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1109. X-10 Controllers

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: zap@eskimo.com
Message-ID: <D7B5L1.LB7@eskimo.com>
Source record: 167350

I spotted some X-10 controllers down at the hardware store but I see no way to hook up a computer to them. Do I have to hack the case to make them externally controllable? Any info appreciated.

--

Randall Dale Spreadborough <zap@eskimo.com>
PGP v2.6.2 Public Key Available by Request

1110. Aamdeus - Music Writing Software - info required

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: gnaa38@aero.gla.ac.uk
Message-ID: <gnaa38.798377074@aero.gla.ac.uk>
Source record: 167442
Cross-posted to: comp.sys.atari.st,rec.music.compose,rec.music.makers,rec.music.marketplace

Has anyone heard of this software for the Atari ST?
Who produces it ?
Where can i get it in the UK?
How much does it cost?

Thanks for any info.
--
Paul Porcelli
E-Mail: gnaa38@aero.gla.ac.uk

1111. Re: Aamdeus - Music Writing Software - info required

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D7CpB1.883@cix.compulink.co.uk>
Source record: 167443
Cross-posted to: comp.sys.atari.st,rec.music.compose,rec.music.makers,rec.music.marketplace

Amadeus V1 is (or was when I downloaded my filelist) available from good old HENSA in micros/atari/tos/o/o122

Hope this helps

Steve

1112. Re: re^2: magic & falcons?

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDUMEIUZUP@dksoft.ping.dk>
Source record: 167444

In <1184dbrewood@nest.demon.co.uk> Daron Brewood wrote:

>Yep, one day though.....

I'm starting to doubt 8)

>
> KA> get my first PC in a few days. Hopefully it doesn't mean i'll change
> KA> over, but again, we have to wait and see 8-)
>
>Best of luck with getting to hate it.
>

I already hate it.. Nah, i did hate before i got it, but to be able to run
a decent Internet application i need this machine, (Internet In A Box).
Unfortunatly it also means i got to run Windows, which is one thing i
really hate.. But i'm used to live in hope, so maybe someday this application
will be made for OS/2.

I'm not trying to convince anyone that the PC is good.. It's just damn
easier to get software, (read, support), insted of this Atari thing. But
as far as the Atari goes, i've stopped hoping for anything. With programmers
and software distributers like 2B and Heidleberg, it's waste of time hoping
for anything.

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

1113. Re: Magic for Falco

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDUMEIVCUP@dksoft.ping.dk>
Source record: 167445

In <9504191429.AA04681@ilmen.lanl.gov> Hutch wrote:

>>Perhaps you would, if you're going to base you company on old machines.
>
>No, I would be basing my company on the goal of trying to make a profit.
>Once some cash flow was enabled, -then- I would try to expand my software
>to make it compatible with machines that have a lower installed user base,
>such as the Falcon.

But it's a business which is doomed from the start, so why do it like that ?

>
>If the software could be made to be Falcon compatible from the start, then
>obviously that would be the ideal way to go; but that's not always feasible.

The other way around is normally the way to do it, but i guess i would be
kidding myself trying to convince an Atari market about that.

>Well, methinks your analogy is a bit weak here. There are enough machines
>in use in any ONE of these categories (286, 386, 486) for a company to
>theoretically survive by supporting that machine alone (not that they
>would want to, of course, but it's possible). There simply are not enough
>Falcon030s in use to support a single-product company for very long.

Ofcouse it's possible, but why do you think nobody is doing it like that.
As you said, it's a matter of profit. There is NO profit in making an
application for a 286, but there is profit in making an application for
a 486/pentium. And making it backward compatible means more profit.
And it'll also make people upgrade their hardware!!!!
Anyone who can't understand this got a really bad problem.

>
>This is all academic, anyway. Companies will frequently do something that
>the user doesn't like or does not understand but there is often a very
>good reason for it and usually it's profit based. That's business, ya know?

Ofcouse, and there is alot of things out there i don't agree with. But
it doesn't mean i have to agree. And when i don't, i usually say so. (don't
ask me why.. I guess thats how i'm build 8)).

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

1114. Re: Seek simple .WAV player for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDUMEIVFUP@dksoft.ping.dk>
Source record: 167446

In <D78EMq.10B@exeter.ac.uk> D.L.Hastings wrote:

>1.08 has a few bugs, but a new version will be released in a few weeks that
>fixes them all and adds new features too.

And we are really looking forward to this, (specially the bugfixes 8-)).

>
>SuperSam is shareware.
>

Thats the spirit!!

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

1115. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDUMEIVIUP@dksoft.ping.dk>
Source record: 167447

In <FDTPEABZUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM> >I can get a Full Pentium for that price and with CD Rom and with Monitor..
HM>
HM> Go ahead, buy one and get lost forever.
HM>
HM> >And for a outdated machine and a Buged OS who are you trying to kid...
HM>
HM> As if the combination of MessDOS and WindoZe would've less bugs. ROTFL.

Come on Hendrik.. At least there is alternatives, which is one thing we
can't say on our Atari. And have you btw. ever heard of OS/2 ? I guess not
otherweise you wouldn't be trying to flame Roger like that.

HM>
HM> Whom ary YOU trying to kid?
HM>

No need to kid anyone. You obviously don't know enough about PC's.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

1116. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDUMEIVLUP@dksoft.ping.dk>
Source record: 167448

In <3n31cc$anh@hpg30a.csc.cuhk.hk> Malcolm wrote:

>I can't believe anyone with some computer knowledge will say that Windows is
>good.

Which i guess he didn't.

>Did God ever said that the best seller is the best????

Why involve God in this.. He don't even got a computer.
God didn't even make the statistics. Let 'em speak for themselves.

>The fact is just a matter of marketing.

Wrong, and this is were ALL atari users are getting this wrong. The fact
is just a matter of available software. You buy your computer from what your
personal needs says. And it's very limited when talking about Atari computers.

>
>I do have a 486 and use it everyday, just because I can get softwares easily.

Here, you just said it yourself. Would you have bought a PC if you could
get the same software for the Atari ? I guess not! Thats what this is all
about!!!!

>I have never believed that windows is in anyway good.

And nobody disagree with you.

>
>Right, the st is outdated. But that doesn't mean windows is good.

Windows is shit, but it's an alternative, which is what we can't say about
the Atari.

>I think you have been talked about by some other guys beforehand
>in this news group. You want some more???
>

Roger may have been abit unlucky in his statements, but this time he hit
the bullseye. And i agree with him on this one. (Don't let it happen again
Roger, i may be flamed for this 8)).

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|

\--/

1117. Re: ST Fan question

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3n6qnf$s9o@golem.wcc.govt.nz>
Source record: 167449
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <3mulq9$irl@hasle.oslonett.no>, hallvart@oslonett.no (Hallvard Tangeraas) writes:
>Gustavo Comezana (gustavo@dent.uchicago.edu) wrote:
>: Hi there!
>: I have a Mega 4 and an ICD FA-ST hard disk drive box, which I
>: use for music applications, and frankly, the combined noise their fans
>: is getting on my nerves. The question is: how unsafe is it to
>: disconnect the fans?

>What about using those thermostat circuits that speed up or down the fan
>accoring to the temperature inside the machine, instead of running it
>at full speed all the time? I know they have those for PCs, and it's a
>simple affair. Find one that runs with the voltage of the fan.
>Anyone know any *specific* circuits that work with the Falcon?
>(don't reply to me, I don't even have a Falcon, just a humble STE).
>Hope this helps.

A far better method is to use a small fan in a out side room and feed the Air via a duct, plastic or paper bendable tubing, this could be used to feed many machines...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1118. [HELP] Atari Laser Printer Cable

Newsgroup: comp.sys.atari.st
Date: 1995-04-20 00:00:00 UTC
From: "Thi X. Nguyen" <tinguyen@aimnet.com>
Message-ID: <3n5593$4g2@aimnet1.aimnet.com>
Source record: 167450

Dear ATARIans,

Does anyone figure out how to make an Atari Laser Printer (for Atari ST4 computer)
work on non-Atari computer ?

I was given an old Atari Laser that has a 37-pin female connector and I can't find
an adaptor that would connect it to my PC's 25-pin parallel port. (see attached)

Thanks a million.

: Unfortunately, even if you have the pinouts for what sounds like an Atari
: ACSI DMA port connector, it will do you little good.
:
: The Atari laser printers were the first to use the _computer's_ memory to
: raster the printed page, as opposed to having memory installed in the
: printer itself. Translation: Atari laser printers are directly compatible
: with nothing else in the world but an Atari ST/STe/TT computer with the
: proper GDOS driver software. Unless you have the time and motivation to
: write your own driver, and I have _no_ idea where the information one
: would need for that would still be available.
:
: However, just in case, you might ask your question in comp.sys.atari.st;
: it's possible (though unlikely) that someone else has figured out how to
: make an Atari laser printer work on a non-Atari computer.

--
Thi X. Nguyen, | A mind is a terrible thing to waste.
Student, EE |
San Jose, CA |
tinguyen@aimnet.com |

1119. Re: Need MagiC for ST info

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.139.000E8621@ti.com>
Source record: 167151

In article <3n8q91$mps@newsbf02.news.aol.com> alfasoldt@aol.com (Al Fasoldt) writes:

>It comes with Magxdesk (unless 2.5 is different in the way from 2.0, which
>is the version I have), which is a serviceable desktop.

What is Magxdesk like? Are there features like those on tos 2.06 (icons on
desktop etc)?

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| 486DX33 8Mb 210M HDD
MCI Email: 4673356@mcimail.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1120. SCSI on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: kellogg@ftsu09.ee.tu-berlin.de
Message-ID: <3n8er5$37q@brachio.zrz.TU-Berlin.DE>
Source record: 167152

Hi folks!

Question: is it true that SCSI drives operate slower on a Falcon than
on other computers? And if so, why?

Regards

Peter
--

Peter Kellogg . (LRE-Project ONOMASTICA Prof. Fellbaum)

Institut fuer Fernmeldetechnik | e-mail: kellogg@ftsu00.ee.tu-berlin.de

1121. Re: "doom" clone - here is some more info

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3n9311$ctl@golem.wcc.govt.nz>
Source record: 167153

] Owners of PC's will be diappointed with SubStation, but considering that
] modern PC's are 10-20 times faster than a STE/Falcon (according to the
] makers of SubStation) I guess this is as good as you can get.

Hey, a Wolf-3D clone is good enough for me, just along as it's a good game
I can take out my frustrations with reality on!

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

1122. Re: "doom" clone - here is some more info

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3n9337$ctl@golem.wcc.govt.nz>
Source record: 167154

```
] Atari made a big step backwards when they brought out the ST, they should h
] gone for the Mindset Computer that they had the option on...
]
] The Mindset was a king of PC type clone with great graphics...
```

For gods sake Roger, if you hate the ST so much, why don't you get a
PC or RISC computer that you tell us all about so much!?

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

1123. Re: Read write Atari ST disks on PC?

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.140.00105F30@ti.com>
Source record: 167155

Hi Shannon,

>I'm looking for a DOS program that will read and write Atari ST DD disks.
>Does anyone here have
>any suggestions? I'm also looking for a Atari ST utility to read and write DOS
>disks.

This should be in the Atari FAQ.

IICR, there is a program called ST2DOS.EXE that will make ST formatted
diskettes readable on DOS machine. I however do not recommend this method, as
it actually modify the boot sector of the diskette, which IMO is dangerous.

ST can read any DOS disk as long as it's DD. Just pop them into the ST drive,
you do not need as utilities. For best compatibility, format your DD disk on
an PC. This is because DOS machine needs to have special bytes in the boot
sectors to read, while ST don't.

If you want ST2DOS try one of the Simtel CDROMs.

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| 486DX33 8Mb 210M HDD
MCI Email: 4673356@mcimail.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1124. Linux ST

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: mwegner@dial.illinois.net
Message-ID: <3n9fkq$6qp@spruce.cic.net>
Source record: 167156

I didn't realize Linux was available for the ST... where might I be able to FTP it from??

(any direct mail can be sent to ben Kamen c/o mwegner@dial.illinois.net)

- Ben Kamen

1125. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798467573@gen-off-3>
Source record: 167157

sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:

>I stoped using NEODESK 4 after 3 days, it was also far to slow to load and
But you only load a destop once! Ease takes _much_ longer anyway, if you
allow it to check for fonts.

>has bad memory fragmentation problems, even with the patches...
I haven't had memory problems, but I have had problems with it bombing if
you close seven windows at once :-(Luckily, that's not something I do
very often.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==

1126. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504211403.AA05820@ilmen.lanl.gov>
Source record: 167158

In a previous article, kim@dksoft.ping.dk (Kim Andersen) wrote:

>2B could have chosen to develope Magic for the Falcon [and] they could
>have made an ST version as well, (if they really needed the money).

Hahahaha... what Atari developer does NOT need the money? :)

>THATS how anyone else would have developed software, if they cared ofcouse!

If they cared? About what? As a business they care about being successful.

>If there isn't a future at all, then it really doesn't matter what machine
>anyone is developing for.

Bingo! The light dawns. But of course there is a future... it's just not
likely to be the one people (Atarians) would prefer. ;-)

>Okay Hutch, perhaps it's time you tell us how many Falcon owners is out
>there, cause you sound like you got the number ?

No, of course I don't have THE number of Falcon owners. No one does (even
though I think I've got a good idea). But it shouldn't take a rocket
scientist to estimate there are more ST/STe/TT machines in use than there
are Falcon030's. Ask others for their opinion, if you wish. I don't care.

However... I DO care when you start calling Atari developers stupid and
try to blame them for the current and future state of the Atari market.

I use the term 'IMHO' frequently in my posts. I suggest you do the same.

-Hutch- @ Fair Dinkum (really tiring of this idiotic thread) Tech

1127. Re: Spectre GCR vs. Mac SE

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <17387ADA1S86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 167159

In article <3n8mjd$m08@newsbf02.news.aol.com>
sonicsin@aol.com (SonicSin) writes:
> . I would like to
>determine whether it would be better for me to buy one of these(used MacSE) or
>one of the many used Spectre GCR systems I see advertised . . .
> . . . I would
>like to be able to run are: Word 5.1a, Excel 4.0, Canvas 3.5, Filemaker
>Pro 2.1, Quicken 5.0. Can I run America Online software with GCR?
>- Steve

My advice: Get the used Mac SE. My reasons for this are:
1) Gadgets by Small, manufacturer of Spectre GCR, has declared bankruptcy and no longer supports the product.
2) Although I understand that Spectre GCR was very stable on older STs, I have experienced problems on my Mega STe, and I have heard from others who also have experienced problems with STe's. Mainly, there is a problem with reading and writing Mac disks. I and others have found that the only semi-reliable way to get Spectre GCR to read and write Mac disks is to format a disk in Mac format before launching Spectre GCR application and going into Mac mode. Some technical reason for this having to do with differences between ST's and STe's that makes Spectre less compatible with STe's (although I have heard some say that they had NO problems with Spectre GCR on STe's, so you figure!). Also, many people, including myself, had a very hard time installing Spectre GCR on their STe.
3) Spectre GCR only supports Mac System/Finder 6.X, not system 7.X, and most of the new software requires system 7.
4) Spectre GCR only supports 750k disk drive, not 1.44mb disk drive. Most new software requires 1.44mb drive. You can get around this by compressing files with such software as Stuffit Lite, but believe me, it's a hassle.
5) Spectre is just an emulation, albeit a pretty good one, so you will experience the inevitable bugs.

Having said all of that, if you can get a used Spectre dirt cheap and you don't mind taking a chance and experimenting, I say go for it. I personally use older versions of Mac software like Word 4.0 (my company has a licencing agreement with Microsoft that allows me to put a version on my home computer.) I can then write files back and forth between my work computer, which has Word 5.1, and my Mega STe. BTW, America On Line does work on a Mega STe using Spectre GCR, although I have to use AOL software version 2.1 rather than the newer 2.5 (see items 3,4, and 5 above). Another thing to consider: A used Mac SE is a fairly outdated machine in itself, so you may also be frustrated with its limitations, as well. $250 is cheap, however.
Mark van Wyk
Markvanwyk@aol.com

1128. FS: 520ST + SS Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: centaur@eskimo.com
Message-ID: <D7Esyy.80E@eskimo.com>
Source record: 167160

For Sale: Older 520ST computer (without internal drive)
with mouse, and external single-sided SF354
drive. Everything works and is in good
condition.

Asking $40.00 + Shipping, OBO

1129. Re: OASIS availvble

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <3n93la$3u1@lastactionhero.rs.itd.umich.edu>
Source record: 167161

> Unfortunately we have two acts of God and on of BT acting against us,
>Phil's TT blew its power supply, A hard disk corruption, My own
>phoneline has
>been useless for a modem for just over two weeks and various last ditch
>attempts at getting Oasis out in the last week drained us.
>
> Even when we finally got it out we stupidly left a line of code
>used in running the test version so Oasis100 becone Oasis101.

Ahh, Welcome to the wonderful world of developing for the Atari ;)

Don't give up hope, every once in awhile fate takes a day off.

Dan Ackerman
aka baldrick@terminator.rs.itd.umich.edu

1130. Re: FOR SALE: NEW 540MB Quantum HD in ICD FA-ST Case

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950421201642.6640B-100000@moose.erie.net>
Source record: 167162

On 17 Apr 1995, Hutch wrote:

> In a previous article, bstract@wam.umd.edu (Lost) wrote:
>
> > Hutch wrote:
> : >Those are good prices, but I would -never- try to compare either a
> : >Samsung or a Seagate drive with the high quality Quantum mechanisms.
> >
> > Actually, I use a Quantum for my ST, and a Seagate on my IBM... I
> >haven't noticed one or the other being *better*... Each has performed as
> >well as the other... Hutch, I trust your judgement, as you seem to be one
> >of the more intelligent people in this group, but I would disagree with
> >you on this...
>
> I will admit that Seagate hard drives do seem to be a bit more rugged
> than they used to be. Many 'old timers' can surely relate a few horror
> stories about trashed Seagate drives and the old 'stickion' problem that
> seemed to be a Seagate patent secret a few years back. :) But, those new
> Seagate Barracuda units seem to be doing pretty good in that I haven't
> heard any complaints about them that I can recall. Even so... I still
> prefer Quantum mechanisms over Seagate but that's just -my- preference.

That's because Seagate bought Imprimis who were one of the top
quality high capacity drive manufacturers.

1131. Re: X-10 Controllers

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950421202438.6640C-100000@moose.erie.net>
Source record: 167163

On Thu, 20 Apr 1995, Randell Spreadborogh wrote:

> I spotted some X-10 controllers down at the hardware store but I see no way
> to hook up a computer to them. Do I have to hack the case to make them
> externally controllable? Any info appreciated.

No, but you do need the X-10 computer interface which was going
for about $40 last time I looked. It has an RS-232 port (DIN connecotr
on the interface - DB-25 on the computer end of the cable).

1132. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: alpldbia@w355zrz.zrz.TU-Berlin.DE
Message-ID: <3n9g77$mld@brachio.zrz.TU-Berlin.DE>
Source record: 167164

In article <796_9504210106@flight.org>,
Callum Lerwick <Callum.Lerwick@flight.org> wrote:

>Heres a stupid question, what does IIRC mean?

AFAIK it means "If I Remember Correctly".

Andre

--
Andre Leistner
UseNet: alpldbia@w255zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

1133. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: jondinga@io.org
Message-ID: <3n8t08$ndq@ionews.io.org>
Source record: 167165

On 04-20-95 tom.thomason@fpc.ct.se wrote to ALL...
t> Excuse me for saying that this is just stating the obvious. OTOH,
t> there are a number of multi-platform computers in the works. The Eagle
t> has already made it's appearance and a DSP card is due for it soon so
t> that it will be able to run Falcon specific software. You'll also be
t> able to mount other CPU's in the machine to make it compatible with PC
t> and Mac software. Wizztronics in New York

Anyone have REAL specs and price on this system? Is a mb available
seperately, so I can add my own memory etc. and mount it into a tower?

Thanks for any info!

Jon

* (QW|{ 2.6 *

1134. re: question about tape b

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: jondinga@io.org
Message-ID: <3n8t0f$ne8@ionews.io.org>
Source record: 167166

On 04-20-95 rcain@nest.demon.co.uk wrote to ALL...
r> I have talked to Hi-soft about the DB3 probs. and they were surprised I
r> was having trouble with such a common streamer as the Archive. Maybe the
r> trouble is in the h/a. I haven't taken the investigation further as I am
r> now quite happy with GEMAR which, weekly, backs up 68Mb in 25 mins.

I use that tapedrive with DB3, but use ICD ha with 6.5.5 and caches
off .... no problems. I got the upgrade to v 3.5 at ACE95, but have not
installed it as yet.

Jon

* (QW|{ 2.6 *

1135. Re: MIME

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3n9fv1$euj@epsilon.qmw.ac.uk>
Source record: 167167

Simon Moore (smoore@chowgar.demon.co.uk) wrote:
: In article <3n829o$a76@epsilon.qmw.ac.uk>
: efac001@alpha.qmw.ac.uk (D.Bhabuta) said:-
: >Danny
: >--
: >.signature.signature

: If I find that I actually use the program (which seems unlikely as I've trashed
: the only MIME file I ever received) then I *will* register.
What do you use for UUDecoding ATM...?

--
.signature.signature

1136. Re: HD for atari 1040ste?

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: jondinga@io.org
Message-ID: <3n9ecj$rb0@ionews.io.org>
Source record: 167168

```
On 04-21-95 76702.1466@CompuServe.COM wrote to ALL...
7> I haven't had any luck finding the part numbers of the suspect DMA chips
7> in early 1040STe computers. The problem only affected the earliest
7> production runs before it was caught, so unless your STe is an early
7> version, it may not be affected.

TTBOMK, C025913-38 are the 'incorrect' dma chips.

Jon

* (QW|{ 2.6 *
```

1137. Re: Magic for Falco

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f9776c2_Tom.Thomason@fpc.ct.se>
Source record: 167169

On 20 Apr 95, Bertil Jagard shot this through the ether to Kim Andersen...

BJ> Come on!! How many ST, MSTE and TT's are sold!! I think it a far more
BJ> bigger market for our old mashines than it would be for a program that
BJ> only work on Falcon. And hade they released the Falcon version before
BJ> the ST version then you hade not said anything.

I didn't mind that they released the ST-STe-MSTe-TT version first. I just
get irritated when they released 3 ST-STe-MSTe-TT versions first after
promising a Falcon *compatible* (not even *specific*) version for over a year.
We'd like to try the new system, too!!

Mvh,
Tom

(UUCP Dialup connection)

1138. Re: Next choice???

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f9777cf_Tom.Thomason@fpc.ct.se>
Source record: 167170

To: neptune@galaxy.teuto.de

From: tom_thomason@fpc.ct.se

On 17 Apr 95, Hendrik Mylius shot this through the ether to All ...

HM> Geneva isn't available in Germany ATM, and it doesn't run with MiNT. But
HM> we had this discussion in MausNet before ... You made similar stupid
HM> remarks, without backing this up at all.

When correctly configured, Geneva should automatically hand over to MINT
when it can't handle the multi-tasking for a program on it's own.

ATB,
Tom

(UUCP Dialup connection)

1139. Re: MagiC & MultiTOS ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2f9798c6_Christian.Mittendorf@ostkupan.ct.se>
Source record: 167171

```
> [...]
>
>> Why ASH & 2B feel a need to do this, however, remains a mystery <g>
>
> ASH decided to put MagiC3 on the market, NOT 2B.
And ASH can't earn money from announcing software every month which they can't
deliver.

Christian

+++
Internet: chris@ostkupan.ct.se

( UUCP Dialup connection )
```

1140. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2f979c81_Christian.Mittendorf@ostkupan.ct.se>
Source record: 167172

> From: sheppard_r@ix.wcc.govt.nz (Roger Sheppard..)

Hi!

> Come now Ofir, please compare Apples with Apples, for what I have seen
> of DOS
> 6.xx and Windows it leaves Ataries OS for dead, even John Townsend
> stated that.
[Once again the question...]
Did you _ever_ work with Windoze for a longer period? (Try for example Word for Windoof 6.blablabla - it _is_ rubbish. Even though I would like some functions in my Papyrus :-)

> If PC machines are that bad why do they sell so well, and why have most
> other
> platforms have droped by the way side, Facts can't lie....
Do you know why everybody uses the VHS system and not Betamax or Video2000? VHS was never the best but the company behind that product was much bigger. And where do you think would IBM, resp. MS DOS, be today if they didn't had their network in the US for selling and supporting their office machines before entering computer business?

mvh,
christian

+++
Internet: chris@ostkupan.ct.se

(UUCP Dialup connection)

1141. Atari service centers in Chicago?

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3n7dfh$gea@cxc1.cl.msu.edu>
Source record: 167201

Can anybody refer me to a reputable Atari service center in the Chicago area? A phone number and store name would be sufficient.

Thanks, on behalf of a friend whose daughter is in college near there...

--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

1142. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3n7doc$gfh@cxc1.cl.msu.edu>
Source record: 167202

boyd@gauss.math.fsu.edu (Mickey Boyd) writes:

>I used Warp9 for quite some time, but NVDI really is a superior product IMHO,
>particularly if you do lots of stuff in GEM. I do miss some of the
>Warp9 screensaver modules, but that is not a big deal when compared to the
>performance gains.

Actually, after the novelty of the cute screen savers wore off, I found that
I disabled them anyway. They _SERIOUSLY_ slowed down the throughput I was
experiencing with STalker & ZModem & Falcon.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

1143. Re: Toronto Atari show

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3n7e5r$ggv@cxc1.cl.msu.edu>
Source record: 167203

diehl@grin.io.org (Eric March) writes:

>I _wanted_ there to be a big presence of Jaguars there. The JAguar is
>Atari's last best hope at the moment, in the absence of any computers to
>market. Theyy need all the exposure they can get ... and the Jaguar is all
>Atari has at the moment to offer the general public, and as such, they need
>a strong userbase and some heavy exposure.

Jaguar's sales are living proof that the Tramiel Schlamiels haven't learned
a thing in the 10 years they've been grinding Atari Corp. into the mud.
The only hope Atari has of surviving is that someone would come along and
buy out the current owners, The Three Stooges.

>Fortunately, it is not Atari that is marketing the Jaguar.

You've got that right. Atari isn't marketing the Jaguar at all...
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

1144. Re: Toronto Atari show

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3n7e7o$ght@cxc1.cl.msu.edu>
Source record: 167204

hutch@ilmen.lanl.gov (Hutch) writes:

>Er... if it's not Atari marketing the Jaguar, then who is?

Answer: NOBODY.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

1145. Upgrading 1040ST ram - how?

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FDVQDBVAUp@stingray.manawatu.gen.nz>
Source record: 167205

How hard/easy is it to upgrade the memory in my 1040ST? It's TOS 1.02,
and very much standard (no hacks or anything done).

I'll probably buy another computer near the end of the year (or sooner if
the company buys it for me), but I'd like 4Megs in the mean time - I have
only 1Meg at the moment, and it's a damn nuisance. I won't be using it for
any games - I have an 8bit atari for that =8-]

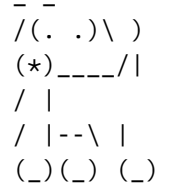
Pref. please don't suggest places to buy anything, as I don't want to have
to send overseas for stuff. I just want to be able to plug something in,
or remove chips and replace with 4Meg ones or something.

Any help would be most appreciated.

Thanks,
Richard =8-]

PS. Please no suggestions about upgrading my TOS, as I don't want to spend
money particularly - just enough for RAM =8-]

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

1146. Are the maus alive?

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: ljord@algonet.se
Message-ID: <3n7gjl$1fd@aristotle.algonet.se>
Source record: 167206

Hej!
I'm subscribing to a few maus.-groups and
it seems like my account provider not forwards
all messages, or that these groups are not
very active.
There is only about 1-3 messages per day, for
all groups together, coming.
Can anybody commment on this please.

Here are the groups:

maus.os.linux68k
maus.sys.atari.gemini
maus.sys.atari.hardware
maus.sys.atari.mint
maus.sys.atari.software
maus.sys.atari.talk

Thank You!
Reine Jonsson - ljord@algonet.se

1147. Re: Aamdeus - Music Writing Software - info required

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: markus.bubendorf@zrh1.siemens-albis.scn.inet.ch
Message-ID: <3n7k3n$f4r@euusp8.siemens-albis.ch>
Source record: 167207

In <D7CpB1.883@cix.compulink.co.uk>, satty@cix.compulink.co.uk ("Stephen Atty") writes:
>Amadeus V1 is (or was when I downloaded my filelist) available from good
>old HENSA in micros/atari/tos/o/o122

Unfortunately this file isn't a 'Music Writing Software'. It's a
'Command Line Composer'!

Markus

1148. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3n7mhi$6so@gumby.cc.wmich.edu>
Source record: 167208

In article <FDSOADVDUP@dksoft.ping.dk>,
Kim Andersen <kim@dksoft.ping.dk> wrote:
>
> Heck i even think alot of ST/TT owners would agree. I would have
> said exactly the same even if i didn't had a Falcon.

Yes, but perhaps not _quite_ so often. ;-)

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

1149. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3n861h$7tl@golem.wcc.govt.nz>
Source record: 167209

In article <D7A6Lx.6Du@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>>You don't use NeoDesk 4, though. When you get used to something like NeoDesk,
>>it's a real pain to come back to something rather less able, even if it
>>is marginally more stable.
>
>I have Neodesk 4, I don't like it. That's not to say it's a bad program, it's
>very clever, but it's not "clean" GEM programming either.

Yes NEODESK 3.x was OK but the new version they added far to much,
to cluttered and I don't need a Kitchen sink in my Atari.

I stoped using NEODESK 4 after 3 days, it was also far to slow to load and
has bad memory fragmentation problems, even with the patches...

Sorry Gribnif but you boobed that time.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1150. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3n87ui$eav@percy.cs.bham.ac.uk>
Source record: 167210

ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>>But not environment variables! One of the most basic requirements for a
>>shell program, surely?! You have to reboot to change an environment
>>variable, that's stupid.
>
>Correct, but I personally find AV protocol support more useful. Anyway, you
>should be able to write a small util to do a few shel_write calls that will do
>the trick.

Gemini supports the AV protocol as *well* as env vars.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

1151. Help, FAT erased.

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <798457878snz@chowgar.demon.co.uk>
Source record: 167211

In article <ftn_2.203.203.15$fidonet.org_2f960af8_Tom.Thomason@fpc.ct.se>
tom.thomason@fpc.ct.se (Tom Thomason) said:-

>To: smoore@chowgar.demon.co.uk
>
>From: tom_thomason@fpc.ct.se
>
> This has happened to me a couple of times. Oddly enough it was on my F
>partition, too! Whatever you do don't write to that partition!
>
> The only program I could find that would allow me to get into the partition
>was Fast Copy PRO. In my case the problem was that the Boot Sector had been
>wiped. I had to rebuild this manually by getting the relevant information from
>the boot sector of one of the other partitions. You duplicate this with the
>exception of the Hex number which gives the ID for the partition. The other
>information relates to the size of the partition. Once this has been done you
>can try copying FAT 2 over FAT 1. Compare the two using Knife first. If I'm
>right they'll be different. This would indicate that only the boot sector and
>FAT 1 have been overwritten. You weren't by any chance unpacking ZIP or LZH
>files on your E partition, were you? If this works you don't even have to run a
>recovery process on the individual files. You'll simply find that your
>partition is back to normal.
>
> If this doesn't work, the only thing I know of which will bring back any of
>the files is Diamond Edge. This can usually only rescue straight text files
>though. The other clusters usually have to much garbage mixed in to be able to
>rebuild them correctly since you can't figure out what's what. It saves each
>cluster. Unfortunately this usually means that bits and pieces of older files
>are attached at the end of the rescue file.
>
> There's a program called Diamond Back 3 which will allow you to save out
>the boot sector info as a separate file so that the above problem can be easily
>solved.
>
>Good luck,
>Tom
>
>(UUCP Dialup connection)
>

Thanks for the advice Tom, unfortunately I have already given up on the idea of
recovering the data as I really needed to use that partition for some work I
had to do so I just reformatted the damn thing and started again.

Thanks again.

--

Simon Moore

smoore@chowgar.demon.co.uk

1152. Re: Unable to Contact CodeHead...??

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504211309.AA05797@ilmen.lanl.gov>
Source record: 167212

In a previous article, alfasoldt@aol.com (Al Fasoldt) wrote:

> The CodeHeads have been inactive for quite some time, but do answer
> e-mail at codehead@genie.geis.com.

Inactive but not dead. CodeHead Technology is -not- closed down and
out of business. John Eidsvoog sez people just won't let them quit. :)

It's true that other things have taken priority in their lives. Charles
has been touring with Percy Faith (and others I can't recall) and John's
music career has been active too from what I understand. It looks like
Tomas is pretty much holding down the fort for them, albeit remotely.

-Hutch- @ Fair Dinkum Tech

1153. Atari Web Pages Update!

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3n8fih$2mh@mserv1.dl.ac.uk>
Source record: 167213

```
Atari Web Pages Latest News
~~~~~ ~~~ ~~~~~ ~~~~~~ ~~~~

Version 1.0
~~~~~~~ ~~~

Date 21/4/95
~~~~ ~~~~~~~

by

Mark Stephen Smith
~~~~ ~~~~~~~ ~~~~~

5th Update
~~~ ~~~~~~

================================================================================

Foreword
~~~~~~~~

Hello and welcome to the news item on the Atari Web pages. This document
will describe the Atari Web pages as provided by Mark Stephen Smith and will
inlcude a list of the latest updates for the month. Each month I hope to update
this text with the very latest additions and news on the Atari Web pages.

Hopefully these pages will provide an invaluable service to their users, but
they are still at an early stage and developing all the time. As such any
feedback and support you may have for these pages is more than welcome, it is
infact encouraged. The more input I get from its users the better, as then I
will know what is good and bad about these pages and can change them
approproately in the hope of increasing their value to their readers.

Now on with the show.

================================================================================

News and Changes
~~~~ ~~~ ~~~~~~~

Well since the original description a lot has happened. I'm now involved in
several projects, and submit work to several Internet and diskmag sources for
inclusion. I have also officially took over the maintenance of the Atari FTP
list from Hallvard Tangeraas of which there have been a couple of updates.

New items in this document since the last copy will be marked with **, updates
will be marked with a U. All new items are also listed below according to the
date they were added.
```

This update is special as it contains the updates from the last two months rather than one month as is usual for the updates. This is a one off however and has happened due to the fact that my Web pages had to close down in March and a new site had to be found before the service was resumed. A new site was successfully found but I felt there were insufficient updates that month because of these events and therefore this update is larger containing both months. Please make a note of the sites new address and update any links or bookmarks to the Atari pages to the new address. Thank you!

The new items this month are:

21/4/95 -- Nova Graphics Board Announcement
21/4/95 -- Sozobon C Announcement
21/4/95 -- FTP site Announcement
20/4/95 -- Speed of Light v3.8 update
18/4/95 -- Atari FTP list updated
18/4/95 -- Doom Review for Jaguar by Robert Jung
18/4/95 -- ECTS News
18/4/95 -- Kasumi Ninja Moves List
18/4/95 -- Coming soon for the Jaguar title list updated.
18/4/95 -- HENSA Atari TOS Newsletter Volume 8. No.7.
12/4/95 -- Speed of Light 3.7b update
12/4/95 -- Fried Bits Eastern Coding Convention 3 Announcement
12/4/95 -- CAIN Newsletter Volume 2. No.3
12/4/95 -- Apex Media Demo for the Falcon
12/4/95 -- HENSA Atari Falcon Newsletter Volume 8. No.3
12/4/95 -- Raiden Tips for Jaguar
12/4/95 -- Lynx FAQ Updated
12/4/95 -- Jaguar FAQ updated
5/4/95 -- Jaguar Game Cheats
5/4/95 -- Theme Park review for Jaguar by Robert Jung
5/4/95 -- AEO Newsletter Volume 4. Issue 4. in text and ZIP format
28/3/95 -- Jaguar Reviews pages format updated by Holger Kipp
27/3/95 -- Falcon Demo FAQ Updated.
27/3/95 -- 50/60 Hz Jaguar games adjusting to resolution list
27/3/95 -- Iron Soldier Jaguar Review by Holger Kipp
27/3/95 -- Syndicate Jaguar Review by Holger Kipp
27/3/95 -- Cannon Fodder Jaguar Review by Holger Kipp
27/3/95 -- Theme Park Jaguar Review by Holger Kipp
24/3/95 -- HENSA Atari TOS Newsletter Volume 8. No.6.
23/3/95 -- Pages re-open at new site, links being updated.
22/3/95 -- Pages closed down.
17/3/95 -- Given the news these pages must close at Daresbury by the 22/3/95.
15/3/95 -- Portfolio Club
14/3/95 -- Atari FTP List Update
14/3/95 -- Towers II : Plight of the Stargazer
14/3/95 -- HENSA Atari TOS Newsletter Volume 8. No.5
10/3/95 -- Questions and Answers question 15 answered
10/3/95 -- Towers II release announcement
7/3/95 -- Atari Related Links Page
7/3/95 -- Information on viruses
7/3/95 -- CAIN Newsletter Volume 2. No.2

3/3/95 -- Lynx FAQ updated
3/3/95 -- Jaquar FAQ updated
2/3/95 -- Wolfenstein 3D Jaguar Review by Robert Jung
2/3/95 -- Iron Soldier Jaguar Review by Robert Jung
2/3/95 -- Jaguar Bubsy Bobcat (In Fractured Furry Tales) Review by Robert Jung
2/3/95 -- Jaguar Val D'Isere Skiing and Snowboarding Review by Robert Jung
28/2/95 -- AEO Newsletter Volume 4. Issue.3 in text and ZIP format

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What are the Atari Web pages?
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These are a collection of pages covering all formats of the Atari. In these pages may be found the latest news, reviews, software for downloading, and various other information and links to other places of interest to Atari users.

I have tried to make the structure of these pages easy to follow and as intuitive as possible but there is still a lot of work to be done yet.

==========

How do I access them and what is the Web?
~~~ ~~ ~ ~~~~~~ ~~~~ ~~~ ~~~~ ~~ ~~~ ~~~

First of all I shall look at what the Web is or to use its full name the World Wide Web. The Web is new way of accessing the Internet, unlike previous methods where you were required to enter commands into the program you were using the Web uses a more user driven method of getting around the Internet. This method is much more graphical than former methods and as such is much easier to get to grips with.

When using a Web browser (the name given to a program used to access Web pages) the control method usually consists of a point and click operation. A Web page will consist of text and graphics which are sometimes highlighted in some way to indicate that they are selectable and link to more information or a particular piece of data.

Such a link is reffered to as a hyperlink. In fact the whole system is a variation on hypertext and uses a script to create each page. Each script is written to a HTML (HyperText Markup Language) standard which contains the main body of text in the page and a few command tags for the browser as to how to format the page and what to do with links, etc.

Web pages may contain text, graphics, sounds, and animations, although the later two are normally supported through external software. It is also possible using the Web to gain access to newsgroups, ftp sites, and gopher services all through the one program. As such this makes this a very powerful tool for Internet access, and coupled with its ease of use this has suddenly became the big thing in the recent Internet explosion into the media.

Browsers can handle all properly written HTML scripts but may vary in operation when scripts are incorrect or contain mistakes. Browsers can be divided into to distinct types, graphical and text only. Popular graphical browsers include

NCSA's Mosaic and the recent new browser NetScape. On the text side Lynx is the most popular textual browser (NOTE: text browsers don't show any form of graphics).

To access the Web you must either use one of the above mentioned browsers on a machine such as a Sun, PC or Mactintosh, or if you want to access it via your Atari you will need a copy of the Lynx browser as unfortunately there aren't any graphical browsers YET for the Atari.

==========

U Where do I find the Atari Web page?
~~~~~ ~~ ~ ~~~~ ~~~ ~~~~~ ~~~ ~~~~

From your Web browser choose to open URL and enter the following address:

http://www.mcc.ac.uk/~dlms/atari.html

If you can store a hotlist of addresses or something similar on your browser then it may be worth including this address for quick access in the future.

Once you've done that you should see my main page so I hope you enjoy it, and don't forget to write with your thoughts.

(*NOTE*: This is the new site for the Atari Web pages, take note of it!)

==========

U What you will find in the Web pages every month.
~~~~ ~~~ ~~~~ ~~~~ ~~ ~~~ ~~~ ~~~~~ ~~~~~ ~~~~~

From the main menu you have several links available to you, some under miscellaneous and others specific to a particular machine, or collection of machines. It is now possible to mail me directly from the Web pages, special thanks also to Frank Charlton for the new Atari Logo. First I will look at what will be in the Miscellaneous section.

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Atari Related links, Documents, FAQ's and Newsletters
~~~~~ ~~~~~~~ ~~~~~ ~~~~~~~~~ ~~~~~ ~~~ ~~~~~~~~~~

First in the list are "Atari Related Links", these links are to other sources of Atari information or data (such as files, etc.).

There is a link to many of the major Atari holding FTP sites on the Internet. Links to several Web pages by different people on the Atari. This will grow as worthwhile sites come up. At the moment you can visit:

- HENSA to download Atari files (Moderated by Denesh Bhabuta)
- ZFC's Atari Pages by Annius V. Groenink. This has links to various Atari related places, along with talk of his own work on Edith and his new Drive U Project. Annius is also working on a version of the Mosaic browser for the Atari and the best of luck goes to him on that.
- Christer Gustavsson's Atari Gem Programmers Page. Very useful information for
~~~~~

programmers grapling with Gem and the operating system. Also offers help via his questions answers page. Some links can be found to Atari related places.
- CAIN Atari Pages. CAIN is the Central Atari Information Network and they create a newsletter which is updately monthly on all things new to do with the Atari. There are also links available here.
- Martin Maisey's Atari Pages. Contains information (downloadable) on programs written by himself for the Atari. Again there are links to other Atari places.
- Toad Computers Pages. Stockiest and retailer of many Atari goods.
- ST Format Pages. Information and previews of ST Format issues.
**Volker Burggraf Atari Pages (German).
**Desert Star Software Home Page.
**ST Assembler Page
**BSM's Home Page
**ST Beer Mat Page
**The Organised Chaos Licenseware Home Page
**Index of /~jschlich/Jaguar/
**Lynx Pages
**Atari Lynx Page
**Atari Page by Frank Post (Partially German, partially English)
**MiNTOS Distribution and Information Page
**Julian's Atari Page
**Atari Ghostscript
**Atari Page by Robert Krenn
**Simon Gornall's Atari Pages
**Ben Halls Page (KSculpt + Calamus Information)
**"Data Uncertain" Software
**Kay's Home (MintNet)
**CNAM Atari Pages
**EMAGIC Users Page (Covers Atari)
**Helmut's Project contains Atari Links (English and German)
**Eero Tamminen's Atari Pages
**Atari Programmers Page
**The Vulcans Home Page
**Atari Users List
**Impulse Home Page (Demo Crew)
**NPG Home Page (Demo Crew)
**Atari Page by Dirk Klemmt
**Steve's Atari WWW Pages
**The Guitar Reference (For the Atari)
**Musings of an Amateur Hacker
**The Atari Home Page by Martijn Dekker
**Tecnation Sonovista (Falcon based computer)
**Cybercube WWW Page (Atari Products)
**Yak's Zoo
**Atari Jaguar 64-Bit Game Machine Stuff
**8 Bit Atari Page by Ivo van Poorten
**Atari Jaguar Homepage by Christian Svensson (very good and kept up to date)
**Jaguar directory

Documents
~~~~~~~~~

Useful documents will appear in here. At the moment there is:

U Atari FTP List by Mark Stephen Smith (essential for the latest news on who provides Atari FTP sites).
- Atari TOS Desktop Survival Kit by Thomas J Hopper. An essential guide to getting the most out of your DESKTOP.INF and NEWSDESK.INF files.
- Recommended list of software for the Atari by Denesh Bhabuta. List compiled by Denesh for me of his best software for the Atari (updates coming soon). Mostly PD and Shareware, this list contains links to download most of the software mentioned.
- Information on picture formats by Dave Bagget. Lots of information on the format of different picture files for the Atari.
**Information on Viruses.

FAQ's (Frequently Asked Questions)
~~~~~ ~~~~~~~~~~ ~~~~~ ~~~~~~~~~

Useful FAQ's will appear here. At the moment there is:

- Atari ST SLIP FAQ. This is a guide to connecting your Atari to a network. All you want to know about networks and the Atari.
- Atari CD FAQ. Information on getting and using CD's on the Atari. Regular updates to this can be found in my pages.
- GDOS FAQ by Gerd Castan. Got a question on GDOS then this is the place to look.
- MiNTNet FAQ by Christer Gustavsson. Everything you wanted to know about MiNTNet.
- AtariNOS FAQ by Frank Charlton. Answered questions and information on NOS.

Newsletters
~~~~~~~~~~

Although there may be more to come the following newsletters are updated promptly as I receive them. These have been re-organised to make it easier to keep track of. At the moment there is:

U CAIN Newsletter containing the latest Atari news.
U HENSA Newsletter containing the latest updates to the HENSA Atari archive.
U AEO Newsletter containing the latest Atari news.

Newsgroups
~~~~~~~~~~

Atari related newsgroups. Send updates. The currently supported news are:

comp.binaries.atari.st
comp.sys.atari.advocacy
comp.sys.atari.announce
comp.sys.atari.st
comp.sys.atari.st.tech
comp.sys.atari.programmer
rec.games.video.atari

alt.games.lynx

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U Questions and Answers
~~~~~~~~~ ~~~ ~~~~~~~

Submit your questions to here and get them included in this page. Answers are open to anyone who has something valid to say, and help is provided to me on Programming and Music questions by several knowledgeable sources. Please support this section, only by your interaction and questions will it survive. All answers are included in this page for anyone else with the same question and answers are also sent back to the person who submitted the question for those without Web access.

If you feel you have an expertise in a particular area concerning the Atari and would be willing to answer questions on that area when and if I submitted them to you, then please let me know and you can join the team. Programming and Music are fairly well covered and I can cover Graphics programs, help with Technical questions would be appreciated.

****

Reviews
~~~~~~~

Here I hope to include reviews of Atari products both new an old. So far I have the following reviews:

- Kobold review by Andy Curtis (ST Format)
- Flash 2 review by Frank Charlton (ST Format)
- Edith Professional review by Frank Charlton (ST Format)
- MagiC review by Andy Curtis (ST Format)
- Stello v2 review by Mark Stephen Smith (Myself)
- Sportster Modem review by Frank Charlton (ST Format)
- Storm Tracker review by Andy Curtis (ST Format)
- Connect review by Frank Charlton (ST Format)
- Zero 5 review by Frank Charlton (ST Format)
- MIDI Grid review by Andy Curtis (ST Format)

There are several reviews on the way by the above mentioned people aswell as some by myself. This section is now growing well now and Nick Peers from ST format recently expressed his interest in writing some reviews also.

Again if you feel you would like to submit reviews for inclusion then please write to me. Please note these pages don't include Lynx and Jaguar Reviews, as they are contained within their own pages.

****

News and Announcements Pages
~~~~ ~~~ ~~~~~~~~~~~~~ ~~~~~
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Latest Atari news, and announcements from the Atari World. Currently contains the following:

**Nova Graphics Board Announcement
**Sozobon C Announcment
**FTP site Announcment
**Fried Bits Eastern Coding Convention 3 Announcement
**Portfolio Club Announcement
**Towers II release Announcement
- Universal Virus Killer Book Announcement

****

Updates and Information on these Web Pages
~~~~~~~ ~~~ ~~~~~~~~~~ ~~ ~~~~~ ~~~ ~~~~~

All updates and news on the Atari Web pages goes in here. Previews of whats to come soon are included and new items or updates to the pages are listed according to date with the most recent being first. Most updates contain links to the new material for instant access.

Other things to be found in here are the number of accesses to the Atari pages. At the moment this is not supported.

****

This now concludes the Miscellaneous section. Now onto the Other Pages. These pages are specific to a particular machine, or collection of machines. These are going to go through some major changes and you can expect a fair number of changes to be made to these in the next month or so.

****

Falcon Page
~~~~~~ ~~~~

This will contain information and files relevant to the Atari Falcon, currently this page is divided into the following areas:

News and Previews
~~~~ ~~~ ~~~~~~~~

In here expect to see any news or previews that come my way, whether they be small descriptions or full features with pictures. At the moment there is:

- Pinball Dreams and Llama Zap News.
- Apex News. This contains some information I got on Apex Media for the Falcon when I spoke to Douglas Little on the phone a few weeks back. Not very detailed unfortunately, but I'm waiting on my copy of Apex to give a full review so expect that to be rectified soon.
- Dextrous News. Small description of some of the features of Dextrous with a picture. Only at an early stage of development, if I hear more it will go in here.
- Towers II : Plight of the Stargazer. Pictures and description of this great looking Falcon only sequel to Towers. Expect the demo soon.
~~~~

- Towers II : Plight of the Stargazer Update! The latest news on developments.
U Newsletters from HENSA on Falcon section of archive.

Misc
~~~~

Miscellaneous information on the Falcon, including:

U Falcon Demo FAQ. List of Demos for the Falcon, including some form of
information on each.
- Compatibility list of games with Falcon.
- Compatibility list of applications with Falcon.
- Falcon Specifications and Information compiled by Rod McCall.

New Software
~~~ ~~~~~~~~

The latest Falcon/enhanced software available for download. Major revisions to
be done with updates here. All files now list there size so you can see how large they are
before downloading. At the moment the following software is
included, with more to come:

**Apex Media Demo (Demo version of the animation and art package for the Falcon)
**Towers II (Shareware game)
- Super Bomber Man (freeware)
- Play MPEG v0.70 by M.D.Griffths (shareware)
U Speed of Light v3.8 (shareware picture viewer)
- Scape a planetary landsacpe generator.
- Digital Tracker demo of commercial version.
- Obsession 1 level demo.
U FOG issue 8 diskmagazine for Falcon.

Other software worth having
~~~~~ ~~~~~~~~ ~~~~~ ~~~~~~

Software worth using on the Falcon.

- Backward v2.52. For compatibility with the ST. Please send any versions
which are newer than this.
- MultiBlow. Configurable overscan utility.
- Starball. Excellent pinball game (Falcon enhanced).
- Berzerk. Excellent version of Berzerk (Faster on Falcon).
- FOG issue 7 diskmagazine for Falcon.
- FOG issue 6 diskmagazine for Falcon.

****

Atari ST/STE/TT/Mega STE Page
~~~~~ ~~~~~~~~~~~~~~~~~ ~~~~

This will contain information and files relevant to all the above mentioned
Atari formats, currently this page is divided into the following areas:

News
~~~~

In here expect to see any news or previews that come my way, whether they are small descriptions or full features with pictures. At the moment there is:

U Newsletters from HENSA on TOS section of archive.

New Software
~~~ ~~~~~~~~

The latest (most recent versions) software available for download. Major revisions to be done with updates. All files now list there size so you can see how large they are before downloading. At the moment the following software is included, with lots more to come:

U Speed of Light v3.8 (shareware picture viewer).
- ST Zip v2.6. Latest version of ST Zip.
- Obsession demo. 1 level of this great pinball game.

Other Software worth having
~~~~~ ~~~~~~~~ ~~~~~ ~~~~~~

Software worth having on the Atari.

- Utopus. Two player shootem' up (STE only).
- Ozone. Good platform/puzzler.
- Starball. Excellent pinball game.
- Berzerk. Excellent version of Berzerk.

****

Lynx Page
~~~~ ~~~~

All the latest news and reviews on the lynx, along with cheats, etc. This page is divided in to the following areas:

News
~~~~

News on the Lynx and related material. At the moment there is:

- Lynx Summer Steal Deal Extended to the Fall. News of price reductions for a limited period.

Reviews
~~~~~~~

Reviews for just about every Lynx game ever released will appear in here. All reviews are by Robert Jung. At the moment the following reviews are included:

APB Awesome Golf Baseball Heroes
Batman Returns Basket Brawl Bill and Ted's
BlockOut BattleWheels Blue Lightning
California Games Checkered Flag Chip's Challenge
Crystal Mines II Dino Olympics Dirty Larry:Renegade Cop

Dracula the Undead Double Dragon Desert Strike
Electro Cop European Soccer Chal. Ultimate Chess Chal.
Gauntlet:3rd Encounter Gordo 106 Hard Driven'
Hockey Hydra Ishido : Way of Stones
Jimmy Conners' Tennis Joust Klax
Kungfood Lemmings Lynx Casino
Malibu Bikini Volleyball Ms.Pac-Man
NFL Football Ninja Gaiden
Ninja Gaiden III : The Ancient Shop of Doom

Other Lynx Stuff
~~~~~ ~~~~ ~~~~~

Other items of interest to Lynx owners. At the moment there is the following:

U Lynx FAQ
- Lynx Tips and Tricks

New Software Anouncement
~~~ ~~~~~~~~ ~~~~~~~~~~

Currently empty.

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Jaguar Page
~~~~~~ ~~~~

All the latest news and reviews on the lynx, along with cheats, etc. This page
is divided in to the following areas:

News and Previews
~~~~ ~~~ ~~~~~~~~

All the latest news and preview information I can find related to the Jaguar.

**ECTS News
**Hyper Image page linked to (Makers of Jaguar game Hover Hunter).
- Jaguar CD Specifications
- Rebellion Development News
- Sinister Developments News
- Sensible Soccer News
U Coming Soon!
- Hand Made Software News

Reviews
~~~~~~~

A collection of reviews from different sources, hopefully I will be contributing
more to this section myself. This page has been re-formatted thanks to
Holger Kipp. Reviews so far include:

Aliens vs Predator - by Eric S.Boltz
Aliens vs Predator - by Robert Jung
Brutal Sports Football - by Randy
~~~~~~~

** Bubsy Bobcat (in
Fractured Furry Tales) - by Robert Jung
Checkered Flag - by Robert Jung
** Cannon Fodder - by Holger Kipp
Cybermorph - by Robert Jung
** Doom - by Robert Jung
Dragon: The Bruce Lee
Story - by ?????
** Iron Soldier - by Robert Jung
** Iron Soldier - by Holger Kipp
Raiden - by Robert Jung
** Syndicate - by Holger Kipp
Tempest 2000 - by Robert Jung
** Theme Park - by Holger Kipp
** Theme Park - by Robert Jung
Trevor McFur in Cresent
Galaxy - Jer Howitz
** Val d'Isere Skiing and
Snowboarding - by Robert Jung
Wolfenstein 3D - by Robert Jung
** Wolfenstein 3D - by ?????

There are many more reviews to come.

Other Jaguar Stuff
~~~~~ ~~~~~~ ~~~~~

Miscellaneous information on the Jaguar. Information included presently is:

U Jaguar FAQ
- Raiden Tips
- Jaguar Game Cheats
- Kasumi Ninja FAQ
- Ultra Vortex FAQ update for Jaguar
**50/60 Hz, games adjusting to resolutions list
**Jaguar Game Cheats
**More Raiden Tips
**Kasumi Ninja Moves List

Other Jaguar Pages
~~~~~ ~~~~~~ ~~~~~

Other pages specific to the Jaguar included in here. Currently there is:

- Atari Jaguar Homepage by Christian Svensson

There are others that will be included, some containing more recent news, but
the one above is the most organised and intuitive one I've came across.

****

8 Bit Atari Page by Ivo van Poorten
~ ~~~ ~~~~~ ~~~~ ~~ ~~~ ~~~ ~~~~~~~

Not maintained by me these pages cover the 8 bit formats of Atari machines and are very comprehensive. Nearly everything you could hope to find is contained within these pages.

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What to expect in the future
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Some structural changes are likely to appear in the next months. I have introduced an announcements page where you can tell the World of anything you have to announce. Please send news of updates to your programs, Atari stuff for sale, and any other Atari announcements here (NOTE : Commercial companies should send information on products to be included in here and in the news sections).

Also coming soon will be a monthly editorial. In this I will try and sum up the month past and to give my opinions on how I saw things for Atari at that time. Hopefully I will be able to look back over many good developments in my pages and summarise them as they happened.

There is an outside possibility of starting a programmers and/or MIDI section in these pages but this is as yet undecided. I will judge whether or not to do this based on the kind of response I have. I do not want to repeat any of the good work done in these fields however by other Web page writers such as Christer Gustavsson (Where is the response for these pages?)

More support is needed for the questions and answers pages, although initially successfull people just stopped posting their questions. Although the odd one is still coming and answers are still forthcoming. Please support this, it is of benefit to anyone who uses it.

The Jaguar section should have a lot more news, pictures and reviews in the future. I have tracked down a fair bit of news and am in contact with a few companies now and hope to get news from them on there products.

Both the ST and Falcon sections should contain much more news in the future, along with more of the best PD/Shareware, and PD/Shareware reviews. I should have several demos hopefully in the near future for games coming out on these formats.

The Lynx section is to continue to get reviews and I will update the news as and when I get it. Sorry about the lack of updates recently, more to come.

Expect more links to Atari related pages in the future. There will be more newsletters, documents, updates to the FAQ's.

Expect further reviews from Andy and Frank, along with myself (watch out for the Apex Media review). Hopefully I can include more screenshots, and do a few program tutorials. Nick Peers of ST Format and Holger Kipp have offered to support these pages with contributions in the future.

Please write with your ideas, critisms, comments, submissions (software, news, reviews, questions, etc), to me and don't forget that I am now the official maintainer of the Atari FTP list originally by Hallvard Tangeraas. All updates to this list should now be sent to
~~~~

me.

Thank you and see you with the updates to these pages next month!

++
+ Mark Stephen Smith : msh@dl.ac.uk +
+ Atari Web Pages : http://www.mcc.ac.uk/~dlms/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creater and maintainer. +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

1154. Re: Emulation

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504211328.AA05813@ilmen.lanl.gov>
Source record: 167214

In a previous article, satty@cix.compulink.co.uk ("Stephen Atty") wrote:

>Intel and MS are working together on a new concept - emulating hardware
>in software. They propose such radical and revolutionary concepts as a
>software modem!

Amazing. Intel and MS both have this uncanny ability to take existing technology, rework it (usually NOT for the better), and announce to the world that they have invented a radical new concept. It is to laugh.

Apple has had a software modem for it's AV Macs (and now PPC Macs) for about two years now. I used to use it but found it buggy and unreliable so went back to a good ol' hardware modem.

But perhaps someone could make a DSP software modem for the Falcon that worked -really- well, though. That would be cool.

-Hutch- @ Fair Dinkum Tech

1155. Re: English Geminin 1.999

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3n80f8$a76@epsilon.qmw.ac.uk>
Source record: 167215

A.Gauton (cad413@ccsun.strath.ac.uk) wrote:
: Is there any news on the English release of Gemini 1.999 yet?

Yup, English Gemini available for 6 pounds from either Joe Connor or me...mail either of us for more info.

Did you not notice the English Gemini screenshots in Issue 1 of Atari World?

Danny@hensa
--
.signature.signature

1156. Re: Stoop

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3n80ul$a76@epsilon.qmw.ac.uk>
Source record: 167216

Simon Moore (smoore@chowgar.demon.co.uk) wrote:
: it. Oh shit I just realised that I only have the TOS area index. Ah well, I
: feel a right prat now. Never mind.

We all make mistakes...don't feel bad about it...

Danny
--
.signature.signature

1157. Re: Toronto Atari show

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: whitema@bajoran.cig.mot.com
Message-ID: <3n8g2c$qnb@newdelph.cig.mot.com>
Source record: 167217

In article <3n7e7o$ght@cxc1.cl.msu.edu> molin@cxc1.cl.msu.edu (Michael Olin) writes:
>hutch@ilmen.lanl.gov (Hutch) writes:
>
>
>>Er... if it's not Atari marketing the Jaguar, then who is?
>
>
>Answer: NOBODY.

Waitaminute, those ads I've seen are by nobody? They appear
there from the ehter?

Mike
whitema@cig.mot.com

1158. Re: MIME

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3n829o$a76@epsilon.qmw.ac.uk>
Source record: 167218

Simon Moore (smoore@chowgar.demon.co.uk) wrote:
: > ESS-Code 6.3 by Michael Forget (Electric Storm Software) is capable of
: Thanks for the info, I've actually got the program you mention, I just didn't
: realise it handled MIME.

I can look forward to your registration then, I suppose. :-) Just in
case you didn't know, I handle UK registrations.

Regards
Danny
--
.signature.signature

1159. Re: "doom" clone - here is some more info

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3n8gkt$a65@golem.wcc.govt.nz>
Source record: 167219

In article <3n2gd8$1q1@banaan.fwi.uva.nl>, mdekker@fwi.uva.nl (M. Dekker) writes:
>In this months ST Format, there is an interview with the makers of
>SubStation (a "doom" clone for atari computers). I didn't read the
>entire story but here are some facts:
>
>- it runs on STE. MegaSTE and Falcon. Needs 1Mb, comes on 3 disks.
> they didn't mention the TT....
>- it gets 25 frames per second. They didn't mention whether this is on
> the falcon or on the STE. They did say the falcon version will run
> more smoothly.
>- NO texture mapping on the walls. They use gauraud (sp?) shading instead.
> (and it looks ugly, IMO).

How come we can't use the Fractal maping that was used in a 8 bit Lucastgames,
or was the ST range not up to what the 8 bits could do, none of those Great
Lucast games were ported to the Atari ST...???

Atari made a big step backwards when they brought out the ST, they should have
gone for the Mindset Computer that they had the option on...

The Mindset was a king of PC type clone with great graphics...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1160. Re: Twilight

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3n8376$a76@epsilon.qmw.ac.uk>
Source record: 167220

Stephane Acounis (acounis@lpnhp3.in2p3.fr) wrote:
: steve wells (wells_s@ix.wcc.govt.nz) wrote:
: > I tried getting Twilight to work on my 2.5Meg STe, with no luck, the
: I might be wrong but Twilight is Falcon/TT only (e.g 68020/030 - 68882)

Twilight is a commercial piece of software...the demo available at
HENSA is slightly broken in that it does not work on an ST. The latest
demo, out anyday now will be ST compatible...and an updated commercial
version of Twilight will be available soon too.

Danny
--
.signature.signature

1161. Falcon Games List

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: Callum.Lerwick@flight.org
Message-ID: <4d5_9504220106@flight.org>
Source record: 167221

Don't forget Starball! Exellent pinball game, works on everything from my lowly ST (not STe even) up to a Falcon. Supposevly dose better graphics when it sees that its being run on a Falcon, and on a Falcon only you can have it play MOD files while you play. I don't have a Falcon, or know anyone that has one though...

---------- -//- ----------

Internet: Callum.Lerwick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|

---------- -//- ----------

1162. re: "doom" clone - here is some more info

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1220dlittle@nest.demon.co.uk>
Source record: 167222

General! We have intercepted a coded Imperial message from the Sheppard..
system!
>> - it runs on STE. MegaSTE and Falcon. Needs 1Mb, comes on 3 disks.
>> they didn't mention the TT....
>> - it gets 25 frames per second. They didn't mention whether this is
>> on the falcon or on the STE. They did say the falcon version will
>> run more smoothly.
>> - NO texture mapping on the walls. They use gauraud (sp?) shading
>> instead. (and it looks ugly, IMO).
RS>
RS> How come we can't use the Fractal maping that was used in a 8 bit

Because that would involve some skill and the will to produce something
worth it's salt. This seems to be a very rare quality for developers to
have nowadays. I.E. it's all to do with money - not quality.

RS> Lucastgames, or was the ST range not up to what the 8 bits could do,

No, it's much much simpler than that - nothing available today shows the
true power of any of the machines in question including Mac, PC, Falcon,
Amiga and all the others. It's got a lot more to do with there being a very
small number of programmers / developers with a true flair for their work
and since most developers are on the PC now anyway, they are spread VERY
VERY thin on the other platforms. It's just that 951f what's out there is
rubbish and a spindly few percent of what's left is not a hell of a lot to
go on.

RS> none of those Great Lucast games were ported to the Atari ST...???

I doubt that had anything to do with technical capabilities.

RS> Atari made a big step backwards when they brought out the ST, they

It lasted a very long time and even gave the Amiga a few problems in those
days. I think it's more than inaccurate to suggest the ST was a step back.
It's an ancient relic nowadays compared with the fastest PC's but it was
powerful in it's day and had a very clean and bug-free processor
architecture - a lot cleaner than even today's PC. Developers were not
hindered by fudges and kludges like they are nowadays. I have written (and
helped out with) a lot of stuff on many platforms including Amiga, ST,
Falcon, PC, Jaguar, SNES, Genesis/Megadrive and others and I know what's
involved in each case on a hardware level. I have seen what's required just
to read the joystick on the PC and it is stunning that somebody actually
believed that this was acceptible. It's an utter utter nightmarish calamity
of a design which has done a lot of damage to real progress in the computer
market. It's bad news for us all.

RS> should have gone for the Mindset Computer that they had the option
RS> on...
RS> The Mindset was a king of PC type clone with great graphics...

Making comparisons between the linear architectures of the 68000 associated families and the old Intel approach is not worth the effort, as the former was by far the better choice (especially as Intel are now taking this system more and more on board with each new release). The fact that the PC is widespread has nothing to do with the machine (infact, more in SPITE of it than anything else) but because the market went in that direction due to a great number of factors, not least the most famous and only real household name in computers (IBM) and the fact that it was always marketed as a professional machine and would therefore slowly infiltrate big companies, then smaller offices, and then finally peoples homes - as it undoubtedly has.

It's sad to see people making pointless comparisons between machines that are ALL underused and well out of date - especially when the comparisons themselves are calibrated differently. Maybe someday people will realise that it's not what you have or what gizmo is in it or what it cost that matters, it's what you CAN and WILL do with it. THAT would be cool.

Doug.

--

1163. re: [q] help me - with a dsp problem.

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1221dlittle@nest.demon.co.uk>
Source record: 167223

General! We have intercepted a coded Imperial message from the Username system!
IU> I have coded some texture mapping using the DSP on the Atari
IU> Falcon.
IU> I have tried to add a DSP mod player running on Host Command
IU> Interupt and using the SSI to play the mixed samples.

Brave!

IU> The problem I'm having is that when the DSP interupts it crashes
IU> if my main routine (non interupt driven) writes to HTX, reading from
IU> HTX doesn't seem to cause any trouble, but I have not checked that
IU> the data recieved is not corrupted.

Hmmmm...

IU> I am saving all the registers in the DSP mod player and putting
IU> them back. I am using DSP flags 2 and 3 if that might be a
IU> problem.
IU> If anyone can help I'll be most grateful as I heard there was a
IU> problem with this but I'm at a loss at how to solve it.

This is weird - we tried the same thing last year and got a certain amount of 'ocrrupted' audio playback but no problems with the host port itself. It may be something we missed but I don't remember coming up with a solution afterwards - we ignored the audio and went ahead with the 3D stuff intending to go back later. This is worth another look at the user manual sometime methinks!

:)

Doug.

--

1164. re: conner hard drives

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1222rcain@nest.demon.co.uk>
Source record: 167224

On 21 Apr 95 Ken wrote::

KM> From: macdonald@cfcsc.dnd.ca (Ken Macdonald)

KM> I had to buy an AdSCSI also to get my parity enabled IBM SCSI drives
KM> working.
KM> I should have waited for the LINK2, which will run those suckers into
KM> the ground! (not a pejorative, rather - a compliment)

What type of IBM, Ken? I have a WDS3160 which I'm having trouble getting up to steam. Anything particular you had to do to yours? Would previous use of the Stacker make things difficult?

Roger
rcain@nest.demon.co.uk

--

1165. Re: MagiC and ICD HD software

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDVMCGARUP@galaxy.teuto.de>
Source record: 167225

In <3mm7c3$pva@newsbf02.news.aol.com> Al Fasoldt wrote:

>Help! I bought MagiC 2.0 in the states and am trying to get it to work
>with ICD's hard drive software. The ICD software seems to trample on

Which version of the ICD-software?

I know for fact, versions 6.2.3 and 6.5.5 work perfectly well with M2.

>Anyone able to get MagiC and the ICD software to coexist?

Hundreds I would guess ;-)

>And are there any guidelines for setting the four MiNT program flags under
>MagiC other than the explanation that comes with the MiNT docs?

Sorry, no idea about that.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1166. Re: TT Resolution setup at boot (was Re: X-Mint Install)

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDVMCGAUUP@galaxy.teuto.de>
Source record: 167226

In <3mmbvl$hrm@batph8.bnr.ca> Troy Carpenter wrote:

[Problems of booting in TT-res]

>Am I way out in left field here? Does anyone else understand what is being

The ICD-harddisk-booter and its software let you set the resolution to boot
in. Perhaps that is a possible solution to your problem.

Other than that? Tough luck ...

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1167. Re: Virtual Memory on TT?

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDVMCGAXUP@galaxy.teuto.de>
Source record: 167227

In <3mmd1q$ijh@batph8.bnr.ca> Troy Carpenter wrote:

>What do I need to get in order to use VM on my TT?

You either need *Outside* or *VRAM*, both are drivers for VM on all 68030
equipped machines.

Both have their pros and cons, but I would say they work both ok.

I can only give you the German sources for Outside. But Uwe Seimet, the
author of Outside reads this newsgroup, so he might add some remarks ...

IIRC, VRAM is sold by OverScan, but do not quote me on that ;-)

------------------------------cuthereplease-----------------------------

Programm: Outside

Version: 3.3

Autor(en): Uwe Seimet
Archiv: OUTSDEMO.ZIP
Vertrieb: Maxon Computer
Industriestraï¿½e 26
D-65760 Eschborn

Telefon : 06196/481811
Telefax : 06196/41885

Preis : 99,00 DM

Typ: Disk-Utility
Copyright: Kommerziell

Hardware: TT, Falcon030 oder ST mit PAK/3

Software: arbeitet mit jedem AHDI-kompatiblen
HD-Treiber
------------------------------cuthereplease-----------------------------

BTW, I retrieved this information from the Atari-Info-Pages (AIP), which are
available as a ST-Guide-hypertext, Phoenix-DB, plain textfiles, and in an
export format.

Look out for release 06 on your favourite ftp-site or BBS. Release 07 is
coming soon. Danny, Chris, watch out. It'll be underway, RSN.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1168. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3n84c6$a76@epsilon.qmw.ac.uk>
Source record: 167228

```
Callum Lerwick (Callum.Lerwick@flight.org) wrote:
: Heres a stupid question, what does IIRC mean?

If I Recall Correctly.
--
.signature.signature
```

1169. Re: question about tape back ups

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2104951642210001@ngalm099.gal.nt.com>
Source record: 167229

In article <1207rcain@nest.demon.co.uk>, rcain@nest.demon.co.uk wrote:

> I have a Supra host adaptor and recently bought a used Archive Viper 2150S
> streamer. It says it holds 150Mb but contacts have said the is no bother if
> you use the longer 250Mb tapes.
>
> For s/w I have tried Diamond Back 3 (Hi-soft about £40) and GEMAR
> (Shareware).
>
> While I prefer the user interface of DB3 it has given me some problems,
> mostly timeouts while searching for tapemarks. GEMAR ddoesn't give this
> problem.

I use Tapebios since I mostly do Image backups, it has worked well.
The author mentions problems with Archive Viper 2150's, but I've never had any.

There is a version of TAR which works specifically with Tapebios.

A problem I have is that Tapebios runs in Super mode, so it's not so good
when using MiNT.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

1170. Spectre GCR vs. Mac SE

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: sonicsin@aol.com
Message-ID: <3n8mjd$m08@newsbf02.news.aol.com>
Source record: 167230

I would like to add the capability to run my MAC programs at home. I have an Atari 1040STE with 4 Meg of RAM. My company is also selling off some older Mac SE computers with 20 Meg HD's for $250. I would like to determine whether it would be better for me to buy one of these, or to buy one of the many used Spectre GCR systems I see advertised. I have not followed GCR for a long time, so I am not sure about its ability to run commercial and shareware mac software. Some of the main programs I would like to be able to run are: Word 5.1a, Excel 4.0, Canvas 3.5, Filemaker Pro 2.1, Quicken 5.0. Can I run America Online software with GCR?

- Steve

1171. Re: Barracud, was Re: TT Specs?

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3n8dkg$lvr@epsilon.qmw.ac.uk>
Source record: 167231

Hendrik Mylius (neptune@galaxy.teuto.de) wrote:
: And ATM a cute lil' easterbunny is sitting on my lap ...

Hey Hendrik..I think you need to go and see a psychiatrist and Optician. :-)

--
.signature.signature

1172. Re: Chameleon

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: schaerer@isi.ee.ethz.ch
Message-ID: <3n8p8s$qmu@elna.ethz.ch>
Source record: 167232

Simon Moore (smoore@chowgar.demon.co.uk) wrote:
: Could somebody please let me have the number for the Chameleon BBS.

I have the version 1.19. I don't know if it is the newest. :-/

Bye
Thomas

#*#
* Thomas Schaerer schaerer@isi.ee.ethz.ch +41 01/632'2768 *
* Swiss Federal Institute of Technology Zurich, ETHZ (fax:01/632'1208) *
* Signal and Information Processing Laboratory ISI ||| *
* Sternwartstr. 7 CH-8092 Zurich, Switzerland / | \ *
#*#

1173. Re: Falcon Games List

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <3n8q5l$3uh@usenet.INS.CWRU.Edu>
Source record: 167233

In a previous article, rmccall@mcs.dundee.ac.uk (Rod McCall) says:

>Right I think its about time we actually tried to compile a list
>of Falcon only or enhanced games, so here goes (you'll notice
>there isn't many)
>
> Towers II
> Llamazap
> Robinsons Requim
> Ping 2000
>
>Does anyone know of any others?
>
PinBall Dreams! The RGB version is quite good, with stunning sound. I
can't my VGA version to work on my Falcon, though . . .

1174. Re: Spectre GCR vs. Mac SE

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.135.000C942C@ti.com>
Source record: 167234

In article <3n8mjd$m08@newsbf02.news.aol.com> sonicsin@aol.com (SonicSin) writes:

>I would like to add the capability to run my MAC programs at home. I have
>an Atari 1040STE with 4 Meg of RAM. My company is also selling off some
>older Mac SE computers with 20 Meg HD's for $250. I would like to

[... deleted ...]

>Pro 2.1, Quicken 5.0. Can I run America Online software with GCR?

Frankly, if you get a Mac SE then you will have no need to ask this question,
no?

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| 486DX33 8Mb 210M HDD
MCI Email: 4673356@mcimail.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1175. Re: Aamdeus - Music Writing Software - info required

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGART.DE
Message-ID: <3n83u2$1190@info4.rus.uni-stuttgart.de>
Source record: 167235

In <gnaa38.798377074@aero.gla.ac.uk> gnaa38@aero.gla.ac.uk writes:

> Has anyone heard of this software for the Atari ST?
> Who produces it ?
> Where can i get it in the UK?
> How much does it cost?
The last thing I heared (about 1.5 Jears ago) is about
60000 DM for the professional version and about
30000 DM for the "simple" version.

The company is in Munich.

Regards,
Gerd

(yes I can count zeros. I made no mistake)

gerd@theo2.physik.uni-stuttgart.de G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

1176. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3n8q83$mp1@newsbf02.news.aol.com>
Source record: 167236

> You have to reboot to change an environment variable [in Ease]...

Not if you are running Ease under MagiC.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1177. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3n8q84$mp2@newsbf02.news.aol.com>
Source record: 167237

William Wong writes:

> As of tos 1.04 up, you can set the fastload flag of a program using some
file
> utilities. There are lots of such utilities around like MaxiFile,
proginfo,
> flagset to name a few, which will do that. You do not need pinhead in
this
> case but I read somewhere that pinhead does a better job at this (maybe
it's
> pinhead doc itself).

Yes, William, Pinhead does a better job than an unadorned FL bit because it does a better job of clearing the BSS, if I read the docs right.

BTW, I just grabbed two of your apps off a new CD-ROM, and they are nice. Keep the faith.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1178. re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3n8q83$mp0@newsbf02.news.aol.com>
Source record: 167238

> JT now works for a little start up company known as Taligent and he
> even pops in here, from time to time. <Hiyer, John>

What's just as fascinating is that John Townsend started working for Atari
when he was in his teens, as I recall.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1179. Re: Superboot Probs

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D7EAu1.Ev2@cix.compulink.co.uk>
Source record: 167239

In message <3mtbnl$8ue@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk said:

>I recently re-installed superboot on my F030, everthing works fine
>except that it will not read in from the keyboard properly. This
>problem arises when I set up a password, re-boot the machine and
>power it on. I can type in the password (it appears on the screen!)
>then when I go to hit return it simply displays a load of gibberish,
>and stops, it wont let me delete or press return.

Use Stoop instead. :)

Phil.

1180. Re: Need MagiC for ST info

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3n8q91$mps@newsbf02.news.aol.com>
Source record: 167240

> I am thinking of getting MagiC from my ST...

William, MagiC is quite a bit faster than TOS. It also does preemptive multitasking, so of course there is a huge advantage over TOS 2.06 or other versions. It handles memory allocation far better, too.

It comes with Magxdesk (unless 2.5 is different in the way from 2.0, which is the version I have), which is a serviceable desktop.

I wrote about MagiC for the GEnie Lamp, and that issue will be out in a few weeks. The revierw is quite long.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1181. Re: Read write Atari ST disks on PC?

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3n95g6$se0@sinsen.oslonett.no>
Source record: 167241

Shannon Wegner (wegner@duke.usask.ca) wrote:
: I've asked this question in the PC groups and didn't get much help, so I thought I'd try here.
: I'm looking for a DOS program that will read and write Atari ST DD disks. Does anyone here have
: any suggestions? I'm also looking for a Atari ST utility to read and write DOS disks.

just format the disks using MSDOS, but be sure to use a formatter that gives
the disks unique serial numbers (unlike some PC formatters). I use "Hcopy 1.6"
for formatting. You will be able to use the Atari disks in both your ST and
PC.
For existing Atari disks you can "convert" them to MSDOS disks even without
re-formatting or loosing any data. It only changes the bootsector a bit for
MSDOS. Can't remember the names of those programs (there are several).
Write me back if you don't already have the answer for it, and I'll
check out the files on my disks for it.

Hope this helps.

Hallvard
--
** Hallvard Tangeraas, Oslo, Norway **
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 faxmodem]
****
Norway, Norvege, Noruega, Norwegen, Norge

1182. re: help, fat erased.

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1223rcain@nest.demon.co.uk>
Source record: 167242

On 21 Apr 95 Rod wrote::

RM> From: rmccall@mcs.dundee.ac.uk (Rod McCall)
RM> For example every now and again it
RM> creates a new partition which is about 600k in size!!!
RM> This is called G, after a short while this partition usually
RM> disappears but I dontlike it.

Eeee..'ecky thump, Rod. This is truly AMAZING!

It takes quite a bit of data fiddling to set up a recognisable partition so
something is doing this INTENTIONALLY.

What s/w are you running when this happens?

Roger
rcain@nest.demon.co.uk

--

1183. re: verdict on atari world please?

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1224rcain@nest.demon.co.uk>
Source record: 167243

On 21 Apr 95 Ofir wrote::

OG> From: ogal@cix.compulink.co.uk ("Ofir Gal")

OG> Check out issue 2.

When?

Roger
rcain@nest.demon.co.uk

--

1184. re: hd for atari 1040ste?

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1225rcain@nest.demon.co.uk>
Source record: 167244

On 21 Apr 95 Roland wrote::

RG> I was thinking of getting one of these to replace the 212Mb drive in
RG> my TT. However I have read that as it is a FAST SCSI2 device I will
RG> need active termination.

The higher the frequencies passed over the SCSI bus the more important
correct termination is likely to be. However, don't be too driven by the
pundits prescriptions. Depending on the cable characteristics and line
drivers you may sometimes find that NO termination is the best solution.

RG> ATM I use a passive terminator on the end of
RG> my SCSI chain which is a collection of fairly old SCSI 1 and SCSI 2
RG> devices.

This terminator belongs to one of the devices, right, not a special affair?
You can always make the SCSI-2 the last in the chain and exploit its active
termination if your geometry allows. Otherwise I'm sure you would be OK
bunging it in the middle of the chain sans termination and relying on the
passive term you already have.

Roger
rcain@nest.demon.co.uk

--

1185. Atari World in Germany?

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: alpldbia@hercules.zrz.TU-Berlin.DE
Message-ID: <3n7tcg$htq@brachio.zrz.TU-Berlin.DE>
Source record: 167245

In article <D7Cy3y.AqK@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:

>clearly visible. Check out issue 2.

Does anyone know whether AtariWorld is available in Germany? I used to buy ST-Review or ST-User at newsagents in Berlin's train stations but I couldn't find AW so far. Since it's published by Compo -- is it possibly available from Compo Germany?

Andre

--
Andre Leistner
UseNet: alpldbia@w255zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

1186. Re: Are the maus alive?

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: alpldbia@hercules.zrz.TU-Berlin.DE
Message-ID: <3n7tui$id2@brachio.zrz.TU-Berlin.DE>
Source record: 167246

In article <3n7gjl$1fd@aristotle.algonet.se>, <ljord@algonet.se> wrote:

>Hej!

Is that 'Hello' in Swedish?

>I'm subscribing to a few maus.-groups and
>it seems like my account provider not forwards
>all messages, or that these groups are not
>very active.

It looks as if you didn't get the majority of all messages.

maus.os.linux68k --
maus.sys.atari.gemini 10-15 msg/day
maus.sys.atari.hardware --
maus.sys.atari.mint 10-15 msg/day
maus.sys.atari.software 100-150 msg/day
maus.sys.atari.talk 100-150 msg/day

-- means I haven't subscribed to these groups

Andre

--
Andre Leistner
UseNet: alpldbia@w255zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

1187. Re: MagiC & Falcons?

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: alpldbia@hercules.zrz.TU-Berlin.DE
Message-ID: <3n7uek$irc@brachio.zrz.TU-Berlin.DE>
Source record: 167247

In article <3n5apa$rl5@news.iesd.auc.dk>,
Henrik Lunardi Weide <chainxor@kom.auc.dk> wrote:

>> >Is anyone interested in a translation? ;-)
>> Plase, do post it. And if you don't have time to do the translation,
>> post the original, and we'll use our dictionaries.
>
>YES YES YES do that!!!!!!!!!!

I've translated it and anyone who wants to may contact me in order to get
it. The public interest doesn't seem to be great enough to post it in here.

Andre

--
Andre Leistner
UseNet: alpldbia@w255zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

1188. Re: MIME

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <798483288snz@chowgar.demon.co.uk>
Source record: 167248

In article <3n829o$a76@epsilon.qmw.ac.uk>
efac001@alpha.qmw.ac.uk (D.Bhabuta) said:-

>I can look forward to your registration then, I suppose. :-) Just in
>case you didn't know, I handle UK registrations.
>
>Regards
>Danny
>--
>.signature.signature

If I find that I actually use the program (which seems unlikely as I've trashed
the only MIME file I ever received) then I *will* register.

Regards.

--

Simon Moore

smoore@chowgar.demon.co.uk

1189. Read write Atari ST disks on PC?

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: Shannon Wegner <wegner@duke.usask.ca>
Message-ID: <3n8tkj$a83@tribune.usask.ca>
Source record: 167249

I've asked this question in the PC groups and didn't get much help, so I thought I'd try here.
I'm looking for a DOS program that will read and write Atari ST DD disks. Does anyone here have
any suggestions? I'm also looking for a Atari ST utility to read and write DOS disks.

Thanks Shannon

wegner@duke.usask.ca

1190. MagiCMac demo

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.138.000E79FD@ti.com>
Source record: 167250

Is the actual MagiCMac demo in German?
I managed to look at the MagiCMac Q & A executable and didn't understand one bit of it as it was in German. Unfortunately, the Mac emulator which I was using crashed when running the demo, I think MagiCMac need system 7 which the emulator doesn't support.

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@lobby.ti.com | ||| 486DX33 8Mb 210M HDD
MCI Email: 4673356@mcimail.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1191. Re: Falcon accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: tomlin@stomlin.spods.dcs.kcl.ac.uk
Message-ID: <950421Z165610.623tomlin@stomlin.spods.dcs.kcl.ac.uk>
Source record: 167292

I'd like to know if the Barracuda can run Linux/m68k?

--
Keith Tomlin
tomlin@zippy.spods.dcs.kcl.ac.uk
////////////////////////////////\\\\\\\\\\\\\\\\\\\\\\\\\\\\
/ S.P.O.D.S Site Earth = http://www.spods.dcs.kcl.ac.uk \
/ Linux/m68k & Falcon030 stuff = \
/ ftp zippy.spods.dcs.kcl.ac.uk : /pub/Authors/tomlin \
\\

1192. C-Lab Address

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3n84c9$dd@dux.dundee.ac.uk>
Source record: 167293
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Just in case you didnt know here is the C-Lab address!!!

C-Lab Digital Media
Am Stadstrand 39
22047 Hamburg

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1193. Re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3n84t5$dd@dux.dundee.ac.uk>
Source record: 167294

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: >>Hamburgers and Coca-Cola "sell well" but I have not heard this being quoted
: >>as proof of their nutritional worth.
: >Nice analogy!

: It doesn't even mean that they taste good. I can't stand hamburgers and will
: only drink Coke as a last resort.
Just to add to the irrelevance

As a general hint do NOT buy Dalepack Beef Steaks (I think thats what they were)

here is a rough quote

"a blend of beef and OTHER meats"

On further investigation, yes the burger did contain beef, but as for
the other meats they were again listed a s just "other meat" in the
ingredients. I am now somewhat concerned as to what was actually in them.

These burgers are not really what I would say as a big 'no no'.

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1194. Re: MagiCMac (was: emulator for the mac?)

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798458021@gen-off-3>
Source record: 167295

C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:

>That's quite a common thing to do so that you get a uniform number of
>bits for each channel.
The eye is not equally sensitive to all colours, though.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1195. Re: What Defragger ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3n7v14$mir@ccpnws.in2p3.fr>
Source record: 167296

> Do you mean SEMPRIMI (sp?)? That has reportedly some problems with certain
> harddisk-drivers. And it is commercial, too.

> Hendr!K

I use SEMPRINI with ICD software and never had problems (AdSCSI+, ICD drivers
vers. 6.5.5, Quantum LPS270S and LPS170S, PAK3 68020 33MHz).

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

1196. [Q] HELP ME - with a DSP problem.

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3n80un$n9s@macondo.dmu.ac.uk>
Source record: 167297

Hello,

I have coded some texture mapping using the DSP on the Atari Falcon.

I have tried to add a DSP mod player running on Host Command Interupt
and using the SSI to play the mixed samples.

The problem I'm having is that when the DSP interupts it crashes if
my main routine (non interupt driven) writes to HTX, reading from HTX
doesn't seem to cause any trouble, but I have not checked that
the data recieved is not corrupted.

I am saving all the registers in the DSP mod player and putting them
back. I am using DSP flags 2 and 3 if that might be a problem.

If anyone can help I'll be most grateful as I heard there was a
problem with this but I'm at a loss at how to solve it.

Thanks

Alan.

se2ap@dmu.ac.uk

1197. Re: Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3n83ic$2mh@mserv1.dl.ac.uk>
Source record: 167298

```
>will it run only on an STE or also on my STfm?

STE and Falcon only!

++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ Mark Stephen Smith : msh@dl.ac.uk +
+ Atari Web Pages : http://www.mcc.ac.uk/~dlms/atari.html +
+ +
+============================================================================+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

1198. Re: Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3n846o$c5s$1@mhadf.production.compuserve.com>
Source record: 167299

>Have you tried playing "MidiMaze"?

Yup... MIDIMaze is one of my all time favorite computer games. *NOTHING* can beat having 16 STs hooked up all at once and playing against 15 other human players..!

Atari really blew it by not doing a MIDIMaze for the Lynx system.. it was such a "natural" for the ComLynx.. but someone in charge at the Chicago Atari game center "didn't like" the game, so they never developed it.

I'd expect that any "DOOM-like" game on the ST would look an awful lot like MIDIMaze... there just isn't enough horsepower available to do texture-mapping on the walls, so they'll likely be all one color, and having only 16 colors available will limit the other graphics as well.

But even though the game wouldn't LOOK exactly like DOOM, I think it ought to be possible to create a *similar* game on the ST.. just take Dungeon Master and add a fluid motion to it.. "Dungeon Master 2000"

BobR

1199. Re: HD for atari 1040ste?

Newsgroup: comp.sys.atari.st
Date: 1995-04-21 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3n84ra$c5s$2@mhadf.production.compuserve.com>
Source record: 167300

The "host adapter" needed to run a standard SCSI hard drive mechanism on an Atari ST is a hardware device which converts the "almost standard" Atari ASCI interface of the DMA port to the standard SCSI signals needed by the hard drive.

The ICD Link is a very small device which is a lot easier to use than earlier types of host adapters.

I haven't had any luck finding the part numbers of the suspect DMA chips in early 1040STe computers. The problem only affected the earliest production runs before it was caught, so unless your STe is an early version, it may not be affected.

BobR

1200. Re: Re^2: Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDWQBCBOUP@galaxy.teuto.de>
Source record: 167101

In <ftn_2.200.423_2f8ea2f5_Jesper.Kock@kockens.ct.se> Jesper Kock wrote:

> > CoMa - Shareware, fully GEM Compliant, supports classes 2 and
> > STraight Fax - Commercial, costing #80 pounds from System Solutions.
> > Junior Office - Shareware, originally German but I have just translated
>Well.. You forgotten to mention the BEST Faxprogram overall to Atari.
>Qfax v4.08. STraight Fax and Qfax is equal good.But i will still recomend

Wouldn't spend a penny on CoMa if I were you.

Not being supported any longer. Has problems with serial ports other than
Modem1. Sometimes dufficult to set up.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1201. Re: Spectre GCR vs. Mac SE

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: sonicsin@aol.com
Message-ID: <3nbfag$c51@newsbf02.news.aol.com>
Source record: 167102

Thanks, I'll probably go with the SE.

1202. Re: question about tape b

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: nicole@seas.smu.edu
Message-ID: <3nbdja$3bo@giant.seas.smu.edu>
Source record: 167103

A tape mechanism of some sort was included in with a case and
powersupply that I got for my harddrive and scsi+. It's an Archive
5945L-2 with a card labeled 20269-024 Rev.K. It has 50pin card-edge,
so I suspect it might be scsi. Can anyone suggest how I might be able
to try it out to back up my 100meg harddrive (rll with adaptec 4070)?
I don't even know what type of tape cartridge to buy to try it out
with the shareware Gemar. since I suppose it's not likely to work,
I'd rather not spend much.

Thanks
John Trimble
nicole@seas.smu.edu

1203. Re: Emulation

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D7FxHM.K6t@cix.compulink.co.uk>
Source record: 167104

In message <D7CpB2.88q@cix.compulink.co.uk>, satty@cix.compulink.co.uk said:
>
>Somebody get the Falcon DSP software modem out and copywrited and then have
>a go at taking them to court

The last I heard, this project had been dropped - the max baud rate they could get was only 1200! Some problem with the Falcon's hardware enforced this limit.

Phil.

1204. Re: Falcon Games List

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D7FxHn.K7o@cix.compulink.co.uk>
Source record: 167105

In message <3n0abc$rtf@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk said:

There are Falcon versions of Ishar 1 and 2 using 256 colours.

Phil.

1205. Re: Help, FAT erased.

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D7FxHp.K8J@cix.compulink.co.uk>
Source record: 167106

In message <3n0a3g$rtf@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk said:

>I cant help with the problem, but I too have a few probs with my
>internal IDE drive. For example every now and again it
>creates a new partition which is about 600k in size!!!
>This is called G, after a short while this partition usually
>disappears but I dontlike it.
>
>Can anyone suggest why this is happenening? Oh abd by the
>way partition F is NOT full!!!

How do you notice whether drive G is there or not?
What driver are you using?

Phil.

1206. Re: Spectre GCR vs. Mac SE

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: nicole@seas.smu.edu
Message-ID: <3nbemv$5d5@giant.seas.smu.edu>
Source record: 167107

I have both a mac se and a gcr on an STe, so I'd like to clarify some points in Mark van Wyk's post.

True, the SE runs system 7.x, and the GCR doesn't; so if you need system 7, you'll need a mac.

The only trouble I've had with the GCR is printing, but I'm not through experimenting with the shareware mac printer driver and the dip switches on my dot-matrix printer. I've come close to satisfactory printing with clarisworkss, but the mac program TeachText, which is used for the "readme' files always bombs when I try to print.

With regard to disks 720/800k v 1.44M, many Mac SEs don't have the larger superdrive. YOu'd want an SE/30 for that. In this regard, the GCR with spectre software version 3.0 has an advantage. On a mac, you need the superdrive and apple fileshare to read ms-dos format disks, but with gcr, you can read 720k msdos disks into the mac environment using apple fileshare which typically comes with the system software. I've found this very handy in going back and forth between pc clones, my favorite atari, and the mac which many of my friends and clients use. I frequently transfer files back and forth by this method.

Unfortunately, even if your st has a 1.44 drive, gcr/spectre doesn't support 1.44 msdos/applefileshare. You'd have to split your 1.44M disk into 720k disks on the atare to get it into the mac by this method. Someone may correct me on this: I don't have a 1.44 drive in either machine.

Macs with superdrives don't have this limitation.

As a poor writer and arts administrator, I feel very fortunate with my atari and an se I got at the goodwill store to be able to do most of what I want to do. If I had to give up one, I'd give up the mac se, and if I had my drothers, I'd have both a nicer atari and a nicer mac.

1207. Re: Emulation

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D7G5Eu.EK7@cix.compulink.co.uk>
Source record: 167108

>could get was only 1200! Some problem with the Falcon's hardware enforced
>this limit.

Odd - I read (in this news group IIRC) that 32K was possible. If so al we
need is a little bit of hardware

Steve.

1208. CD-ROM driver help needed!

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: lamarth@delphi.com
Message-ID: <pq0dphL.lamarth@delphi.com>
Source record: 167109

I've got a couple of questions here...

1) I just got a CD-ROM for my Falcon and I'm trying to install METADOS2 to see if the drive is going to work. While AHDI recognizes the drive, METADOS.PRG complains about the drivers in \AUTO\BOOT\ not being installed. CONFIG.SYS is in the AUTO folder, but I don't understand what is supposed to look for CONFIG.SYS and install the drivers- apparently METADOS doesn't.... or does it? Oh and by the way, I did modify CONFIG.SYS so that it will look for SCSI device 0, the CD-ROM.

2) I also got a newer version of AHDI but I can't seem to find the old version of AHDI that's on the drive so I can replace it. I thought that HINSTALL could do the replacement but apparently it doesn't as when I tried to run it with the new AHDI in the same directory as HINSTALL, the system came back up with the old AHDI.

Any help would be appreciated!

David (lamarth@delphi.com)

1209. Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <72b_9504230011@tor250.org>
Source record: 167110

S > Have you tried playing "MidiMaze"? It's the only thing
S > remotely like Doom on the ST that I've seen.

I've got the original version of MIDIMAZE that Hybrid Arts put out in the ST's infancy. Although not QUITE in the same league as DOOM, one must admit that its playability is incredible for a ten year old game, even today.

... Flying Saucer? You mean the kind from UP THERE? - Plan 9
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

1210. Re: Re^2: Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: alpldbia@w255zrz.zrz.TU-Berlin.DE
Message-ID: <3nbs6e$l0@brachio.zrz.TU-Berlin.DE>
Source record: 167111

In article <FDWQBCBOUP@galaxy.teuto.de>,
Hendrik Mylius <neptune@galaxy.teuto.de> wrote:

>Wouldn't spend a penny on CoMa if I were you.
>
>Not being supported any longer. Has problems with serial ports other than
>Modem1. Sometimes dufficult to set up.

Didn't you want to write this about QFax? AFAIK CoMa is being supported,
version 2.8 has just been released a week ago.

Andre

--
Andre Leistner
UseNet: alpldbia@w255zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

1211. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3nbt7q$1j0@sphinx.Gsu.EDU>
Source record: 167112

Sanjay Parker (sxp17@po.CWRU.Edu) wrote:

: >I'll get my PC one of these days. From this i'll just let things happen the
: >way they arrive.. I'm getting sick and tired of all this shit with Atari
: >software, trying to convince people about the need of software support.
: >The Falcon may well be an outdated machine, but thats not because of the
: >hardware. Thats because of lack software support!

I don't quite understand this "lack of software" -claim.. There are
plenty of good programs available for almost any use imaginable. At
least, I feel so. Still, things definitely could get better too.

: >There may well be alot of pleased ST/TT users out there using Magic now, but
: >you just try ask them what they want to do when there is no more new software
: >for their computers. Do you think they're gona upgrade to a Falcon ? No, why
: >should they, there isn't any software for the Falcon either, because stupid
: >software producers/distributers "FORGOT" to support it. This means people
: >are jumping directly from the ST/TT to another platform, insted of upgrading
: >within the same platform when it's available.

Some people are jumping - some will not! I personally think that the
illusion of "no Falcon -software available" is more psychological than
real. It's easy to see the software flood for PC-compatibles. Some people
just want to collect software (illegal copies just for fun), and play
with it. Well, it _is_ fun, I guess..! But one can really get good
software for Falcon, if he wants to:

Calamus S / SL (DTP)
DA's Layout (DTP)
Chagall (image proc.)
DA's Picture (-"-)
Morpher
Apex Media
ImageCopy 3
DA's Vector Pro
X-act Draw
X-act (graphing)
Freeway (database)
Phoenix 3 (-"-)
Twist (-"-)
Papyrus (word proc.)
Script 3
That's Write 4
Gutenberg
Signum! 3.5
Tempus Word

Pure C (programming)
Pure Pascal
Application Construction Set (kind of "Visual Basic for C and Pascal)
HiSoft Basic 2.1 compiler
Devpac 3 & DSP assembler
Cubase Audio (sequencer & hard disk recorder 16-track)
Notator Logic Audio
...
And that was just a tiny sample of Falcon-programs. All very good stuff!

: Along these same lines, it has been my PERSONAL (read- limited) experience
: that those who own higher ended machines (especially the Falcons) are the
: ones who are actually buying products for their computers. I had a second

I agree. No matter what non-Falcon owners think of, we really want new,
good software - and buy it, too!

: the ones who are spending the money. Most Falcon owners
: I know have CD-ROM drives and decent size hard drives, and are on the
: lookout for new products. In contrast, I know many people who have 520 or
: 1040 ST's, and they are collecting dust in a closet somewhere.

The fact that Silmarils publishes at least 2 CD-ROM games for Falcon (!)
tells us a lot. Falcon-owners hunger for quality software!

: The Falcon hardware is definitely capable of competing with other platforms
: for a few years to come (especially with 3rd part add-ons) . . .
: The software, although scarce, is quite good
: actually. I still have reservations about recommending Falcons to my
: friends (who are definitely interested), because they must 'hunt' for
: support. . . but for the right persons, the Falcon is ideal.

You're right. I wouldn't recommend it to anyone, either. But for someone
really interested in computing, willing to experience new things, and not
caring of what those "ten trillion flies" use and think, Falcon is about
the ideal computer. Especially, when its users can form user-groups!!
That makes it pretty easy to get new soft- and hardware. And those groups
can negotiate special prices for group-purchases!

Keep on flyin' high!

TH

1212. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3nc1oq$1j0@sphinx.Gsu.EDU>
Source record: 167113

sinclap2954@cobra.uni.edu wrote:
: In article <3na3nh$n20@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) writes:
: > Hutch (hutch@ilmen.lanl.gov) wrote:

: Fact: Pentium and at least the PowerMac 6100/66 will blow away a Falcon using
: any desktop publishing App. And you know what that these systems cost less
: than a Falcon set up. So why tell new users that a Falcon is a better buy?

Maybe because it's a better computer =-) ! I can put a jet engine into
my old car, but it still won't fly. At least very high.. PC is 70's design.
They can tune-up it as they will, but still it is antique with jet engine.
And your Mac: it emulates 68020. Falcon has 68030 with PMMU - and a
much nicer OS (IMO, of course!). And DSP, and Blitter, and MIDI
capabilities with great software... Why is Falcon a better buy? Because
people love to use it. That's reason enough, even if you don't see it
;-) ! It's a very nice computer.

: Are these TT and Falcon's still in production and widely available?

Widely enough for people who know what they want. You can always get an
Eagle, as a fully compatible, improved TT. You can get real power with
Medusa 68060. Using 68060 and GEM I wouldn't care very much about anyone
trying to impress me with some Pentium or PPC/MacOS computers =-) !

: Mac OS is fine whats wrong with your?

No, MacOS isn't "fine" at all. It's easy to learn. But it's tooooooooo
slow (especially when handling DOS disks). It's boring-looking. It's too
stupid after getting used to GEM. And it isn't very stable. after all. I
prefer GEM, even with its own faults. It's my opinion, nothing more,
nothing less. And what did you try to say, anyway ;-). Mine what?

: Good enough is not enough, it has to blow away the others, which it does not..
: You are asking users to invest in a $2000 Falcon setup..

And your PowerMac blows away the others? You know, the science has
proved that people tend to find "reasons for their purchases" after
they've done the purchase. They like to think that "I did the RIGHT thing
selling my ST and buying a Mac..". They like to think they didn't make a
mistake...

: > I've myself seen Calamus SL and Atari TT doing things that left some
: > PC-professionals just staring, and saying: "My 486 couldn't do THAT..".
: > You can tune-up your Falcon to do small miracles, too.
: > Try - it's fun ;-) !

: Like ST users drool over the latest Mac/PC title. We can do that too..

Name just three of us who drool your titles ;-) ! You have some
spectacular programs, true. And we have things like Apex Media Mac
doesn't have. Two worlds, different worlds. No use arguing!

: >
: > : -Hutch- @ Fair Dinkum Tech
: >
: > TH

: _____
: = Apex Media on the Falcon is the
: Peter Sinclair-Day = final nail in the coffin for the
: The University of Northern Iowa = Amiga's usefulness. There will be
: Cedar Falls, IA. 50613 = no comeback, unless DSP is adopted
: = and prices are competitive!!

: Http://www.ziff.com - For the latest MAC & PC news....

Just for curiosity: why do you still hang around in Atari areas, when you
apparently can't stand our attitudes ;-) ? Want the last word? You made
your decision, but it was yours alone. Hope you're happy with it, but
I hope you don't just want to quarrel or boast. You may wonder why, but
we don't really envy you any more than you envy us. This arguing about
Falcon vs Mac isn't worth arguing, after all.. Different computers!

Cheers,

TH

1213. Re: TT Resolution setup at boot (was Re: X-Mint Install)

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D7GEHx.7Ls@watserv3.uwaterloo.ca>
Source record: 167114

In article <FDVMCGAUUP@galaxy.teuto.de>,
Hendrik Mylius <neptune@galaxy.teuto.de> wrote:
>In <3mmbvl$hrm@batph8.bnr.ca> Troy Carpenter wrote:
>
>Problems of booting in TT-res
>
>>Am I way out in left field here? Does anyone else understand what is being
>
>The ICD-harddisk-booter and its software let you set the resolution to boot
>in. Perhaps that is a possible solution to your problem.
>
>Other than that? Tough luck ...
>
It seems that Troy's discovery is the best solution yet - one reason I need
an auto folder program to set rez is to test Mint-X in Sthi on my TThi
setup - ie there is an auto folder program which emulates all nonTThi
modes in TThi - the problem is is leaves the computer in TT-low - so an
AUTO folder program which runs between the VGA emulator and Mint is what
I need - Thanks Troy, I'll give it a try!

Sam

1214. Falcon Owners List

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3nbfg4$ghm@dux.dundee.ac.uk>
Source record: 167115

Just becaue I'm obsessed with lists, there's no need for any slagging.
Anyway fallowing on the success :) of my other two lists here goes....

If you own a Falcon and would like to get in touch with other users
please subscibe to the following.. I am not including addresses,
or telephone numbers at this stage,

Just complete the details outlined below and email them to me:
in the subject field of the message please include "FOL: "

==========
Name:

email address:

Mainly used for: (e.g Wordprocessing, music, games etc)

==========

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1215. Ease color/resolution help

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: control@u.washington.edu
Message-ID: <3nbn1s$abu@nntp1.u.washington.edu>
Source record: 167116

just got ease and can't figure out how to save the various color desktops
(so i can have a mono desk, a 256 color desk etc.). and the manual makes
it seem that i have to have magic to change resolutions from ease. this can't be right is
it? anyhow could someone give me a step by step on how to save
the various color desktops? and can i import any type of icon to use in ease
thanks for your help, M.C.

1216. Re: English Geminin 1.999

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: alpldbia@w255zrz.zrz.TU-Berlin.DE
Message-ID: <3nbsqb$sf@brachio.zrz.TU-Berlin.DE>
Source record: 167117

In article <3n80f8$a76@epsilon.qmw.ac.uk>,
D.Bhabuta <efac001@alpha.qmw.ac.uk> wrote:

>Did you not notice the English Gemini screenshots in Issue 1 of Atari
>World?

BTW: The latest version of the Gemini-FAQ (English) can be found on
ftp.cs.tu-berlin.de

Andre

--
Andre Leistner
UseNet: alpldbia@w255zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

1217. Ishar 2

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: Matthew.Callier@bbs.dynalynx.com
Message-ID: <1995Apr22.115810.9421@dynalynx.com>
Source record: 167118

Whomever responded to my Ishar 2 querry.....You mispelled my address. And I lost your address. I have defeated the first monster in the forest, that is what I did first. Did you see the wizard on the eastern coast. Please respond again.

1218. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDWXCGALUP@galaxy.teuto.de>
Source record: 167119

In <199504170240.a20708@iz.maus.de> Ole Pahl wrote:

>In <FDJSAJBOUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius)
>HM>And I have my doubts, that this drive will play a major role in the
>Why not? Most of the Atari ST users use SCSI devices, so installing
>a ZIP drive shouldn't cause any difficulties. It can also be used as

Let's wait until those ZIPpers show up in Germany, and how they will be
priced.

>HM>Special features, e. g. enabling/disabling of cache, auto-
>HM>park/shutdown, software selection of the ID and this sorta stuff are
>I think the first ST programmer using a ZIP drive will write a CPX
>module for the non-standard features. :-)

I'll take your word for it, Ole ;-))

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1219. Re: New to the net ATARIan

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDWXCGAOUP@galaxy.teuto.de>
Source record: 167120

In <199504170311.a20710@iz.maus.de> Ole Pahl wrote:

>NN>While I'm here, I'm using Flash 2,21E, what would be better for neting.
>My favourite program is CoNnect, a German program written by Wolfgang

Mine as well :-)

>Wander (Wolfgang_Wander@hh2.maus.de), but I don't know if there's an
>English version available.

AFAIK, there is. Wolfgang can be contacted at

wwc@dxhra1.desy.de

as well.

>NN>I'd also like to get a GIF viewer that works on all picture files or
>If you use the ST-HIGH resolution, I suggest using MGIF which displays

GEMView ;-)

Ciao

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1220. Re: Info needed : Xtra RAM Simm Board

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3nbn9g$n6i@cville-srv.wam.umd.edu>
Source record: 167121

Charlie Mike (limchung@iscs.nus.sg) wrote:
: Hi,
: I'll like to upgrade my 1040ST's memory to 4mb. Is it easy to upgrade
: using the Xtra RAM Simm Board?
Yes, fairly easy...

Will I need to do any kind of soldering
: ('cos I'll really lousy at it) ?
You don't have to, you can use the "alligator" clips provided

And what type of RAM chips must I use,
: such as how many pins, how many ns?
I used the Xtra RAM simms, and I'm afraid I don't remember the
specifics...

Lastly, why is the board so
: expensive (Toad Computers listed it at $79) ?
Got me...

--Lunatic

: Thanks.

: Chung Yong
: National University of Singapore

1221. Re: Magic for Falco

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3nbvae$1j0@sphinx.Gsu.EDU>
Source record: 167122

Hutch (hutch@ilmen.lanl.gov) wrote:
: In a previous article, kim@dksoft.ping.dk (Kim Andersen) wrote:

: >In <9504141315.AA03673@ilmen.lanl.gov> Hutch wrote:
: >>Er... not that it really matters in the long run but considering how many
: >>more ST/STe/TT machines are in existance compared to Falcons, why do you
: >>think this was a stupid idea? I would have done likewise.
: >
: >Perhaps you would, if you're going to base you company on old machines.

: No, I would be basing my company on the goal of trying to make a profit.
: Once some cash flow was enabled, -then- I would try to expand my software
: to make it compatible with machines that have a lower installed user base,
: such as the Falcon.

The idea itself doesn't sound bad. In fact, most U.S. software houses
have acted just like that when abandoning Atari- and Amiga platforms.
They have taken the A&A programmers out of their 68000 projects, and put
them to make PC software instead in order to make more profit.

This just doesn't work; it's a one-way road. Once you start thinking of
profit only, you'll never go back to your "roots", to make software for
platforms that don't make as much profit. If we think that "making
profit" is the RIGHT way to do business, then it's o.k. that PC rules, and
most games makers just ignore the minority computers.

I doubt that many people here want to read philosophical thoughts ;-)
-but anyway, we *should* think about this for a minute IMHO. If we really
let the market decide everything, what'll we get? The result from profit
-orientered business thinking is this: no alternatives anywhere. No
Ataris. No different television programs. No different newspapers. Only
something that makes the faceless "majority" satisfied, but doesn't make
almost anyone really happy.

I feel that we, Atari- and Amiga-users are mostly people who do _NOT_
want to have a gray, uniform society where profits dictate what we can
buy and what not. I know that many business-people wouldn't give a sh*t
for these thoughts, but I don't respect them any better. I think that
firms must make enough profit to survive - but, above all, they must be
able to satisfy all kinds of needs. Also minority needs. We'll get a
very nasty world to live in, if money decides everything alone...

So, it's very important (I think) to support Falcon, even when it's not
economically profitable. Falcon represents today, ST yesterday. We can't
live in yesterday.. Eagle and Medusa may represent future for us, if we
take them seriously - and they know what they're doing. This very clearly

is a fight for life, now. If people get tired of what Atari represents
(the WAY of computing it represents!), and move to other platforms, then
computing world will be a grayer place tomorrow. We have to fight against
that, or buy PCs. Who wants to do _that_ ? Macs won't get most of us
much happier, I'm afraid. Some, but not all. So, this is war!

: This is all academic, anyway. Companies will frequently do something that
: the user doesn't like or does not understand but there is often a very
: good reason for it and usually it's profit based. That's business, ya know?

We know. Too well, Hutch... But the question should be: do we *want* it ?

If "business" forces us to buy bullshit, it's time to say "no" !

If I have to use a PC to get some job, I'll do it. But at home I will use
whatever I _want to_ use. And that's Falcon. That's our own choice,
whatever the business-brains try to decide =-) !

: -Hutch- @ Fair Dinkum Tech

Cheers,

TH

1222. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3n9s7f$n20@sphinx.Gsu.EDU>
Source record: 167123

Hutch (hutch@ilmen.lanl.gov) wrote:
: In a previous article, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

: > Is every Atari owner an idiot when using Mac and PM? Or am I the
: > only idiot among (otherwise very Mac-honoring) Atari users..??

: Of _course_ not. Don't be facetious. All I'm saying is that PageMaker
: (along with the equally capable Quark XPress) are the primary page layout
: tools used by the thousands of commercial graphics service bureaus,
: desktop publishing houses and independent artists on their Macs in the
: US (don't know about other countries). They do this work for a living and
: evidently do NOT experience the difficulties you refer to. So why not?

Professional software isn't bugless at all. At my previous job, the
graphical gang knew pretty many ways to lock Corel Draw up. They just
tried to avoid certain actions that would activate the problems. But if
those professionals don't get the same problems with PostScript and PM as
I had, there may be many other reasons. They might use a different
printer, different display resolution... and different fonts. I suspect
that PM didn't like this font I used - because sometimes it stopped the
whole printing process with message "Postscript fond download problem",
or something like that. You just never knew, when.. Another try often
succeeded. The result just wasn't good even then (bad kerning).

: > If I was the "stupid Atarian who hates Macs", can you please tell me,
: > what it was I did "wrong" ?

: Ouch! Those are YOUR words, not mine, mate. Thank goodness, too. But in
: regards to your specific WYSIWYG problem, you did not mention one very
: key piece of information... what kind of monitor and what resolution were
: you using PageMaker with? With the wrong resolution, you'll NEVER get
: WYSIWYG. Just as a guess, try changing to 832x624, if possible with that
: monitor, and try printing again. You might also check to make sure that
: you are using the proper PPD file for the printer. This is all SETUP stuff,
: BTW, that should only have to be configured once (if done right).

Sorry for overheated words - but sometimes you just get tired of
some very common attitudes many people have towards Macs, Ataris, PCs and
their users... What comes to my "problem", the set-up was following:
Mac Quadra 700, Apple 16" 832x624 monitor, 256 color mode, printer was
Apple LaserWriter II. The set-up worked fine with other programs.

I feel the weakest point of Macintosh is the PostScript printing. It
works well, when things go as they should - but it just doesn't create
complete WYSIWYG environment. The only way to make certain that the
display and the printout match exactly, is to use the same rasterizer for

both display and printing. This is what Calamus does. It's quite possible to use bad-quality fonts in Calamus, too - and get problems with kerning. But this is the difference: using Calamus, you'll see immediately from your screen that the kerning isn't right. And after you correct it manually, you know that your work will look correct when printed out.

This is productivity, is anything, I think: you don't need to make many prints - because what you see is what you'll get. Calamus isn't perfect (sometimes e.g. a bit confusing to use), but when I need to do something fast and well (no time for errors), I can't think of a better tool.

: Again, PageMaker ain't Calamus SL... but it's still very capable.

I agree =-) !

: -Hutch- @ Fair Dinkum Tech

TH

1223. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3n9vet$3do@lastactionhero.rs.itd.umich.edu>
Source record: 167124
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- baldrick 28636 Apr 17 14:31 ./Games/0index
-rw-r--r-- baldrick 724961 Apr 11 19:57 ./Games/Space/zero_5.zip
-rw-r--r-- baldrick 188445 Apr 16 14:52 ./Graphics/spoflt38.zip
-rw-r--r-- hyc 15612 Apr 17 14:29 ./Graphics/0index
-rw-r--r-- baldrick 130341 Apr 17 18:19 ./0ls-lR.Z
-rw-r--r-- baldrick 130031 Apr 17 18:21 ./0ls-lRc.Z
lrwxr-xr-x baldrick 24 Apr 17 14:26 ./Ste/spoflt38.zip -> ../Graphics/spoflt38.zip
lrwxr-xr-x baldrick 24 Apr 17 14:26 ./Tt/spoflt38.zip -> ../Graphics/spoflt38.zip
lrwxr-xr-x baldrick 27 Apr 17 14:26 ./Falcon/Graphics/spoflt38.zip ->
../../Graphics/spoflt38.zip
-rw-r--r-- baldrick 407505 Apr 17 18:16 ./0index
-rw-r--r-- baldrick 163894 Apr 17 18:16 ./0compind.Z
-rw-r--r-- baldrick 130471 Apr 19 16:59 ./0ls-lR.Z
-rw-r--r-- entropy 8127 Apr 19 12:29 ./Programming/0index
-rw-r--r-- baldrick 24570 Apr 18 00:02 ./Programming/Gfa/gfa_link.zip
-rw-r--r-- baldrick 407571 Apr 19 16:53 ./0index
-rw-r--r-- baldrick 163924 Apr 19 16:54 ./0compind.Z
-rw-rw-r-- entropy 31651 Apr 21 14:28 ./Utilities/0index
-rw-r--r-- baldrick 328984 Apr 21 14:21 ./Utilities/Screensavers/twighlight.lzh
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

1224. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3na3nh$n20@sphinx.Gsu.EDU>
Source record: 167125

Hutch (hutch@ilmen.lanl.gov) wrote:
: In a previous article, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

: >My Falcon runs Calamus SL as fast as any 486 PC runs PM or Ventura - or
: >a 68040 Mac runs whatever publishing software.

: Wow! That's a pretty strong claim there, Tommi. Would you be willing to
: submit to some kind of comparison testing? I don't own Calamus SL any
: longer and honestly I just don't remember it being quite THAT fast.

It is a pretty strong claim, I know. But not complete bullshit, though.
We both know that it's impossible to measure the speeds reliably. Calamus
may be faster than PM or Ventura when loading pictures. PM may be quicker
text-formatter. And so on. What I mean, is the _subjective_ speed of
software: how fast or slow if _feels_ when you're working.
Newest Calamus SL versions are very fast, considering what they do.
Especially considering that they use kind of "display postscript"
rasterizer in order to create best possible WYSIWYG. What SL versions
have you used? Older are pretty slow.

Calamus is very fast (on a Falcon, TT, or a faster machine) when
importing big color pictures, printing, or moving objects from one place
to another. Its text-formatting is rather slow. This is no big wonder
because of the way Calamus handles text, anyway. I would say that Calamus
on a Falcon is very fast and effective tool, when you're doing free
design work (like Ads) with lots of pictures and graphics, but relatively
little text. Ventura is superior (IMHO) to Calamus (talking about speed,
at least) when you have to handle great amounts of formatted text.

: Hey, If the Falcon's 16MHz 030 can outrace a 486-100DX4 PC or a 40MHz
: 68040 Mac in identical dtp tasks, then that really IS saying something.

If they all used a similar OS, I wouldn't say anything that stupid =-) !
But as they don't, I just might. MacOS is terribly slow compared to TOS -
and the machine *subjectively* feels sluggish even when using 68040.
Windows is world-known for its slowness, too. But these are facts that
many people just won't admit easily, or at all. Anybody using MagiCMac
should know what I mean... MagiC is FAST. TOS 4.04 using NVDI is fast,
too. With a fast OS, you really don't need that much hardware! 030-16 is
then quite enough for many tasks, if not for all.

: And if Calamus SL on a Falcon030 is that good, the world should know!

It's good enough to do the job. What else do you want 8-) ?

I've myself seen Calamus SL and Atari TT doing things that left some
PC-professionals just staring, and saying: "My 486 couldn't do THAT..".

You can tune-up your Falcon to do small miracles, too.
Try - it's fun ;-) !

: -Hutch- @ Fair Dinkum Tech

TH

1225. Re: Falcon Games List

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: jack@aurora.carleton.ca
Message-ID: <D7F9u1.2E7@cunews.carleton.ca>
Source record: 167126

```
Ishar II
Ishar III?
Transarctica
Zero 5
Pinball Dreams
Stardust
Steel Talons
+ a few more I can't recall
```

1226. SCSI drives on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: jack@aurora.carleton.ca
Message-ID: <D7FAIy.4A5@cunews.carleton.ca>
Source record: 167127

Hooking up SCSI drives to your Falcon is a snap. You need one SCSI-SCSI II
cable and AHDI (the Atari HD utils that come with the Falcon)
MAke sure the SCSI ID is set appropriately and reboot the Falcon.
You should see both an IDE and SCSI drive recognition message when you reboot.

If you want to add more SCSI device to your Falcon (more drives or CD-ROMs)
just make sure you set the IDs properly and everything should work without
problems. I just bought a second 520 MB SCSI to complement the 120 MB one
and the internal 84 IDE. Everything works like a charm (except I'm running
out of drive letters :)

** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

1227. re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <D7FF9s.IGu@cix.compulink.co.uk>
Source record: 167128

Full marks to that man......

Atari (even Amiga) are seen to be inferior to PC purely because of sales. When you compare a PC you should be comparing hardware, if you want to compare software then bring in the Windows crap (which I have to use everyday in my business) and starting comparing to full systems as Magic!, Ease, and other desktops/multitasking systems. The facts are that the basic PC architecture has'nt drastically changed for the last 10 years. Where the PC wins is it's ability to be upgraded with cheap quality parts such as decent video cards etc and the wealth of half way decent software such as (prepares for flames from Papyrus Gold users) Word 6 (even if it is over written in terms of HD space)

I think a clear proof of the ST architecture was that a 1040 STFM could emulate 286/386 PC through Vortex/PCSpeed and could have the same benchmarks as a 386 SX16 in mono VGA, not bad for a 8Mhz machine, and this was cheaper than the equivalent 386 was at the time. You need a half way decent 486 to emulate a ST, and a bloody powerful DX4 to beat the ST's speed. It is a shame that an ST was never developed that could take advantage of some the available PC upgrades such as video/(relatively cheap then) HD and other upgrades, I don't think this would have been an insurmountable technical problem.

Most companies use PC because they set a (debatable!) standard, not because they had brilliant operating systems.

But back to topic (sorry for ramblings, us old Atari users are known for this ;-)) the Falcon is a very nice machine even with it's faults (I mean whose great idea was it to limit memory and video!! arghhh) but desperately needs a faster processor, I still very much prefer my TT (even though I have both). I just wish that the processor accelerators would come out now.

nick

****
16/32 Systems TEL 01634 710788 *FOR SALE*
173 High Street FAX 01634 295895 INTERNET
Strood 30 Million
Kent ME2 4TW Careful Users
****

1228. Re: HD for atari 1040ste?

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: nharlow@cix.compulink.co.uk
Message-ID: <D7FF9t.IHF@cix.compulink.co.uk>
Source record: 167129

yeah I tried SCS2 as a internal to my TT, had great fun....not

In the end I stuck to a 500Mb internal SCSI1, and a luverly HP 2GIG ext
SCS2. Seems to work well.

Nick

****
16/32 Systems TEL 01634 710788 *FOR SALE*
173 High Street FAX 01634 295895 INTERNET
Strood 30 Million
Kent ME2 4TW Careful Users
****

1229. Re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3nb066$cj0@dux.dundee.ac.uk>
Source record: 167130

The publics 'love' of PC's really boils down to a few simple things, their the standard, they're everywhere and their cheap. In the case of the latter my nextdoor neighbour for a Pentium 8mb RAM (I think), SVGA, sound card, CD ROM and 540 md HD and LOADS of software for around 1500 ukp.

Atari simply could NOT compete, purely because they are non-standard and do not enjoy the same economies of scale. Its a shame but also a fact.

I hope that C-Lab make a go of things, because otherwise people like me who want to develop Falcon software, will have no market to sell it to. Hence, we wont!!

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1230. CALAMUS & LINOTRONIC

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: mluoto@cc.Helsinki.FI
Message-ID: <3nakes$7ao@oravannahka.Helsinki.FI>
Source record: 167131

If there's anybody in the net with experience of such systems, PLEASE
reply on this as I got some extensive questions to ask!

--
email: Markku.Luoto@Helsinki.Fi # ...Es kann schwierig sein,
(will find me where ever...) # mich zu verstehen, aber...
fax: +358-0-4524015 (manual) # ...underestanding is the
voice: +358-40-5013210 (gsm) 24h/day # beginning of acceptance...

1231. Mega STE for SALE!!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: dogman@svpal.svpal.org
Message-ID: <3nbcko$anq@borg.svpal.org>
Source record: 167132

I have the following Atari Computer for Sale:

Hardware:

Atari Mega STE 4
4 MB RAM
50 MB internal hard drive
Magnavox ICM135 14" Stereo Color Monitor
External DS(720K) Floppy Drive
Supra 2400 Baud external Modem
Beetle Mouse
Atari standard Mouse
Wico Joystick
3 2600 Joysticks

Software:

Pagestream
WordWriter
Word Flair II with FSM GDOS
Diamond Back II
various other utilities (Warp 9, look it, etc...)
plus MANY GAMES (Dungeon Master, Empire, Uninvited, etc...)

****
Everything is in MINT condition, and I have the original
manuals for the software/hardware, as well as the orginial
boxes for the hardware.

Shipping can be arranged. I would prefer US sales, payment
must be in US funds.

I am asking $700 or best offer for the whole package. Please
send me EMAIL at dogman@svpal.org if interested of if you have
an offer.

--
---
* "My Pancreas may be green, but its the last living thing on this *
* ugly rock you call a planet." *
* *
* dogman@svpal.org "Have you played Pettyland yet? *

1232. Re: MacMagic, as bad as the demo?

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: Joachim_Kupke@bm.maus.de
Message-ID: <199504221702.a1137@bm.maus.de>
Source record: 167133

-A21521@AC3

mss wrote:

M>It runs on a Performa 475/25Mhz at 7 times the speed of a TT!!!
^
You do not believe that, do you? That would mean the processor got faster by using MM. I wonder if you use your TTs with a software slow-down or something like that. In fact - what you are writing there insults our intellect.

Joachim Kupke ... Joachim_Kupke@bm.maus.de

1233. Re: help needed : upgrading ST memory

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.155.000C0F31@ti.com>
Source record: 167134

In article <3npi8g$8ib@nuscc.nus.sg> limchung@iscs.nus.sg (Charlie Mike) writes:

> I'll thinking of upgrading the memory of my 1040 STF.
>The only RAM chips I can find on the motherboard are 8 424256 20 pins chip.
>Are these 256k * 4 bits chips? Can anyone point me to any source on the
>meaning of the pins? Will I have any problem in using any of the memory
>upgrade boards? Thanks.

Try to get the Chip manufacturer Data book. Actually any DRAM databook will do
cause there is a standard pinout.

When you use a memory upgrade board, the onboard DRAM are just there to warm
things up, especially useful in winter, no? The upgrade board RAM replaces all
the motherboard RAM.

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com | ||| 486DX33 8Mb 210M HDD
MCI Email: 4673356@mcimail.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1234. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <b8e_9504221736@genesplicer.org>
Source record: 167135

AF>> programs are not fast-loaded, and which ones get a different kind of
AF>> fast loading -- how much memory is cleared.

By default it clears a certain amount of memory (32k?) for each program,
which overcomes a lot of problems that programs have with the fastload
bit. You can also fastload all ACCs, unlike the fastload bit.

AF>> One handy use of Pinhead is to make sure that the last program in
AF>> the auto folder and the first desk accessory are loaded without the
AF>> FL option. You do this by specifying those filenames in the
AF>> PINHEAD.DAT file.

Why is that handy? Why would I want to do that?

1235. Re: Superboot Probs

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <b8f_9504221736@genesplicer.org>
Source record: 167136

AF>> SuperBoot was developed before the Falcon was introduced (and as I
AF>> recall was abandoned before that point, too). It works OK on my TT
AF>> but its color settings are off by a physical distance on the screen
AF>> (you have to click in a different area of the screen to get it to
AF>> register a click on a selection, for example), so even on the TT
AF>> it's not quite right. You may want to look into XBoot, which does
AF>> work on the Falcon.

Stoop is the only way to go on the Falcon! I tried XBoot and like Stoop
MUCH better.

1236. Pinhead

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <b90_9504221736@genesplicer.org>
Source record: 167137

```
TT>> IIRC, PinHead has nothing to do with Screen saving. It was a program
TT>> that allowed the setting of the Fastload bit on operative systems
TT>> *prior* to TOS
TT>> 1.04. It isn't necessary for machines running 1.04 and upwards!

Not necessary, but still VERY useful. See previous message.
```

1237. Re: Linux ST

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D7GK8x.L5C@cix.compulink.co.uk>
Source record: 167173

>I didn't realize Linux was available for the ST... where might

It isn't exactly - Falcon (with FPU) and TT AFAIK.
Needs 4 MB and lots of disk space.

I've got it but can't get it to run!

Steve.

1238. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D7GK8y.L6G@cix.compulink.co.uk>
Source record: 167174

In message <3nb5j2$irj@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU said:

> to other systems? We get enough bullshit on Jaguar area, where it
> seems like 50% of messages are written by 3DO/Sega/Nintendo/whatever
> -owners who only tell people: Jag is dead! Jag is crap! Ultra-64 chops
> Jag to pieces... And so on. Some people apparently love to bring the
> others down?
>

Its obvious really - there are an enormous number of insecure sad bastards who can only justify themselves and their actions by running what everybody else does into the ground. It is found everywhere - its just that the computer based ones are even more inane and the main problem is that these people having alienated everybody in their street/youth club/school/town etc, have now latched onto the internet as the latest "in thing" and instead of pissing off 10 people can piss off 10,000 for the same amount of effort.

I have only one thing to say to PC/Mac/Amiga/Nintendo/3DO owners everywhere - my DECserver 2100 pisses on you all :-,

See a previous message about my amazing PC free Multi-media system.

Now lets get this newsgroup back on tack and discuss what we all want to - Atari computers :-)

Gosh I needed that! Time for a coffee and some choccie cookies

---
Steve (Falcon 030/FPU/4Mb/80Mb MiniS/80Mb Rodime).

"Et ego in Arcadia vixi"

1239. Re: Falcon Games List

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950422163342.7526D-100000@moose.erie.net>
Source record: 167175

On 18 Apr 1995, Rod McCall wrote:

> Right I think its about time we actually tried to compile a list
> of Falcon only or enhanced games, so here goes (you'll notice
> there isn't many)
>
> Towers II
> Llamazap
> Robinsons Requim
> Ping 2000
>

Additional info: As of April 1st, Ping 2000 is bing distributed
in the U.S. and Canada exclusively by North CoaST Software, 5002 Walnut
Ridge Drive, Erie, PA 16506. It lists for $29.95. If you'd rather buy
through your local dealer and he doesn't carry it, have him contact us
for wholesale pricing.

1240. Re: Falcon + external SCSI

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <798606402.0@mettav.exnet>
Source record: 167176

It was none other than -Unknown- who did write on 13 Apr 95 that ....
-> From: Richard Grable <richie@wolfe.net>
-> Organization: Wolfe Internet Access, L.L.C.
->
-> The ICD Pro utilities will work fine. Just sold my Falcon that had
-> 4 external drives with 3 SCSI addresses attached. You will, however,
-> find that they are slower with the Falcon than other Atari's.

You must either of had a very old drive or it was not set up properly becuse I get Access/transfer speeds on the Falcon that would not have been possible on any other Atari ?? Of course I had to replace the older SCSI1 drives to take advantage of the Falcons better SCSI capabilities but I certainly did never loose any speed.

I think perhaps there was a bug in a version of RATEHD.PRG which gave you this misinformation ?? , IIRC this was the case in an older version ?

Use HOW_FAST.APP ...it is much more comprehensive and more accurate aswell IM0. RATEHD gives one reading <?> HOW FAST will display a graph based on data blocks and other adjustable parameters AND will take into consideration Caches (Such as TCache63) and therefore is a real help to optimise Cache settings.

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

1241. Re: What Defragger ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <798606402.1@mettav.exnet>
Source record: 167177

It was none other than steve wells who did write on 13 Apr 95 that ....
sw> In the commercial world, nothing (IMHO) beats Diamond Edge. As
sw> well as de-fragmentation, it has a host of other data-saving
sw> features.

agreed ,Edge is solid and reliable ...

sw> In the PD, something like Zorg (if you read German and have mono'
sw> monitor) or Check-Disk 3 (chkdsk3) if you can find it, or DLII if
sw> you can put up with the wait and bugs (Reorg is the de-fragging part
sw> of DLII, and ain't the greatest....). ST-Tools is a horrendously
sw> slow, but perfectly good program for defragging.

Warning ! DL11 and ST-Tools (and TurboKit) are risky if not downright fatal to
BGM partitions !!!

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

1242. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <798606402.2@mettav.exnet>
Source record: 167178

It was none other than Michael Olin who did write on 14 Apr 95 that ....
MO> I use Warp9 on my Falcon, and have considered the possibility of
MO> using NVDI instead. But I'm also interested in the _OTHER_ things
MO> Warp9 does for me:
MO> 1) mouse acceleration

silkmouse does it better

MO> 2) screen blanking

blowup (If you have it) does it better . shuts down the Video completely thus
giving boosts to processor power ...great for running POV compiles <G>.
Otherwise this feature is also part of Silkmouse program.(above)

MO> 3) PinHead

use pinheaad then ..or just flag the programs to Fastload using one of the many
little prg's or my choice the CPX ,to do it.

MO> Can you please comment on these three items? Thanx!

I thing the Benefits of a Superb SPGDOS system as with NVDI3.xx ,the extra TOS
fixes (VT codes) and more compatibility with Falcon resolutions
make up for the IMHO slightly cosmetic benefits of Warp9.

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

1243. Page Stream Help

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <798606402.3@mettav.exnet>
Source record: 167179

It was none other than Brian J. Roland who did write on 19 Apr 95 that ....
BJR> origional disks and all origional documentation. Only asking for the
BJR> complete CS Fonts that shipped with version 2.1. Also...I would
BJR> appreciate any information about upgrading to Version 2.2. How much
BJR> is it? What does it add or fix? Finaly, is there an ftp site that

It is available as a Free patch program ,run it and it converts the program and also includes some improved and additional drivers and import modules ,not least a much improved postscript one. (The drivers and Modules are of course upgradable without patching the program itself)

There are 2 versions of the Patcher program (At least ..was there other language verions ?) , one for the UK version and one for the US one , neither work with the orginal of the other nationality. File name to look for is PGS_22B.ZIP or similar. No idea on FTP sites ,sorry.

Improvements are in speed and some improvement to the notoriously bad screen updating and quality of font display . It is still a tad sluggish but much improved. It is also generally more stable and certainly less prone to crashing during print runs.

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

1244. FS: Atari Mega ++

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <c53_9504230116@flight.org>
Source record: 167180

I tried to call voice but the number I wrote down was incorrect. I'm
interested in the Atari Books (4 service manuals).

Please leave me e-mail as to where I can send the funds for the books.
---------- -//- ----------
Internet: Michael.Fitzpatrick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

1245. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: Callum.Lerwick@flight.org
Message-ID: <c54_9504230116@flight.org>
Source record: 167181

> AFAIK it means "If I Remember Correctly".

Okay, now what does AFAIK mean?
---------- -//- ----------
Internet: Callum.Lerwick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

1246. ...

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: Callum.Lerwick@flight.org
Message-ID: <c55_9504230116@flight.org>
Source record: 167182

Well, someone offered to send me the latest ICD utils, I might as well get it while the gettings good, unfortunatly I've lost their message, please mail me again.

---------- -//- ----------
Internet: Callum.Lerwick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

1247. Re: Where can i find MINIT.TTP?

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199504222103.a20986@iz.maus.de>
Source record: 167183

In <3n0tfb$d0a@rc1.vub.ac.be>, lmuniz@vub.ac.be (MUNIZ LUIS) wrote:

ML>-Which system is the best?

Linux68k, of course, but you need a PMMU (>= 68030).

ML>-Where can i get this minit.ttp that everyone is talking about?

Get the Minix filesystem archive (mfs*), it contains everything you
need (XFS driver, minit, fsck etc.) Remember that this archive
doesn't contain the manuals, you also need the source code archive.

cu...Ole

Ole_Pahl@iz.maus.de AmPR: DK1LP@DB0HES.#SLH.DEU.EU

1248. Re: MinixFS question

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199504222105.a20987@iz.maus.de>
Source record: 167184

In <3n38mp$41q@liberator.et.tudelft.nl>, eems@nlr.nl (Eems , J.P. van der) wrote:

E,JVD>When I create a filename with 3 dots '.' or more in it (I tryed it
E,JVD>to test the partition) and then call ls (from tcsh 6.033) My falcon
E,JVD>hangs.

Does the internal tcsh command 'ls-F' work?

E,JVD>This also happens when I try to move (or copy) a file from a tos
E,JVD>partition to the minix partitions, using mv (or cp).

cp and mv can't copy/move files between different filesystems.

E,JVD>Also , yesterday I deTARed a tar file with gif's with CAPITAL
E,JVD>letters as filenames and ls hangs again.

Sounds strange...which ls is it? The one contained in the GNU-FileUtils archive?

cu...Ole

Ole_Pahl@iz.maus.de AmPR: DK1LP@DB0HES.#SLH.DEU.EU

1249. Re: Question about tape back Ups

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199504222112.a20988@iz.maus.de>
Source record: 167185

In <3n4ips$ndg@bigboote.WPI.EDU>, rhett@bigwpi.WPI.EDU (Rhett Shain Brown) wrote:

RSB>wondering what tape backup systems are known to work with the STe

You probably have an SCSI host adapter, so you use an SCSI streamer.

RSB>and what software works well with them.

GEMAR, for example.

RSB>personal experience

I've got 2 ExaByte EXB-8200 streamers, one of them is connected to my TT's SCSI port, the other one to the SCSI host adapter of my 1040STE. I haven't had any problems with them yet.

cu...Ole

Ole_Pahl@iz.maus.de AmPR: DK1LP@DB0HES.#SLH.DEU.EU

1250. *** Falcon BBS List ***

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: fg024@cleveland.Freenet.Edu
Message-ID: <3na7sc$rv4@usenet.INS.CWRU.Edu>
Source record: 167186
Cross-posted to:
comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,fr.comp.sys.atari,de.comp.sys.st,comp.sys.atari.programmer

```
BBS that have a Falcon 030 section
==========================
Version : 0.05
Here is a List of BBSs that have a Falcon Section, If you Have more please E-mail me info
of:
+Name
+Country
+Phone numbers
+Speed (Min /Max)
+Ratios
+Parity ( n of bits ; Even/Odd/None ; bit of stop )
+Used Spaced for Falcon

Now my gathering (by the way I would like to thank's the people who have contributed to
this list).

Canada (+ 1)
-----------
Grand Central Galaxy
403 986 9843 14.4 kbps 5/1 8-N -1

1ST STeps
604 522 7205 28.8 kbps ??? ???

Denmark (+ 45)
--------------
DK-Soft
43 71 70 75 19.2 kbps ??? ???

France (+33)
----------
ACE
1 45 88 75 48 2.4-2.28 Kbps ??? 8-N-1

Brasil
1 44 67 08 44 2.4-28.8 Kbps ??? 8-N-1

TheBbs
1 42 51 11 35 2.4-28.8 Kbps ??? 8-N-1

World is Crazy
21 57 14 70 9.6-19.2 Kbps 4/1 ???

Germany (+49)
------------
```

GoreZone
4841 6069 2.4-19.2 Kbps no ratios 8-N-1

SOS
402994043 0.3-28.8 Kbps no ratios 8-N-1

Wild Box
2381 161398 9.6-19.2 Kpbs no ratios 8-N-1

Norway (+47)

The STand
56 30 58 57 14.4 kbps no ratios 8-N-1

XBASE
73 52 30 18 28.8 kbps ??? ???

Sweden (+46)

Crime City
8 760 40 67 28.8 kbps no ratios ???

Jabberwocky
31 7956724 14.4 Kbps no ratios 8-N-1

MaSTer
303 92083 28.8 kbps no ratios 8-N-1

MidiNet
40 160655 28.8 Kbps Membership 8-N-1
(Free for Foreigners)
STraight
31 363973 28.8 Kbps no ratios 8-N-1

DataLine
87 782886 300-14.4 kbps 10:1 or free 8-N-1

U K (+44)

???
0272 881095 14.4Kbps Yes (?) 8-N-1

Chameleon
1454 881095 28.8 no ratios 8-N-1

STandard Pro
(0)1394-27155 0.3-14.4 Kbps ??? 8-N-1

The Falcon's Realm
1254 386151 14.4 Kbps no ratios 8-N-1

U S A (+ 1)

Neostag
216 792 2580 14.4 kbps no ratios 8-O-1

Cumberland county
609 451 7475 14.4 kbps ??? 8-?-?

Molin's Den of inquity
313 451 0524 300-14.4 Kbps no ratios 8-N-1

Puddle City
503 289 9429 28.8 Kbps ??? ???

The Machine
516 764 5748 0.3-14.4 Kbps 1/14 8-N-1

The Rebel
702 435 0786 2400-14.4Kbps no ratios 8-N-0

PLEASE NOTE:
This list is copyright 1995 by Hirlimann Ludovic.
It should be widely distributed as long has NO MONEY IS MADE OUT OF IT.
So please distribute it. Upload it to your favorite bbs. If youhave any
information dealing with Falcon bbss please mail them to me, those info
will be added to the List.

--
E-Mail : Fg024@Cleveland.freenet.edu
Falcon 030 VGA + FPU 4/270

1251. Re: Toronto Atari show

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3na18minf2@mhadg.production.compuserve.com>
Source record: 167187

> : I'd have been willing to see the Tramiel family (Three Stooges of Atari)
> :show up at a dunk tank booth, however... If swimming out of the tank were
> :a function of their marketing skills, these clowns would have died there.

> Fortunately, it is not Atari that is marketing the Jaguar.

Hold the phone... Atari Corp. *IS* the one and only, sole responsible
party in the marketing of the Jaguar video game system...

Who is it you think IS marketing the Atari Jaguar, if not Atari..?

BobR

1252. Re: searching for pov-editor

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Apr22.112234.1878@cathy.ijs.si>
Source record: 167188

In article <1180dlittle@nest.demon.co.uk>,
Doug Little <dlittle@nest.demon.co.uk> wrote:
>I think I have just what you are looking for - it's called EDPOV and I got
>it just a few weeks ago from a French magazine.
>
>It is a bit strange
I may com off as a total moron here, but I can't seem to get EDPOV to display
any objects. (I got it of cnam.fr). The archive contained no documentation,
so if there are any tricks to it, could someone please let me know?

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

1253. Info needed : Xtra RAM Simm Board

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: limchung@iscs.nus.sg
Message-ID: <3natj7$6nl@nuscc.nus.sg>
Source record: 167189

Hi,
I'll like to upgrade my 1040ST's memory to 4mb. Is it easy to upgrade using the Xtra RAM Simm Board? Will I need to do any kind of soldering ('cos I'll really lousy at it) ? And what type of RAM chips must I use, such as how many pins, how many ns? Lastly, why is the board so expensive (Toad Computers listed it at $79) ?

Thanks.

Chung Yong
National University of Singapore

1254. Re: Falcon Games List

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: vlefevre@montchat
Message-ID: <3natll$der@cri.ens-lyon.fr>
Source record: 167190

In article <3n0abc$rtf@dux.dundee.ac.uk>, Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
> Right I think its about time we actually tried to compile a list
> of Falcon only or enhanced games, so here goes (you'll notice
> there isn't many)

> Towers II
> Llamazap
> Robinsons Requim
> Ping 2000

> Does anyone know of any others?

I've written TETRHEX (shareware). It needs a 68030 (or 68040) and a graphic resolution 256 colors, >= 640*480 (like on a Falcon). A demo version is available on a.a.u.e and on ftp.cnam.fr. I'll upload a new version late in May.

For other shareware/freeware games, look at a.a.u.e (or ftp.cnam.fr).

Vincent Lefevre.

1255. Re: Falcon Games List

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: bourlon@gla.ecoledoc.ibp.fr
Message-ID: <3nb10h$jo@vishnu.jussieu.fr>
Source record: 167191

SBM : a (not yet finished) freeware clone of Super Bomberman. Available
on ftp.cnam.fr and should be on ftp.uni-kl.de

ftp.cnam.fr : /pub/Atari/Falcon/Games
ftp.uni-kl.de : /pub/atari/incoming (should be)

MB.

1256. Re: Seek simple .WAV player for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3nb0d7Emp9@uni-erlangen.de>
Source record: 167192

magnus.kollberg@p11.straight.ct.se (Magnus Kollberg) writes:

>In a message Pekka Saarinen wrote to All :
> PS> From: contacts@mits.mdata.fi (Pekka Saarinen)
> PS>
> PS> In article <3me0b4E96l@uni-erlangen.de>,
> PS> Harald Schoenfeld <mppi76@cd4680fs.rrze.uni-erlangen.de> wrote:
> >> In comp.sys.atari.st you write:
> >>
> >>> I would also like to see an drag&drop application, that plays (and
> >>> maybe displays sounds (WAV, AIFF, SND, AU, DVS...). If that wonderful
> >>> 525 could be programmed to play the sounds also, I would be very happy.
> >>
> >> If you want to play the sounds, you'll need fortune. 525 will probably
> >> never get that playing routine - because we would need 3 different
> >> routines: Falcon, TT/STE and ST. All with different frequencies and only
> >> some able to play 'directly' from hard disk. We have the necessary
> >> routines for all machines, but well it gets too long and big...
> PS>
> PS> If you were programming for Windows, you would not care if a simple wave-
> PS> player would be 3 Megs, would you? :-)
> PS> If you ever change you mind (they change hearts and livers now, so in
> PS> the future...) - I'll be waiting.

>Why do you not do 3 different versions? One for the Falcon one for TT/STE and
>one for ST! No big deal! I think we can choose the right one.... :)

True, that would be possible, but then we would have to care for 3
programs - lots of work again. But, there are good news: A guy in Germany
implemented the Falcon sound xbois routines for the TT and STE (I don't
know if for the ST..), too. So programs playing sounds on the falcon
will work on other machines, too.

Unfortuntely fortune does not yet work, because we stop the program if
it doesn't run on a falcon. But that should be corrected soon.

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

1257. Re: Linux ST

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: polom@matrix.fdn.fr
Message-ID: <7355806@matrix.fdn.fr>
Source record: 167193

In article <3n9fkq$6qp@spruce.cic.net>
The wise mwegner@dial.illinois.net said:

> I didn't realize Linux was available for the ST... where might I be able to
> FTP it from??

Laurent Chemla made a Linux Package. I think it's available in
FTP:ftp.cnam.fr or something like that. Anyway, Laurent Chemla
can be reached by mail at

laurent@brasil.frmug.fr.net
or
chemla@cnam.cnam.fr

Hope this helps...

Marc.

```
/\
/-- /\ / /\ /\|\ / /\ | / /_ /_ |/ /\ | /
/ \/ /__ \/ / \ /__ \/ |/ \ / | \/ \/
```
Marc "polom@matrix.fdn.fr" Savard

1258. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3nb5j2$irj@sphinx.Gsu.EDU>
Source record: 167194

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:

: Come now Ofir, please compare Apples with Apples, for what I have seen of DOS
: 6.xx and Windows it leaves Ataries OS for dead, even John Townsend stated that.
: I can't even believe any one with some kind of computer knowledge can defend
: the Atari in any way to-day...
: If PC machines are that bad why do they sell so well, and why have most other
: platforms have droped by the way side, Facts can't lie....

You _really_ should get yourself a Pentium - and change the group from
Atari to PC or Mac! You don't seem to feel yourself comfortable having
to deal with people who not only think that Atari is as good as any PC or
Mac, or their operating systems - but actually think it's better.

If you (with a serious face) can claim that PC/Mac operating systems are
that good (slow as hell, if not anything more!), why do you use Atari
anyway? And why do you try to convert people here from Atari to other
systems? We get enough bullshit on Jaguar area, where it seems like 50%
of messages are written by 3DO/Sega/Nintendo/whatever -owners who only
tell people: Jag is dead! Jag is crap! Ultra-64 chops Jag to pieces...
And so on. Some people apparently love to bring the others down?

Secondly, what kind of computer knowledge is needed to bash Atari and
defend PCs (or Macs) ? Why is it so hard to see that some people just
don't care a bull's shit about Pentiums (struggling with inferior OS'),
or even Power PCs. If a computer is good, and does its job, what do you
want more? Only fools run behind technological innovations, trying to
always use the newest hardware - no matter, if they actually enjoy using
them, or know how to use it.

Oh, I've seen (we all have) the KICKS some people get out of their brand
new Ferrari-PowerMacs, or Pentiums. They ride on the top of the world!
But so what? I get more kicks when processing 16-bit sound with my
Falcon and its DSP. And when using GEM, anyway.

And finally, why do people buy PCs instead of Ataris?

Why did millions of people follow Hitler and Stalin?

Why do billions of people eat at McDonald's..?

Maybe ten trillion flies *can* be wrong, and shit isn't good ;-) ?

Cheers,
TH

1259. Re: MinixFS question

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3nb7id$si@mercury.dur.ac.uk>
Source record: 167195

Eems , J.P. van der (eems@nlr.nl) wrote:

: When I create a filename with 3 dots '.' or more in it
: (I tryed it to test the partition) and then call ls
: (from tcsh 6.033) My falcon hangs.

Sounds a lot like you have the dodgy version of ls that I was using until
a few months ago. Try v3.9 of the fileutils from the /Mint/Utils
directory of a.a.u.e.

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

1260. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr22.110242.42098@cobra.uni.edu>
Source record: 167196

In article <D7CpB0.87F@cix.compulink.co.uk>, satty@cix.compulink.co.uk ("Stephen Atty") writes:
>>GIFs/JPGS, and play with the WWW the way it was MEANT to be used! You
>>need modem speeds over 19.2k! you need CDroms... and software
>
> And a large bank account to cover your phone bill if you are running from
> home.

Not true. Will be geeting a direct connection this summer for free in the home..

>
> I use my Falcon for various bits and bobs. I access the usenet via CIX in
> London and use an OLR (the most Excellent CixComm and CixRead).
>
> I have used the WWW from work and frankly I wasn't too impressed - If I
> want to listen to audio and watch film clips then I can use my HiFi and
> Video - which gives better multimedia than any PC/Mac system ever built
>

Your opinion. WWW improves by the month , year and so on. Your ST is not capable of doing what we PC and Mac users have been doing for awhile...

> CDroms like Microsoft Multimedia Beethoven ? Pile of crap IMHO - much
> better to spend the money on a CD of the symphony or even to go to a
> concert hall and hear the thing how it was supposed to be heard.

I don't much about Wintel stuff, but true. However there are truely amazing titles on CDROm..

>
> I spend all day working on a Digital Alpha 2100 server running X
> so coming home to my Falcon is a pleasant change.
>
> You complain about Atari 2600 humour and then basically descend into it
> yourself.
>
> Steve.
>
>
>
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the

The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

>
>
>

1261. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr22.111033.42099@cobra.uni.edu>
Source record: 167197

In article <3na3nh$n20@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) writes:
> Hutch (hutch@ilmen.lanl.gov) wrote:
> : In a previous article, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:
>
> : >My Falcon runs Calamus SL as fast as any 486 PC runs PM or Ventura - or
> : >a 68040 Mac runs whatever publishing software.
>
> : Wow! That's a pretty strong claim there, Tommi. Would you be willing to
> : submit to some kind of comparison testing? I don't own Calamus SL any
> : longer and honestly I just don't remember it being quite THAT fast.
>
> It is a pretty strong claim, I know. But not complete bullshit, though.
> We both know that it's impossible to measure the speeds reliably. Calamus
> may be faster than PM or Ventura when loading pictures. PM may be quicker
> text-formatter. And so on. What I mean, is the _subjective_ speed of
> software: how fast or slow if _feels_ when you're working.
> Newest Calamus SL versions are very fast, considering what they do.
> Especially considering that they use kind of "display postscript"
> rasterizer in order to create best possible WYSIWYG. What SL versions
> have you used? Older are pretty slow.
>

Fact: Pentium and at least the PowerMac 6100/66 will blow away a Falcon using any desktop publishing App. And you know what that these systems cost less than a Falcon set up. So why tell new users that a Falcon is a better buy?

> Calamus is very fast (on a Falcon, TT, or a faster machine) when
> importing big color pictures, printing, or moving objects from one place
> to another. Its text-formatting is rather slow. This is no big wonder
> because of the way Calamus handles text, anyway. I would say that Calamus
> on a Falcon is very fast and effective tool, when you're doing free
> design work (like Ads) with lots of pictures and graphics, but relatively
> little text. Ventura is superior (IMHO) to Calamus (talking about speed,
> at least) when you have to handle great amounts of formatted text.

Are these TT and Falcon's still in production and widely available?

>
> : Hey, If the Falcon's 16MHz 030 can outrace a 486-100DX4 PC or a 40MHz
> : 68040 Mac in identical dtp tasks, then that really IS saying something.
>
> If they all used a similar OS, I wouldn't say anything that stupid =-) !
> But as they don't, I just might. MacOS is terribly slow compared to TOS -
> and the machine *subjectively* feels sluggish even when using 68040.

> Windows is world-known for its slowness, too. But these are facts that
> many people just won't admit easily, or at all. Anybody using MagiCMac
> should know what I mean... MagiC is FAST. TOS 4.04 using NVDI is fast,
> too. With a fast OS, you really don't need that much hardware! 030-16 is
> then quite enough for many tasks, if not for all.

Mac OS is fine whats wrong with your?

>
> : And if Calamus SL on a Falcon030 is that good, the world should know!
>
> It's good enough to do the job. What else do you want 8-) ?
>
Good enough is not enough, it has to blow away the others, which it does not..
You are asking users to invest in a $2000 Falcon setup..

> I've myself seen Calamus SL and Atari TT doing things that left some
> PC-professionals just staring, and saying: "My 486 couldn't do THAT..".
> You can tune-up your Falcon to do small miracles, too.
> Try - it's fun ;-) !

Like ST users drool over the latest Mac/PC title. We can do that too..

>
> : -Hutch- @ Fair Dinkum Tech
>
> TH

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1262. FS: Atari Mega ++

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: pmcmulle@osf1.gmu.edu
Message-ID: <3nb12c$2t2@portal.gmu.edu>
Source record: 167198

I have a urgent need to sell a lot of computer equipment. The first list
of things for sale is the Atari stuff. Below is a listing of the current Atari
equipment that I have. I would like to see an offer made on everything as a
whole. No reasonable offer refused - But then again, what is reasonable.
If you have any questions, please phone 703-256-0927, and ask for andrew.

P.S. Sorry about the Control M's

Thanx
Petra...

Magazine # of Issuses
==========
Analog 8
Atari Advantage 1
Atari Explorer 12
Atari Interface 4
Atari ST Journal 1
Atari ST User 1
Compute 5
Current Notes 14
ST Applications 9
ST Format 2
ST Informer 5
ST Log 7
ST World 3
ST X-Press 3
Start 26

Books
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SMM804 Service Manual
SC1224 Service Manual
SF354/SF314 Service Manual
Sams 520ST Technical Service Data

Atari 8bit Software
==========
Atari Animation
Antic Volume 6 No. 2
Analog #41
Analog December '86 No. 49
Analog #44
Analog July '86 No. 44
Analog #46
Analog September '86 No. 46

Analog #48
Analog November '86 No. 48
Analog #49
Analog April '86 No. 41
Analog #51
Analog February '87 No. 51
B
Antic Vol. 5 No. 10
Antic March '87 No. 11

Atari ST Software
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Current Notes
Disk 001 Disk 002 Disk 003 Disk 004
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Disk 459

1st Word
Data Manager
dBMAN
GramSlam
Tempus 2
Time Link
Timeworks Partner ST
Word Up
Word Writer
Wordperfect

ICD
Macro Mouse
MicroByte Boot Disk
Spectre GCR
Supra Drive

Algebra 1 Vol. 1
Algebra 2 Vol. 1
Basic Math Skills
Chemistry
Geometry Vol. 2
Linkword German
Trigonometry, Vol. 1

3 Games
Aliants
ArticFox
Auto Duel
Balance of Power
Barbarian
Battleship
Blue War 3
CPM Games
Chopper X
Crystal Castle
Defender of the Crown
Eagles Nest
Empire

FS Scenery Disk 7
Falcon
Falcon Operation Counterstrike
Firezone
First Shapes
Flight Simulator
Flight Simulator 2
Golden Oldies
Great Battles
Gunship
Hacker 2
Harrier Strike Mission
Hole-In-One Miniature Golf
KidGames
Kings Quest 2
Kings Quest 4
Land of the Lounge Lizards
Leader Board
Love Quest
Mach 3
Major League Baseball
Major Motion
Marble Madness
Midi Maze
Mind Shadow
OIDS
Perry Mason
Quizam
Red Ryder
Red Storm Rising
Risk
SDI
ST Format Cover Disk
Silent Service
Sky Fox
SkyChase
Space Quest
Space Station
Spectre Games
Star Raiders
Star Wars
Star Wars Return of the Jedi
Star Wars The Empire Strikes Back
Stock Market
Sub Battle
Sundog
Super Cycle
Test Drive
Tetris
The Damonoid

The Hunt for Red October
Top Gun
UMS Civil War Disk
UMS Vietnam Disk
Universal Military Simulator
Video Vegas
War Game Construction Set
Winter Games
Xenon
Xevious

Degas Elite
NEOchrome
PrintMaster Art Gallery 1
PrintMaster Plus

AccuSoft #101
AccuSoft #113
AccuSoft #136
AccuSoft #137
AccuSoft #138
AccuSoft #145
AccuSoft #155
AccuSoft #162
AccuSoft #223
AccuSoft #274
MAC Collection
Mac PD Disk
From Gadgets by Small
Start
April '89 Vol.3 No. 9
January '90 Vol.4 No.6
June '89 Vol.3 No. 11
Special Issue '88
Winter '87 Vol.2 No.2
Music Studio
STalker / STeno
Smooth Talker
Spectre Sounds
CPM-80

A.D.A. Prolog
C-Manship
With Book
Developer Disk Utilities
GFA Basic
GFA Basic Book
Language Disk
Mark Williams C
Visible Pascal

220ST
Alt
CPM Telcom
CPM Utilities
Cardex
Diamond Back
Disk Doctor
EasyBase, Bankbook
Flash
Flash
Fontz
G+plus
HD Turbo Kit
IMG Scan
Magic Sac
MichTron BBS
Multi Desk
NeoDesk
NeoDesk CLI
Omni Res
Outline
PC Ditto
Power Print ST
ST Diagnostics
ST HD Backup
ST HD Backup
ST Protector
Shadow
Spectre GCR
Timesaver, PFM
Turbo ST
Universal Item Selector
Virus Killer
Z-Ram
Zip

Atari ST Hardware
==========
1 Set of old 2600 paddels
5 Different joysticks
1 Dead Mouse
1 Good Mouse
1 Monitor Master
1 set of Midi Cables
10 FD-10 Disks
1 package of "Print 'n Wear" paper
1 package of Business Cards paper
1 Monitor Swival Stand/Surge protector
6 Syquest Disks

Avatex 2400 Modem
Spectre GCR w/roms

SC1224 Color Monitor
SM124 Mono Monitor
Syquest 44m Drive

Seagate 85m Drive
Supra FD-10 (10Meg Floopy Drive)
Mega4 ST (NOT STE !)

1263. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: sabbath@leprosy.demon.co.uk
Message-ID: <D7G42p.AtE@demon.co.uk>
Source record: 167199

kim@dksoft.ping.dk (Kim Andersen) wrote:

>As far as i understand the Falcon version should be ready. Perhaps there is
>some minour changes which can be done, (there always is). But as i said
>in my previous message, all software is suppose to be backward compatible,
>which means you start at the highest point, (ie. the Falcon), and working
>your way down backward, if it's needed, (which i agree it may be when talking
>about an new OS).

What nonsense.

>I can not find any reliable excuse for not doing it like this, unless
>Heidleberg/2B simply don't want the Falcon to be supported, which is what
>i'm reading between the lines.

It's a sound economic decision as far as I can see. Let's say that
writing an OS for the Falcon is twice as hard as writing one for the
ST and TT. Now there are at least ten times the number of ST/TT owners
than there are Falcon owners (maybe more), so the decision to shift
product for the larger platform with (maybe) half the development time
is a basic one.

I'd say we're (ie Falcon owners) are lucky to be getting one at all,
especially if they're writing it to actually *use* the DSP rather than
just catering for its calls..

>I'll get my PC one of these days. From this i'll just let things happen the
>way they arrive.. I'm getting sick and tired of all this shit with Atari
>software, trying to convince people about the need of software support.
>The Falcon may well be an outdated machine, but thats not because of the
>hardware. Thats because of lack software support!

The Falcon is, in many senses, an outdated machine. It's very slow
(compared with a PC or Mac) for *most* tasks. However, it's still a
good machine and you can pick one up for much less than a PC or a Mac
(especially second hand).

I'm afraid that it's time to face up to the reality that we're now in
an almost totally enthusiast market - with the slight twist that we
may see a number of new users either without the funds or hesitant to
buy a new PC or Mac. A second-hand ST is, after all, a very attractive
buy right now for a user who just wants to do a little WP stuff.

Graeme

=-=-=-

```
=-=-=-
```

1264. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-22 00:00:00 UTC
From: sabbath@leprosy.demon.co.uk
Message-ID: <D7G432.Au1@demon.co.uk>
Source record: 167200

djs@jet.uk (David Stevenson) wrote:

>But not environment variables! One of the most basic requirements for a
>shell program, surely?! You have to reboot to change an environment
>variable, that's stupid.

That's maybe important to 1% of the user base. You're undoubtably in
that 1% but most (that's everyone, not just people on-line) of us
aren't. Maybe rather than coming out with such a sweeping
generalisation as 'crap' you should say that it doesn't suit you.

Graeme

=-=
= sabbath@cix.compulink.co.uk = Graeme Rutt =
=-=
= http://www.compulink.co.uk/central -=-=-=
=-=

1265. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDXPBBVQUP@dksoft.ping.dk>
Source record: 167001

In <9504201410.AA05135@ilmen.lanl.gov> Hutch wrote:

>Oh, please... The above statement has got to be some of the most
>idiotic tripe I have EVER heard on the nets (and that's a lot)!
>
>Do you REALLY think that Atari software developers 'forgot' to support
>the Falcon? Are you SERIOUS about this statement? Truly? Really?

Yep, i really do believe they have "forgot" it. If there isn't a market
for Falcon software, then give me one good reason for saying there is
a market for ST/TT software ?

>
>Look, I don't know the Applications Systems gang (the MagiC developers)
>at all, but I can well imagine that they did -not- enter into business
>with the intention of losing money or, amazingly enough, specifically
>to antagonize Kim Anderson and other Falcon owners (such as myself).

They didn't have to. Infact i would say i "hit the bullseye" if i could
code a new OS for the atari platform supporting all the machines.

>
>If their software does not currently support the Falcon, you can bet
>it is NOT because they 'forgot' about the Falcon's existence. There
>were obviously some serious problems in getting MagiC to work with the
>Falcon. Rather than waiting until all those bugs were ironed out, they
>released the ST/TT compatible version so they could gather up some sales
>while working on the Falcon version. Remember, the Atari market shrinks
>a little more every day so it's important to get a _solid_ product to
>market as soon as possible. Like they say, time is money.

I do understand if there may have been problems with Magic on the Falcon.
What i don't understand is why they didn't start with the Falcon. They
would have had an easy job making an ST/TT version after that.

I do understand busniess, but that doesn't mean i have to accept it as
well.

>
>It is unfortunate that Systems Applications does not have your vast
>years of business and marketing experience to rely on, otherwise they
>might not have 'forgotten' about the Falcon. Yeh, right. ;-)

They don't have to have my experiences. But as i see myself as a low-end
user, it might be a good idea if they listen once in a while, as it's
people like me who is/was going to support their products.
But i guess you don't understand much of this either, so i would not bother

to explain that all over to you.

>
>Do we need more Falcon-specific software? You betcha. No argument there.
>Can a software company make a decent profit developing and marketing a
>Falcon-specific software item? Maybe, but it's definitely risky business
>and getting worse every day.

Worse on the Falcon market ? I doubt that. But it surely gets worse on the
ST market. And it's not Falcons they buy. Where does this put a company
like Heidleberg ?

>
>> I'll get my PC one of these days.
>
>I wish you would quit threatening us and just DO IT!
>

So now i'm threatening you Hutch ? In what way ? You don't give a damn in
anyway, so why do you feel a threat.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

1266. Re: Eagle compatibility

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: Volker_Ricke@hh2.maus.de
Message-ID: <199504230840.a9010@hh2.maus.de>
Source record: 167002

tom.thomason@fpc.ct.se schrieb am 20.04.95 in der Msg A45961@AC3 (Gruppe CS.ATARI):

TT>The Eagle has already made it's appearance and a DSP card is due for
TT>it soon so that it will be able to run Falcon specific software.

Hi Tom,

I'm sorry the Eagle won't be compatible with Falcon's Video System. GE-Soft is developing a DSP Card, but this card also is not compatible with the Falcon's DSP system. Software developer will have to modify their Falcon DSP Soft to run it on Eagle.
There is the possibility that a company in Hamburg will develope a Falcon compatible DSP card for the Eagle, but this development won't be easy because the Falcon's architecture is a little bit crazy ;-(

bye, Volker

1267. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: alpldbia@w255zrz.zrz.TU-Berlin.DE
Message-ID: <3ne74b$579@brachio.zrz.TU-Berlin.DE>
Source record: 167051

In article <c54_9504230116@flight.org>,
Callum Lerwick <Callum.Lerwick@flight.org> wrote:

>Okay, now what does AFAIK mean?

AFAIK = As Far As I Know. No abbreviations in here this time ;-)

Andre

--
Andre Leistner
UseNet: alpldbia@w255zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

1268. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: komb1@nudge.io.org
Message-ID: <3ne56v$kif@ionews.io.org>
Source record: 167052

This looks like the right place to ask :-)

I'm attempting to get Linux installed on my TT. I have the bootstrap & Ramdisk working. I have formated & setup a partition on my internal HD.

So far so good. The problem is... I can't seem to figure out the "mount" comand. It gives 2 different help messages. (I should have written them down sorry).

I'm trying to mount "sda2". I've tried as the first help mesage indicates (and as passingly mentioned in a tip file) "mount /dev/sda2 on /mnt". This results in the second and to me indeciferable help message, and a tmap~ file preventing further attempts without removal of said file.

Other than that...It's working fine.

--
-=-=-=

1269. Falcon monitor switchbox

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <798663822snz@chowgar.demon.co.uk>
Source record: 167053

Has anybody got an RGB and a VGA monitor hooked up to their Falcon ?

If so how does one go about getting a switchbox for the two monitors as when I used to unplug my mono monitor on my ST so I could have a quick play on a game I ended up knackering the port and I don't really want to have to do this on the Falcon.

Any ideas ?

--

Simon Moore

smoore@chowgar.demon.co.uk

1270. Re: Help, FAT erased.

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: sos@sos.shn.com
Message-ID: <FDXUBACDUP@sos.shn.com>
Source record: 167054

In <D7FxHp.K8J@cix.compulink.co.uk> "Phil Hodgkins" wrote:

>In message <3n0a3g$rtf@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk said:
>
>>I cant help with the problem, but I too have a few probs with my
>>internal IDE drive. For example every now and again it
>>creates a new partition which is about 600k in size!!!
>>This is called G, after a short while this partition usually
>>disappears but I dontlike it.
>>
>>Can anyone suggest why this is happenening? Oh abd by the
>>way partition F is NOT full!!!
>
>How do you notice whether drive G is there or not?
>What driver are you using?

I'm sure he uses an old version of TCache....
There (or in the ACC/CPX) is drive G configured as a ramdisk.

>Phil.

Rest -> PM.

SOS

--
Forgot a smiley somewhere? Sorry. :-) :-)) :-(:-}
PGP key available on request.
--
*** UPOINT 'medium' ***

1271. NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.63.0014DAA9@cam.ac.uk>
Source record: 167055

Sorry to ask this but I can't see the original release - what has changed from v3.01? How do you upgrade in the UK?

Adrian (apb25@cam.ac.uk)

1272. ST Software for sale - 170+ programs to best offer

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: osteele@u.washington.edu
Message-ID: <3necrq$1s4@nntp1.u.washington.edu>
Source record: 167056

I've sold more than 2/3 of my ST items, so I'm willing to sell the rest for REALLY CHEAP. You can pick these up separately or get everything (over 170 programs) for just $200! Everything's packed in a big box and ready to go. I'll also include the 520/1040 ST Clear Plexiglass Stand for free.

Finally, I will take best offer. So if the highest offer is $100, it's sold. So make an offer. I want to sell this fast, so e-mail now.

Title	Maker	Price	Quantity
A-Copier	MegaSoft	$2.00	1
Alcon	Taito	$3.00	1
Assempro	Abacus	$8.00	2
Battletech	Infocom	$9.00	1
Bionic Commando	Capcom	$4.00	1
Boulder Dash Cnst. Kit	Epyx	$4.00	1
Bureaucracy	Infocom	$4.00	1
CAD 3D Fonts, etc.	Antic	$3.00	1
Captain Blood	Mindscape	$7.00	1
Championship Wrestling	Epyx	$4.00	2
Codename Iceman	Sierra	$12.00	1
Crimson Crown	Polarware	$2.00	2
Crystal	Antic	$1.00	1
Curse of Azure Bonds	SSI	$14.00	1
Cyber Control	Antic	$4.00	1
Dark Side	Spotlight Software	$4.00	1
Data Manager ST	Timeworks	$13.00	1

Demon's Winter	Strategic	$9.00	1
DeskMaster	Startroniks	$1.00	1
Devon Aire	Epyx	$4.00	1
Dive Bomber	Epyx	$3.00	1
Drakken	Draconian	$14.00	1
Echo	MichTron	$9.00	1
EmailMan	SRG	$5.00	1
Enchanter	Infocom	$6.00	1
EZ Track ST	Hybrid Arts	$21.00	1
Fast Basic	Computer Concepts	$9.00	1
Final Assault	Epyx	$6.00	1
Flash 1.6	Antic	$4.00	2
Flexessory	EA Brown	$5.00	1
Flight Simulator II	Sublogic	$9.00	1
Font Pak 1 (Easy Draw)	Migraph	$7.00	1
Font Writer Plus	Startroniks	$2.00	1
Fontz	Neocept	$9.00	2
Foundations Waste	Exocet	$3.00	1
Galdregon's Domain	Pandora	$5.00	2
Gauntlet	Mindscape	$4.00	1
GFL Football	Gamestar	$4.00	1
GIST Sound Tool	Antic	$5.00	1
Global Commander	Datasoft	$4.00	2
Golden Path	Firebird	$4.00	2
Goldrunner	microdeal	$4.00	1

Goldrunner II	microdeal	$7.00	1
Guild of Thieves	Rainbird	$3.00	3
Habaview	Haba	$1.00	1
Hard Drive Turbo Kit	MichTron	$8.00	1
Heroes of the Lance	SSI	$7.00	2
High Roller	Mindscape	$2.00	2
Hippo Spell	Hippo	$2.00	1
HiSoft BASIC Pro	HiSoft	$19.00	1
Hound of Shadow	Electronic Arts	$12.00	1
Immortal	Electronic Arts	$13.00	1
Impossible Mission 2	Epyx	$3.00	1
Imprint	HAL	$7.00	1
Interlink	Intersect	$6.00	2
Jack Nicklaus Golf	Accolade	$12.00	1
Jet	SubLogic	$6.00	2
Jewels of Darkness	Firebird	$3.00	2
Jug	microdeal	$4.00	1
Juggler	MichTron	$9.00	1
K-Data	Kuma	$9.00	1
K-Graph 3	Kuma	$11.00	1
K-Roget	Kuma	$9.00	1
King of Chicago	Cinemaware	$6.00	1
Knight Force	Titus	$11.00	1
Language Disk	Atari	$2.00	1
LDW BASIC Compiler 2.0	LDW	$9.00	1

Leader Board Golf	Access	$7.00	2
Light Corridor	Inforgrammes	$4.00	1
Live and Let Die	Domark	$4.00	1
M-Disk + RAMdisk	MichTron	$2.00	1
Mach 3	Loriciels	$4.00	1
Macro Assembler	Metcomco	$14.00	1
MacSee	Reeve Soft	$16.00	1
Magical Math III	Atari	$7.00	1
Make it Move	MichTron	$5.00	1
Mean 18 Course #2	Accolade	$4.00	1
MegaFont	Xlent	$2.00	1
Metrocross	US Gold	$4.00	2
Mi-Term	MichTron	$2.00	1
Micro C-Tools	Beckmeyer	$3.00	1
Mindshadow	Activision	$3.00	1
ML '86 NL & AL Teams	Micro League	$6.00	1
ML '87 NL & AL Teams	Micro League	$5.00	1
ML Baseball Owners' disk	Micro League	$6.00	1
ML Wrestling	Micro League	$7.00	2
Modula 2 v. 2	TDI	$19.00	1
Moebius	Origin	$6.00	1
Molgraph	ST Club	$6.00	1
Mortville Manor	European	$4.00	1
Nether World	Hewson	$4.00	1
Obliterator	Psygnosis	$5.00	1

Oo-Topos	Polarware	$2.00	1
PageStream Fonts:14 disks	SoftLogik	$22.00	1
PaintPro	Abacus	$9.00	1
Paintworks	Activision	$8.00	1
Pandora	Firebird	$5.00	1
Pawn	Rainbird	$3.00	3
Phantasm	Exocet	$4.00	1
PM Interface	Xlent	$1.00	1
Police Quest	Sierra	$11.00	1
Precious Metals	Ocean	$7.00	1
Prince	ARC	$6.00	1
PrintMaster Art Gallery I	Unison World	$7.00	1
PrintMaster Art Gallery II	Unison World	$7.00	1
Procopy	Proco	$4.00	1
Publishing Partner (mono)	SoftLogik	$3.00	1
Quartet	microdeal	$14.00	1
Quick ST 3.0	Branch Always	$12.00	1
RAMdisk	Power Systems	$1.00	1
Real BASIC	Real	$5.00	1
Revolver	Intersect	$8.00	1
Robocop	Ocean	$7.00	1
Rockford	Electronic Arts	$4.00	1
S.D.I.	Cinemaware	$5.00	2
Scan Art	Migraph	$9.00	1
Shackled	US Gold	$4.00	1

Shadowgate	Mindscape	$4.00	2
Shuffleboard	Shelbourne	$4.00	1
Silicon Dreams	Rainbird	$3.00	2
Sinbad	Cinemaware	$4.00	1
Slicctop	Sliccware	$9.00	1
Space Cutter	Rainbird	$6.00	2
Space Station Oblivion	Epyx	$4.00	2
Spectrum 512	Antic	$7.00	3
Spellbreaker	Infocom	$6.00	1
Spitfire 40	Avalon Hill	$6.00	1
ST BASIC & Sourcebook	Atari	$4.00	2
ST Karate	Eidersoft	$3.00	1
Starglider	Rainbird	$2.00	2
Starglider 2	Rainbird	$12.00	1
Stealth PMC 1.5	PMC	$4.00	1
Stellar Crusade	SSI	$6.00	1
Steno	Gribnif	$14.00	1
Stone Breaker	Softgold	$4.00	1
STOS BASIC	Mandarin	$9.00	3
Superbase Personal	Precision	$19.00	1
Superbase Pro	Superbase	$39.00	1
Supercharger	Migraph	$7.00	1
Tass Times	Activision	$5.00	1
Tau Ceti	Thunder Mountain	$3.00	1
Tax Advantage '87	Double Eagle	$2.00	1

Techno Cop	US Gold	$5.00	1
Terramex	Victory House	$2.00	2
Top Gun	Ocean	$3.00	1
Tracker	Rainbird	$2.00	2
Trinity	Infocom	$7.00	1
Turbo Cup	Loriciels	$6.00	1
Turbo ST	Softrek	$7.00	1
Tusker	System 3	$7.00	1
UltraScript	Atari	$15.00	1
UltraScript ST-1	Imagen	$15.00	1
Untouchables	Ocean	$9.00	1
Video Vegas	Baudville	$6.00	1
Virus	Rainbird	$6.00	1
Wanderer	Pyramide	$3.00	1
Willow	Mindscape	$5.00	1
Winter Challenge	Thunder Mountain	$4.00	1
Wishbringer	Infocom	$8.00	1

1273. 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: dhohenst@gpu2.srv.ualberta.ca
Message-ID: <3nednt$18lc@rover.ucs.ualberta.ca>
Source record: 167057

I just got a 68882 FPU (math coprocessor) put in my Mega STE. Now what? What software is out there that makes use ofthis troublesome little chip?

1274. Re: TOWERS GAME...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3nebo7$9pu@golem.wcc.govt.nz>
Source record: 167058

] Well I just spents a lot of time dnloading this TOWERS II game,
] only to find that the Doc are incomplete, it does not state in the readme
] what system is it for, and that it can only be run from a Hard Disk...

It's common knowledge that Towers-II is Falcon only. Towers (the original)
is basically a dungeon master clone and will run on anything, from anything.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

1275. Re: Falcon Owners List

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D7I8Cz.C4D@cix.compulink.co.uk>
Source record: 167059

In response to rmccall@mcs.dundee.ac.uk's message:
> Just because I'm obsessed with lists, there's no need for any slagging.
> Anyway following on the success :) of my other two lists here goes....
>
> If you own a Falcon and would like to get in touch with other users
> please subscribe to the following.. I am not including addresses, or
> telephone numbers at this stage,
>
> Just complete the details outlined below and email them to me: in the
> subject field of the message please include "FOL: "

Rod, why are you trying to reinvent the wheel? There's a very
well-advanced organisation that holds these details and more called the
Falcon FacTT File.

If you want to know more, contact kbeardsworth@cix.compulink.co.uk or
colinfm@cix.compulink.co.uk or find a UK BBS that's in the NeST network
and join the group N.FALCON.FACTT_FILE

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/143.0@nest.ftn #

1276. Atari Emulator for the MAC??

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: jkreth@lonestar.jpl.utsa.edu
Message-ID: <3neeq2$sma@ringer.cs.utsa.edu>
Source record: 167060

Will someone please mail me the FAQ on this MagiC thingamabob? At very least, could you mail me a web site or ftp site that I could get it from?

I do not frequent this group, so please send to

jkreth@lonestar.utsa.edu

1277. For Sale Falcon/030

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: aiesec@lamar.ColoState.EDU
Message-ID: <3nelcl$3v3m@lamar.ColoState.EDU>
Source record: 167061

For Sale

Falcon/030 System
4meg RAM/85meg Hard Drive

Extras

HardWare

SCSI CD-ROM
NEC MultiSync monitor(will work with VGA and RGB signals)
65meg 2.5" IDE (If put in a tower two IDEs can be hooked up)
RAMGizmo (allows SIMMS to get a max of 16megs RAM)
BlowUP030 Hard I w/ JoyPad (get Rezs upto 1280x1024)
custom RGB/VGA/Video switchbox
Wico Metal Joystick
Falcon/030 VGA Adapter

Software

ICD Pro Utils v6.5.5 (Hard Drive utils)
Atari Works v1.207 (Falcon/030 comes with 1.2)
STalker v3.04
CoNnect v2.46
GEMView v3.12
Speedo v4.2
Speedo v5.0
Misc Speedo Fonts
Jpeg View (fast DSP viewer, uses RGB ,GIF, Jpeg, Targa, etc)
MIDI software (various ones, lost a couple manuals)
Misc games
Misc non-registered software
Misc Mods, Pictures, etc.

All Manuals and boxes, etc are present. The above are items that did NOT
originally come with the Falcon/030. If you want to know what came with it,
let me know and I will let you know. Same with Specs.

Asking $1100 o0bo

My personal account is temp down. Voice is the best way to reach me. If Email
is better then send to this account with a subject of ATTN: Kevin. and it will
get to me.

Contact Kevin Fas&#65533;n
PH: (970) 493-8510 (direct Ft. Collins CO)
PH: (303) 371-6614 (message number, Denver area)

InterNet: kfason@csn.net (temp down) try AIESEC@Lamar.ColoState.EDU with a subject ATTN:Kevin
BBS: Ringworld (303) 699-0402

1278. Re: Linux ST

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D7II3H.AC8@cix.compulink.co.uk>
Source record: 167062

In message <3n9fkq$6qp@spruce.cic.net>, mwegner@dial.illinois.net said:
>
> I didn't realize Linux was available for the ST... where might I be

Its not.

Linux/68 running on an Atari requires a 68030 *and* FPU (68881/68882). The only Atari which matches this spec out of the box is a TT. The Falcon with the addition of an FPU chip should work as well.

To get Linux running on a ST would require a PAK3 card or similar. Probably not worth the trouble. You might as well spend the money on a PC and run Linux/pc. You'd have much better support - and decent enough video to run X11R6.

:-(

Roland.

@CiX

1279. Re: hd for atari 1040ste?

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D7II3I.ACu@cix.compulink.co.uk>
Source record: 167063

In message <1225rcain@nest.demon.co.uk>, rcain@nest.demon.co.uk said:
> On 21 Apr 95 Roland wrote::
>
> RG> I was thinking of getting one of these to replace the 212Mb drive
> RG> my TT. However I have read that as it is a FAST SCSI2 device I
> RG> need active termination.
>
> The higher the frequencies passed over the SCSI bus the more important
> correct termination is likely to be. However, don't be too driven
> by the pundits prescriptions. Depending on the cable characteristics
> and line drivers you may sometimes find that NO termination is the
> best solution.

This is the sort of advice I give people when they ask ;-) However I really only know about SCSI 1 - and have a lot of success (and a little failure) with totally 'incorrect' termination schemes. What really triggered the question though was the cost of an active terminator. I've only seen one company advertise one - and it was 25ukp ex VAT. I just wanted to know if other people were using them.

> RG> ATM I use a passive terminator on the end of
>
> This terminator belongs to one of the devices, right, not a special

Well I have several terminators. One is in the CD-ROM (NEC CDR-37) unit I use. However if this is disconected (like when its being used by the PC), I use a DEC termination 'plug'. This just connects into the end of the SCSI chain - like a SCSI device.

> affair? You can always make the SCSI-2 the last in the chain and
> exploit its active termination if your geometry allows. Otherwise

So the SCSI2 will have its own active termination?

> I'm sure you would be OK bunging it in the middle of the chain sans
> termination and relying on the passive term you already have.

I've thought about this as well.

Actually I suppose the real question is - just what *is* active termination - and how on earth do I tell it from the passive sort? ;-)

Thanks

:-)

Roland,

@CiX

1280. Re: Re^2: Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <283e03b8@kockens.ct.se>
Source record: 167064

```
>
>>> CoMa - Shareware, fully GEM Compliant, supports classes 2 and
>>> STraight Fax - Commercial, costing ₧80 pounds from System Solutions.
>>> Junior Office - Shareware, originally German but I have just
> translated
>>Well.. You forgotten to mention the BEST Faxprogram overall to Atari.
>>Qfax v4.08. STraight Fax and Qfax is equal good.But i will still recomend

> Wouldn't spend a penny on CoMa if I were you.

If you look again at the msg above you will see that it wasnt ME who wrotethe
Coma part. I was the one writing about Qfax v4.08.
Count the reply arrows and you will se :-) There is 3 arrows in the line with
Coma and 2 in the Qfax part.. :-)

And yes.. I agree. I wouldnt spend a single penny on Coma.

Grtz Jesper Kock WiZZard on -*-Kockens BBS-*- +4646250256 V32" Atari Only

( UUCP Dialup connection )
```

1281. Re: Atari WWW Browser

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: schrist@io.org
Message-ID: <3nf294$o3m@ionews.io.org>
Source record: 167065
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

In article <cunham.3.00167860@teleport.com>,
Rich Cunningham <cunham@teleport.com> wrote:
>Does anyone know of a WWW Browser for an Atari Mega STe.....I have a friend
>who has need of one.

Yes!

You can order a set of 7 diskettes from TAF's Library which installs
a MINT / X-Windows / PPP / Chimera / FTP / Telnet. All these PD
systems were written by various Atari People (who we thanks).

Sam Mesbah, put them all together and created an installation procedure.
(It's my understand he will be putting this at an FTP site also! Either
Sam or I will let you know where).

Here is how to order it from the TAF library:
Send $25 Cdn Dollars to:
Toronto Atari Federation
5334 Yonge St, Suite 1527
Willowdale, ON, Canada
M2N 6M2

I will add more information on the TAF home page later this week:
http://www.io.org/~schrist/taf.html

Here are some important notes!!

Requirements:
(0) 14.4 Modem (Min) (Highly recommended) - Appropriate Modem RTS/CTS patch
(1) 4M Machine (Min)
(2) 10M (Min) separate Hard Disk Partion
(3) An Internet Service Provider with PPP - SLIP acceptable but untested.
(4) Mono Graphics mode (ST High, Falcon, TT High)
(5) ST-ZIP, TOS/GEM based text-editor (knowledge of a UNIX, VI editor will make
your life easier but is not essential)
(6) A Boot manager makes your life easier (SuberBoot, XBoot, etc.)

Stephen Christian (schrist@io.org) _ Member of: TAF, DWIN
http://www.io.org/~schrist (_'-/-_ _ |_ _ _ EoH, HCoG, EoO III
._)((-'|_)	)(-'|). TT 9, Warp 9
Disclaimer: The opinions expressed above are strictly my own and in no way
represent those of my employer and/or clubs/organizations I am
a member of. (For information on each check out my www page.)

--

1282. Amadeus

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D7I63M.6Mt@cix.compulink.co.uk>
Source record: 167066

Looks like there are two products both called Amadeus. There is the commercial product and then there is the one at HENSA.

The one at HENSA is (according to the filelist) "Amadeus the Great (Command Line) composer 1.0"

What this is or does I have no idea - can Danny help us out on this one

Sorry for any confusion

Steve Atty (Falcon 030/FPU/4Mb/80Mb MiniS/80Mb Rodime)

"Et ego in Arcadia vixi"

1283. SubStation - Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: PAR LARSSON <y94parla@isy.liu.se>
Message-ID: <3nebvm$kt2@newsy.ifm.liu.se>
Source record: 167067

Does anyone know if there are any demos of SubStation available yet?

P. Larsson
y94parla@isy.liu.se
http://www.edu.isy.liu.se/~y94parla

1284. Re: Next choice???

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199504231735.a38568@ms.maus.de>
Source record: 167068

In article <199504132014.a677@bm.maus.de>, Joachim_Kupke@BM.maus.de wrote:
>JR>>choice. With Geneva (which runs with or without MiNT), you have quite
>JR> ...which is *supposed* to run with or without MiNT and seems not to
>JR>be ready (as MagiC for Falcon)...
>
>Shall I truely comment on that?

Yes, you're welcome to do so... (btw: with 'as MagiC for Falcon' I was
saying that *both* aren't shipping).

>JR>MagiC is definitively faster than MTOS, and it's definitively more
>JR>compatible to Single-TOS.
>
>The question is what MTOS we are talking about. The official versions cannot
be
>called fast, that's true. But there are newer versions. We should consider
>that, too. (BTW: The same goes for the argument about CTRL+ALT combinations.)

MagiC is definitively faster than *every* version of MTOS, even those which
will never be shipped to customers.

1285. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr23.222741.42175@cobra.uni.edu>
Source record: 167069

In article <3nc1oq$1j0@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) writes:
> sinclap2954@cobra.uni.edu wrote:
> : In article <3na3nh$n20@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) writes:
> : > Hutch (hutch@ilmen.lanl.gov) wrote:
>
> : Fact: Pentium and at least the PowerMac 6100/66 will blow away a Falcon using
> : any desktop publishing App. And you know what that these systems cost less
> : than a Falcon set up. So why tell new users that a Falcon is a better buy?
>
> Maybe because it's a better computer =-) ! I can put a jet engine into
> my old car, but it still won't fly. At least very high.. PC is 70's design.
> They can tune-up it as they will, but still it is antique with jet engine.
> And your Mac: it emulates 68020. Falcon has 68030 with PMMU - and a
> much nicer OS (IMO, of course!). And DSP, and Blitter, and MIDI
> capabilities with great software... Why is Falcon a better buy? Because
> people love to use it. That's reason enough, even if you don't see it
> ;-) ! It's a very nice computer.

BZZZT. First off, the PC first came out in 1981. Second, I could say that the Falcon is 80's technology. Third, the PowerMac has hundreds of native apps that will leave the Falcon at the starting gate. Fourth, the Falcon's installed base is less than the Jag, so how can you say that people love it. Fifth, the PC and PowerMacs undercut the Falcon in price/performance and software.

>
> : Are these TT and Falcon's still in production and widely available?
>
> Widely enough for people who know what they want. You can always get an
> Eagle, as a fully compatible, improved TT. You can get real power with
> Medusa 68060. Using 68060 and GEM I wouldn't care very much about anyone
> trying to impress me with some Pentium or PPC/MacOS computers =-) !

Whats an Eagle?-> You see the public does not know or care. Where can I touch an Eagle? The Medusa 060 is not available to me down the street and would exceed the cost of a PowerMac 8100!

>
> : Mac OS is fine whats wrong with your?
>
> No, MacOS isn't "fine" at all. It's easy to learn. But it's tooooooooo
> slow (especially when handling DOS disks). It's boring-looking. It's too
> stupid after getting used to GEM. And it isn't very stable. after all. I

> prefer GEM, even with its own faults. It's my opinion, nothing more,
> nothing less. And what did you try to say, anyway ;-). Mine what?

Really, My OS blazes whats wrong with yours? GEM is a pathetic joke. Has the look and feel of GEOS on the C64. My OS is plenty of stable with extensions and performs well at file sharing something you cant do with your GEOS OS with ease!

>
> : Good enough is not enough, it has to blow away the others, which it does not..
> : You are asking users to invest in a $2000 Falcon setup..
>
> And your PowerMac blows away the others? You know, the science has
> proved that people tend to find "reasons for their purchases" after
> they've done the purchase. They like to think that "I did the RIGHT thing
> selling my ST and buying a Mac..". They like to think they didn't make a
> mistake...

Know but advocating a dead platform is dead wrong. So how is Mosaic and Netscape on the Falcon?

>
> : > I've myself seen Calamus SL and Atari TT doing things that left some
> : > PC-professionals just staring, and saying: "My 486 couldn't do THAT..".
> : > You can tune-up your Falcon to do small miracles, too.
> : > Try - it's fun ;-) !
>
> : Like ST users drool over the latest Mac/PC title. We can do that too..
>
> Name just three of us who drool your titles ;-) ! You have some
> spectacular programs, true. And we have things like Apex Media Mac
> doesn't have. Two worlds, different worlds. No use arguing!
>

Yep!

> : >
> : > : -Hutch- @ Fair Dinkum Tech
> : >
> : > TH
>
> : ____
> : = Apex Media on the Falcon is the
> : Peter Sinclair-Day = final nail in the coffin for the
> : The University of Northern Iowa = Amiga's usefulness. There will be
> : Cedar Falls, IA. 50613 = no comeback, unless DSP is adopted
> : = and prices are competitive!!
>
> : Http://www.ziff.com - For the latest MAC & PC news....
>
> Just for curiosity: why do you still hang around in Atari areas, when you
> apparently can't stand our attitudes ;-) ? Want the last word? You made

> your decision, but it was yours alone. Hope you're happy with it, but
> I hope you don't just want to quarrel or boast. You may wonder why, but
> we don't really envy you any more than you envy us. This arguing about
> Falcon vs Mac isn't worth arguing, after all.. Different computers!
>

when there is misinformation directed at the platform I use, its my business.
It's not roses in the ST/Falcon world

> Cheers,
>
> TH
>
>
>
>
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1286. Re: Falcon Games List

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: Robert_Schaffner@of2.maus.sub.org
Message-ID: <199504230841.a20168@of2.maus.de>
Source record: 167070

```
j> Ishar II
j> Ishar III?
j> Transarctica
j> Zero 5
j> Pinball Dreams
j> Stardust
j> Steel Talons
j> + a few more I can't recall

:-))

StoneAge
DinoDudes
LlamaZap
Obsession

kind regards

Robert
```

1287. Atari ST H/ware & S/W for sale

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: Mark@markus0.demon.co.uk
Message-ID: <68057031wnr@markus0.demon.co.uk>
Source record: 167071
Cross-posted to: demon.adverts,comp.sys.atari.st

For Sale!! Atari ST hardware, books,and software

I am selling the ST stuff listed below. I am willing to sell it as a
'job lot' for 400. However I will consider splitting if the offer is
good enough. I have put a price next to some items as a sort of
reserved price.

Offers etc by email to: mark@markus0.demon.co.uk
or by phone : 01482 791506.

Hardware:
Data Pulse Plus - 127MB hard drive(maxtor) with ICD ST adapter and
s/ware. 150.00 ono.

Books:
The Atari Compendium, by Scott Sanders.
ST disk drives: inside & out, Abacus.
Computes Technical Reference Guides (3 volumes, covers TOS, AES & VDI)
Program design techniques for the Atari ST, by Paul Overaa.
First Steps in 68000 assembly Language, Glentop.
The Concise Atari ST 68000 Programmer's Reference Guide, Glentop.
The ST Assembly Language Workshop, Kuma.
The Atari ST explored, Kuma.
Introducing Atari ST Machine Code, zzSoft.
The Game Makers Manual (STOS), by Stephen Hill.
Real Time 3D Graphics for the Atari ST, by Andrew Tyler.

Offers please

Software:
Lattice C 5.5 30 ono
Devpac 2
Power Basic
Hisoft C interpreter
Wercs
STOS Basic
MultiTOS 20 ono
UIS III
Hyperdraw
Home Accounts
3D Calc (speadsheet)
Master Cad
1st Word Plus
Timeworks Publisher 2 20 ono
Calligrapher Lite

Programming Utilities (includes Knife ST)
Superbase Personal

Games:
Magnetic Scrolls Collection (Fish, Corruption, Guild of Thieves)
Castle Master
War in Middle Earth
Jumping Jack Son
Colossus Chess X
Trivial Pursuit
Street Fighter II
Lure of the Temptress 15 ono
Fantastic Worlds (Megolomania, Populous, Pirates, Realms & Wonderland)
Frontier Elite II. 15 ono
Railroad Tycoon 15 ono
Civilisation 15 ono
Microprose Golf 15 ono
Microprose F1 Grand Prix 15 ono
Sensible Soccer
Pushover
Graham Gooch World Class Cricket
3D Construction Kit
Jimmy White's Whirlwind Snooker
Fire and Ice
Lemmings 2

--
Mark Holderness
Tel: 01482 791506
Hull, England.

1288. Zero-5 demo

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199504231638.a22066@a2w.maus.de>
Source record: 167072

Hi,

The friendly Atari robot at atari.archive.umich.edu posted this
recently:

>-rw-r--r-- baldrick 724961 Apr 11 19:57 ./Games/Space/zero_5.zip

So I thought, what the heck only 724961 bytes let's give the ole modem
a good test :)

Was I surprised when I loaded this demo game onto my MSTE. Superb
sound and some of the best animation sequences I have yet seen for the
STE. An atmospheric intro is followed by a basic menu where you can
choose to view various spacecraft in an Elite style presentation or
play a demo mission. Try both. The flight controls are incredibly
smooth although finding something to shoot at requires good 3D
navigation.

There are three phases to the demo mission. First a space battle where
you must turn all the Morphon spacecraft into brilliant orange
explosions, then a battle just above the surface of an asteroid
(reminiscent of Star Glider) where you have to so the same to another
bunch of persistent Morphons, and finally another space battle where
you do it all over again. Then you can go home and watch the docking
sequence (a la Frontier).

Excellent graphics, great sound and controls.

Unfortunately there is no automatic demo, documentation or email
address so I don't know what more I get after paying the 25 pounds
sterling for the full version. I'm tempted.

Is the STE wizard Andrew Gisby or anyone from Caspian Software around
to tell us more ?

Ian_Taylor@a2w.maus.de The hidden secret of life is

1289. re: question about tape b

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1240rcain@nest.demon.co.uk>
Source record: 167073

On 23 Apr 95 Nicole wrote::

NM> A tape mechanism of some sort was included in with a case and
NM> powersupply that I got for my harddrive and scsi+. It's an Archive
NM> 5945L-2 with a card labeled 20269-024 Rev.K. It has 50pin card-edge,
NM> so I suspect it might be scsi.

If it is an edge connector then I suspect it WON'T be scsi.

NM> Can anyone suggest how I might be
NM> able to try it out to back up my 100meg harddrive (rll with adaptec
NM> 4070)? I don't even know what type of tape cartridge to buy to try it
NM> out with the shareware Gemar. since I suppose it's not likely to
NM> work, I'd rather not spend much.

A tape is likely to cost about $50. If I was you I wouldn't bother - just
advertise it for, say, $100 to PC enthusiasts.

Roger
rcain@nest.demon.co.uk

--

1290. C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <a5a_9504231806@tor250.org>
Source record: 167074

S > Come now Ofir, please compare Apples with Apples, for what I
S > have seen of DOS 6.xx and Windows it leaves Ataries OS for
S > dead, even John Townsend stated that. I can't even believe
S > any one with some kind of computer knowledge can defend the
S > Atari in any way to-day...

Seeing as this is coming from Roger Sheppard, the "computer expert" (NOT!) whose vicious anti-Atari spewage (while he's still using one!) towards their computers and users both must be taken with a 50 kilogram bag of salt, as opposed to Ofir Gal, a professional writer who uses several different computer systems and who knows the ins and outs and quirks of each particular system, as well as having a clear, cohesive writing style, I know who I'D rather believe.

Not to mention the other people who have a chance to work with both PCs and Ataris and who prefer the Ataris hands-down for their ease of use, more sensible operating system and memory management, and the fact that they don't require hard drives with a gazillion megabytes to store their software on (because the software is a manageable size to begin with).

So John Townsend thinks the Atari operating system is no good. Well, Darek Mihocka, the developer of GEMulator for the PC (and a Microsoft employee), thinks that Windows 3.1 and 3.11 are an inelegant joke, and that Windows '95 (that even in the final beta is experiencing major problems) will prove to be an even bigger joke if and when it's EVER released. (He does think the best PC operating system is Windows NT).

And my developer can beat up your developer :)

_Dan (not a useless, snivelling, STOS-using teenager on the dole, but an AMAZING SIMULATION! At least to Roger Sheppard, who really needs to pry himself away from the computer keyboard and go out into the streets and learn about real life....)

... "That was setting #1. Anyone want to see setting #2?" - Guinan
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

1291. ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <a5b_9504231806@tor250.org>
Source record: 167075

S > Atari made a big step backwards when they brought out the ST,
S > they should have gone for the Mindset Computer that they had
S > the option on...

Funny, Roger, but from the press I've read from 1985 and onwards in a variety of publications over the years I've seen that there were a lot of accolades over the fact that the ST was, for its time, a very revolutionary computer - better colour than a PC, a stable, easy to use GUI interface (that NO PC at the time had), and standard MIDI ports (which to my knowledge gave it an edge that made it a favorite in MIDI studios). Who knows what might've happened had the Tramiel boys had exhibited even an ounce of business sense?

And, pray tell, where is the Mindset NOW? At least, despite the fact that the ST isn't as popular as the PC, at least it's a KNOWN computer line!

Wait, I know how you'll reply to this one - "those journalists were all snivelling useless teenagers on the dole who were waiting for STOS BASIC to be created so they can program insipid little games to bring my blood pressure up and write stupid, factless spewings disguised as gospel because I'm a bitter grumpy old man with no life of his own who wishes I can dump this stupid computer because I want to be a mindless sheep who goes all gooey at anything with Microsoft in its name. And so's your old man!"

Get a life, Sheppard (or get a PC, so you can leave this conference and leave us free of your claptrap).

... Microsoft is the QUESTION - and the ANSWER is NO!
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

1292. Roger the Sad Sheppard

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <a5c_9504231806@tor250.org>
Source record: 167076

G > Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote: : Come
G > now Ofir, please compare Apples with Apples, for what I have
G > seen of DOS: 6.xx and Windows it leaves Ataries OS for dead,
G > even John Townsend stated that.: I can't even believe any one
G > with some kind of computer knowledge can defend: the Atari in
G > any way to-day... : If PC machines are that bad why do they
G > sell so well, and why have most other: platforms have droped
G > by the way side, Facts can't lie....

G > You _really_ should get yourself a Pentium - and change the
G > group from Atari to PC or Mac! You don't seem to feel
G > yourself comfortable having to deal with people who not only
G > think that Atari is as good as any PC or Mac, or their
G > operating systems - but actually think it's better.

(common sense stuff deleted for brevity's sake)

G > And finally, why do people buy PCs instead of Ataris? Why did
G > millions of people follow Hitler and Stalin? Why do billions
G > of people eat at McDonald's..? Maybe ten trillion flies *can*
G > be wrong, and sh*t isn't good ;-) ?

BRAVO! BRAVO! You're handling ol' Roger the only way he can be
handled, with the toughest antidote there is to his wibblings - pure
reason and fact.

Next you'll get the ultimate seal of approval - when Roger tells
you to get a life or a PC.....after first calling you a snivelling
STOS-using useless teenager on the dole, of course..... :)

... REAL oatmeal should be thick enough to stop a bullet!
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

1293. IBM SCSI/Link II woes

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <a5d_9504231806@tor250.org>
Source record: 167077

R > What type of IBM, Ken? I have a WDS3160 which I'm having
R > trouble getting up to steam. Anything particular you had to do
R > to yours? Would previous use of the Stacker make things
R > difficult?

that's interesting. I recently bought a used 100 meg IBM drive
which has a similar number (WDS3150?) and am having a couple of
problems using it with the Link II:

1) it doesn't seem to like my original Conner 40meg drive, in
fact both drives absolutely refuse to boot if they're both
connected. They both have different device numbers, BTW, so I've
tried that. The IBM and my NEC CD-ROM drive both work OK together.

2) when used as my main drive, I have to warm boot the computer
after first switching it on after switching on the hard drive to get
it to recognize the IBM mechanism (which is weird, as I've had no
similar problems when using the Conner as my main drive).

If anyone has an idea on what I can do to reconfigure both
drives so they'll cooperate with each other, and not require a warm
boot to get going, it would be much appreciated......

... The only stupid question is the one you're afraid to ask.
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

1294. Roger, the Sad Sheppard

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <a5e_9504231806@tor250.org>
Source record: 167078

> Instead of answering each item - let's just say that the above
> is a load of nonsense, as I'm sure most readers of this
> message would realise.

S > Sounds to me that you can't read... Please tell me why are
S > all your replies so very short, does it hurt to type,? or are
S > you just lost for words, or did the truth bite home..? No
S > Ofir I do post FACTS, please take the blinkers off...

Does the equation POT/KETTLE/BLACK mean anything, Roger?

Think about it, as much as it will hurt - why are YOUR replies
always so short, lacking in fact, and always abusive when the person
doesn't agree with you?

At least Ofir can spell......

... OH NO! We're gonna get SUED!
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

1295. Atari Stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: S1134465@cedarville.edu
Message-ID: <S1134465.126.2F99ACDB@cedarville.edu>
Source record: 167079
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.misc-systems

```
Atari SC1224 Color RGB monitor
excellent condition $85

Atari SF314 external floppy drive
w/ power supply $40

Synchro Express hardware/software
copying device $30

2400 baud Supra modem $20

Posted for a friend, please reply to me though. Shipping extra, payment
through COD, check or money order. Thanks.
Dale
s1134465@cedarville.edu
```

1296. Re: Unable to Contact CodeHead...??

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3nccud$h6@golem.wcc.govt.nz>
Source record: 167080

In article <3n5peg$1i3@newsbf02.news.aol.com>, alfasoldt@aol.com (Al Fasoldt) writes:
>The CodeHeads have been inactive for quite some time, but do answer e-mail
>at codehead@genie.geis.com.

That was my point, they don't...!!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1297. Re: MagiC and ICD HD software

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ncd5s$h6@golem.wcc.govt.nz>
Source record: 167081

In article <3n5ppe$1ko@newsbf02.news.aol.com>, alfasoldt@aol.com (Al Fasoldt) writes:
>> What version of ICD is this, I don't recall a boot flag with 6.5.5...??
>
>Robger,, any executable file has a set of flags. The problem with many
>flag-setting utils is that they won't let you change the flags of files
>that do not have the "official" executable extensions. Either changae the
>extension temporarily, or use NeoDesk 4, which has no such problem.

ICD boot software is not a PRG/TTP or what ever, its a system file called by
the boot sector code.....

It was stated that this booter had a Mint Flag, I have never ever seen
such a thing...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1298. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ncdg6$h6@golem.wcc.govt.nz>
Source record: 167082

In article <ftn_2.203.203.15$fidonet.org_2f93921f_Tom.Thomason@fpc.ct.se>,
tom.thomason@fpc.ct.se (Tom Thomason) writes:
>To: molin@cxc1.cl.msu.edu
>
>From: tom_thomason@fpc.ct.se
>
>On 16 Apr 95, Michael Olin shot this through the ether to All ...
>
> IIRC, PinHead has nothing to do with Screen saving. It was a program that
>allowed the setting of the Fastload bit on operative systems *prior* to TOS
>1.04. It isn't necessary for machines running 1.04 and upwards!

Sorry you have got it wrong again, it has improved fast loading code and a
option to tell it how much ram to clear, works well with tos 1.04, so go read
read the DOC's that come with Pinhead....

From memory has nothing to do with setting the fast load bit....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1299. Re: MIME

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr23.001350.12002@bradford.ac.uk>
Source record: 167083

On 21 Apr 1995 23:43:29 GMT, D.Bhabuta wrote:
: What do you use for UUDecoding ATM...?

You still UUdecode??? Surely life can be simpler nowadays :-)
Me? I just type 'uudecode filename'... See? No stress!

--
Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ

1300. Re: Read write Atari ST disks on PC?

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: mmcinnis@biddeford.com
Message-ID: <3nci8q$4ov@noc1.portland.net>
Source record: 167084

In article <3n8tkj$a83@tribune.usask.ca>, Shannon Wegner <wegner@duke.usask.ca> says:
>
>I've asked this question in the PC groups and didn't get much help, so I thought I'd try here.
>I'm looking for a DOS program that will read and write Atari ST DD disks. Does anyone here have
>any suggestions? I'm also looking for a Atari ST utility to read and write DOS disks.

Any ST with a 720K floppy can read DOS formatted 720k disks. Format on your PC. There are PD & shareware
programs that will let you format DOS on the ST, but I don't know the names. PC Ditto, a software
PC emulator came with one, as I remember.

Good Luck,

Regards,

Michael

Michael S. McInnis Sound Designer/Composer/Audio Editor
Michael McInnis Productions 207-775-3362
Portland, Maine U.S.A mmcinnis@biddeford.com

1301. TOWERS GAME...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3nct96$2jv@golem.wcc.govt.nz>
Source record: 167085

*** TOWERS GAME ***

Well I just spents a lot of time dnloading this TOWERS II game,
only to find that the Doc are incomplete, it does not state in the readme
what system is it for, and that it can only be run from a Hard Disk...

Please can some one post info regarding both versions
of TOWERS I/II , what systems and type of drives they run on...

THANKS.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1302. Re: re: [q] help me - with a dsp problem.

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: johncoll@offoff.win-uk.net
Message-ID: <111@offoff.win-uk.net>
Source record: 167086

To Little Brave General;

>General! We have intercepted a coded Imperial message
>Brave! The problem I'm having is corrupted.
>Hmmmm...

How nice to see someone putting some effort into making their plea
for help entertaining _and_ more likely to get a response.
This is the first time that I have not been irritated by the
responder deciding not to spend a minute or two pruning the
amount of the original message he _chooses_ to include in his
response. jC.

1303. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDXPBBVDUP@dksoft.ping.dk>
Source record: 167087

In <3nbt7q$1j0@sphinx.Gsu.EDU> Tommi Pekka Hietavuo wrote:

>I don't quite understand this "lack of software" -claim.. There are
>plenty of good programs available for almost any use imaginable. At
>least, I feel so. Still, things definitely could get better too.

There is. Most of them are graphic and wordprosessing applications.

>Some people are jumping - some will not! I personally think that the
>illusion of "no Falcon -software available" is more psychological than
>real. It's easy to see the software flood for PC-compatibles. Some people
>just want to collect software (illegal copies just for fun), and play
>with it. Well, it _is_ fun, I guess..! But one can really get good
>software for Falcon, if he wants to:

Yep!

>And that was just a tiny sample of Falcon-programs. All very good stuff!

I know, and many of them are old programs which has been updated to support
the Falcon, which is good enough.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

1304. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDXPBBVHUP@dksoft.ping.dk>
Source record: 167088

In <D7G42p.AtE@demon.co.uk> Graeme Rutt wrote:

>What nonsense.

Why ?

>It's a sound economic decision as far as I can see. Let's say that
>writing an OS for the Falcon is twice as hard as writing one for the
>ST and TT. Now there are at least ten times the number of ST/TT owners
>than there are Falcon owners (maybe more), so the decision to shift
>product for the larger platform with (maybe) half the development time
>is a basic one.

Why should it be harder to write a new OS for the Falcon ? And even if it is
you'll have a easy job porting this to the ST/TT afterwards.

>
>I'd say we're (ie Falcon owners) are lucky to be getting one at all,
>especially if they're writing it to actually *use* the DSP rather than
>just catering for its calls..

You bought a Falcon and feel lucky if you get software.. Thats odd!

>The Falcon is, in many senses, an outdated machine. It's very slow
>(compared with a PC or Mac) for *most* tasks. However, it's still a
>good machine and you can pick one up for much less than a PC or a Mac
>(especially second hand).
>
>I'm afraid that it's time to face up to the reality that we're now in
>an almost totally enthusiast market - with the slight twist that we
>may see a number of new users either without the funds or hesitant to
>buy a new PC or Mac. A second-hand ST is, after all, a very attractive
>buy right now for a user who just wants to do a little WP stuff.
>

Agree, but a new OS is something anyone should be interested in.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

1305. Re: Upgrading 1040ST ram - how?

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199504231941.a21040@iz.maus.de>
Source record: 167089

In <FDVQDBVAUp@stingray.manawatu.gen.nz>,
richard@stingray.manawatu.gen.nz (Richard MORRIS) wrote:

RM>How hard/easy is it to upgrade the memory in my 1040ST?

If you have an STE you have to buy 4 1MBit*8 or 1MBit*9 SIMMs.

cu...Ole

Ole_Pahl@iz.maus.de AmPR: DK1LP@DB0HES.#SLH.DEU.EU

1306. Re: Are the maus alive?

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: Markus_Blank@lb.maus.de
Message-ID: <199504230857.a45393@lb.maus.de>
Source record: 167090

Hi,

L>maus.sys.atari.gemini
L>maus.sys.atari.hardware
L>maus.sys.atari.mint
L>maus.sys.atari.software
L>maus.sys.atari.talk

At least in Atari.Soft there should be approx. 100 messages daily.

Yours, Markus

1307. Software/Hardware for Sale

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <3nc9i6$m78@bigboote.WPI.EDU>
Source record: 167091

I have the following stuff for sale. first offer of $50 gets
everything. b=box d=docs

Transylvania
Spectre 128 cart/ Specter GCR disk
Magic Sac+ cart, transfer disk, and cables NO BOOT DISK d
Space Ace d
Golden Path d
Road Raider d
Temple of Apshai Trilogy bd
Turbo St d
Starglider d
Airball bd
Flight Simulator II bd
Music Construction Set bd
Skyfox bd
Captain Blood d

email me at
rhett@wpi.wpi.edu

1308. Kick Off

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: wsaez@valdivia.uca.uach.cl
Message-ID: <1995Apr23.102216.58545@halcon.dpi.udec.cl>
Source record: 167092

Excuse my english, Im from Chile.
I have a atari ST 1040 with tos 1.00 (1985)
I and a group of friends love Kick Off...
the last version we got is Kick Off return Of Europe, I want
contact with another Kick off^s fanatics

1309. re: scsi on falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1242rcain@nest.demon.co.uk>
Source record: 167093

On 22 Apr 95 Peter wrote::

PK> Question: is it true that SCSI drives operate slower on a Falcon
PK> than on other computers? And if so, why?

A statement phrased in such a general way can't possibly be true.

For a given SCSI drive it's performance on various computers will be
determined by:

1.SCSI bus data rate.
2.Efficiency of disk driver.
3.Efficiency of operating system file utilities.

Without knowing all the details it's impossible to say but the user can
usually only influence 2) and I have heard that the Hushi driver is the
fastest on the Falcon

Roger
rcain@nest.demon.co.uk

--

1310. re: question about tape b

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1241rcain@nest.demon.co.uk>
Source record: 167094

On 22 Apr 95 Jon wrote::

JD> From: jondinga@io.org (Jon Dinga)
r>> I have talked to Hi-soft about the DB3 probs. and they were surprised
r>> I was having trouble with such a common streamer as the Archive.
r>> Maybe
JD> the
r>> trouble is in the h/a. I haven't taken the investigation further as I
r>> am now quite happy with GEMAR which, weekly, backs up 68Mb in 25
r>> mins.
JD>
JD> I use that tapedrive with DB3, but use ICD ha with 6.5.5 and
JD> caches
JD> off .... no problems. I got the upgrade to v 3.5 at ACE95, but have
JD> not installed it as yet.

Thanks for that info. Jon. It looks as though the trouble is the Supra h/a.
I got 3.5 after complaining to Hi-soft but it didn't make a blind bit of
difference.

I have plans to replace the Supra h/a with an AdSCSIplus some day as I find
I would like the ability to drive devices which have parity permanently
enabled.

Roger
rcain@nest.demon.co.uk

--

1311. re: read write atari st disks on pc?

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1243rcain@nest.demon.co.uk>
Source record: 167095

IU> From: Shannon Wegner <wegner@duke.usask.ca>
IU> I've asked this question in the PC groups and didn't get much help,
IU> so I thought I'd try here.
IU> I'm looking for a DOS program that will read and write Atari ST DD
IU> disks. Does anyone here have
IU> any suggestions? I'm also looking for a Atari ST utility to read and
IU> write DOS disks.

What's the prob? Have you tried it? In most respects the disk formats are
completely compatible. The best formula is to format the disks on the PC.
Otherwise there are a number of formatters for the ST which put in the bits
that the PC is particular to.

Roger
rcain@nest.demon.co.uk

--

1312. A most obvious FAQ, and some other Q's

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: gkomatsu@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D7HLo2.7LB@news.hawaii.edu>
Source record: 167096

Skimming the headers of the 500 or so articles in the news
queue here hasn't revealed any, and I couldn't find anything (in a
mild search) at rtfm.mit.edu, so I must ask...

Were might I find a FAQ for this group?

any point in the right direction is appreciated.

This afternoon I found a 520ST in a thrift shop (included
mouse, SF314 drive, some mystery-unknown name 5.25" drive, and
appropriate power supplies) This at all a good computer? (use
your own definition of "good computer" if you respond) ...at all
a good computer considering I picked it up for about us$13.00? =^)

While things seem to work, at the immediate time being,
this is an even "worse" computer than my Apple //e, 800xl, CoCo3,
and Commodore plus/4 (all but the first I never use...) mainly
because I have no software to boot up...all I can do right now is
click on menus with greyed options, and change the display
resolution. funfunfun =^)

Is there any kind of built in self test?

What kind of drive is the SF314? DD? HD?

What kind of boffo cool stuff can this puppy do? (and
where do I get started?)

Where does the 520 stand among the ST computers? (and
what does "ST" stand for anyway? =^)
--
____
(_)___oo) gkomatsu@uhunix.uhcc.hawaii.edu
nin14tds 2600 good-p squick

1313. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDXPBBUXUP@dksoft.ping.dk>
Source record: 167097

In <9504211403.AA05820@ilmen.lanl.gov> Hutch wrote:

>Hahahaha... what Atari developer does NOT need the money? :)

Thats not the point really, as anyone could need some more money. The point
is wether they spoil their own busniess or not.

>If they cared? About what? As a business they care about being successful.

Cared about their busniess ofcouse.

>Bingo! The light dawns. But of course there is a future... it's just not
>likely to be the one people (Atarians) would prefer. ;-)

You could be right.

>No, of course I don't have THE number of Falcon owners. No one does (even
>though I think I've got a good idea). But it shouldn't take a rocket
>scientist to estimate there are more ST/STe/TT machines in use than there
>are Falcon030's. Ask others for their opinion, if you wish. I don't care.

I have a feeling you'll be supprised of how many Falcon owners are out there.
And remember, all Falcon owners are still active. Thats not a thing you can
say about ST owners.

>
>However... I DO care when you start calling Atari developers stupid and
>try to blame them for the current and future state of the Atari market.

Thats just because you don't (or wont) understand me.

>
>I use the term 'IMHO' frequently in my posts. I suggest you do the same.
>

All i'm writing is based on MY opinion. Unlike others i don't try answer
for other people.

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

1314. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDXPBBVAUP@dksoft.ping.dk>
Source record: 167098

In <3n4nmk$a3c@usenet.INS.CWRU.Edu> Sanjay Parker wrote:

>The Falcon hardware is definitely capable of competing with other platforms
>for a few years to come (especially with 3rd part add-ons) . . .

Exactly!

>The software, although scarce, is quite good
>actually. I still have reservations about recommending Falcons to my
>friends (who are definitely interested), because they must 'hunt' for
>support. . . but for the right persons, the Falcon is ideal.
>

Hunting around for support and beeing almost inpossible to get any software
it's a hell to be an Atari user.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

1315. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDXPBBVKUP@dksoft.ping.dk>
Source record: 167099

In <3n7mhi$6so@gumby.cc.wmich.edu> Joan O'Bryan wrote:

>> Heck i even think alot of ST/TT owners would agree. I would have
>> said exactly the same even if i didn't had a Falcon.
>
>Yes, but perhaps not _quite_ so often. ;-)
>

8)

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

1316. Re: Magic for Falco

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDXPBBVNUP@dksoft.ping.dk>
Source record: 167100

In <199504201929.a38410@ms.maus.de> Julian Reschke wrote:

>>Perhaps you would, if you're going to base you company on old machines. But
>>while 2B and Heidleberg are dumping program for the old machines, people
>>on the Falcon, (and newer Tos compatible machines) are going away from the
>>market, which means while Hedleberg has supported a bunch of old machines,
>>they never manage to support newer, and their company will eat itselves from
>>behind, (if you know what i mean).
>
>(1) They have clearly said that Falcon support is on the way. Just because
>they released a version without it doesn't main that they aren't working
>on it.

Sure, i have heard this before. I have been at this market ever since 1986.
All the time i hear statements like the above, and many times i see nothing.

>(2) The number of Medusas sold is a nearly neglectable market. And the
>Eagle developers claim to be TT compatible, so MagiC should run right
>away.
>

Don't care about Medusa or Eagle, (right now). What i care about is the
Falcon market.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

1317. PPP programs

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <FDXRBDUUUp@stingray.manawatu.gen.nz>
Source record: 167138
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Which is the best program to use for PPP?

I'm currently trying to install PPP on my 1040ST (TOS 1.02, 1Meg, 40Meg HDD).
I've only read the docs so far and hope to start trying to install it
tonight, but wanted to know if KA9Q NOS is the best, or if not, which is.

Thanks,
Richard.

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

1318. re^2: nvdi 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: Callum.Lerwick@flight.org
Message-ID: <166_9504240106@flight.org>
Source record: 167139

DB> IMHO it's As Far As I Know...

DTD!

---------- -//- ----------
Internet: Callum.Lerwick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

1319. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D7HI60.AGG@cix.compulink.co.uk>
Source record: 167140

In message <1995Apr22.110242.42098@cobra.uni.edu>, sinclap2954@cobra.uni.edu
"contributed" the following to the conversation:

(Quoting me)
> > And a large bank account to cover your phone bill if you are running
> > from home.
>
> Not true. Will be geeting a direct connection this summer for free
> in the home..
>
But I presume somebody (probably the University) is paying for it which
is the point - the WWW is expensive for the average home user.

> > I use my Falcon for various bits and bobs. I access the usenet via
> > CIX in London and use an OLR (the most Excellent CixComm and
> > CixRead).
> > I have used the WWW from work and frankly I wasn't too impressed
> > - If I want to listen to audio and watch film clips then I can use
> > my HiFi and Video - which gives better multimedia than any PC/Mac
> > system ever built
>
> Your opinion. WWW improves by the month , year and so on. Your ST
> is not capable of doing what we PC and Mac users have been doing for
> awhile...
>

Fine and my Falcon does DtoD recording straight out of the box - and
can control a full synth setup - again straight out of the box. All that
is required is the software. The ST has been doing MIDI since it came out
10 years ago - something that the PC still can't do unless you buy an
additional card (which probably only works with one package). Lets face
it the PC is a jack of all trades and a master of none - but its users
think it can, and want it to, do everything perfectly which is an
unrealistic point of view.

OK my Falcon can't do WWW - but then again neither can an awful lot of PCs
and Macs. But it is fine for trawling the Usenet which is why I am on the
Net - for interactive conservations.

My opinion on what? Multi media ? If so then find me a PC that does
256x oversampling bitstream audio, Nicam Stereo, Dolby Surround
and can push audio out at over 100W per channel - no contest I think!

> "Peter Sinclair, you are a tosspot; you are a wanker; you are a very
> tiny piece of turd."
> - Atari's Jeff Minter

As far as I know (and I used to live round the corner from him in Tadley) Jeff is a freelance software developer who develops for any machine that takes his fancy (Does he do the PC and Mac I wonder). However I think he is right 3 times over.

Now can I suggest that if you have nothing constructive to say why not get lost eh?

Steve (Falcon 030/FPU/4Mb/80Mb MiniS/80Mb Rodime).

"Et ego in Arcadia vixi"

1320. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D7HI61.AH1@cix.compulink.co.uk>
Source record: 167141

In message <796_9504210106@flight.org>, Callum.Lerwick@flight.org said:
> TT> IIRC, PinHead has nothing to do with Screen saving...
>
> Heres a stupid question, what does IIRC mean?

Oohh the temptation for a cyclic message, but no I shall restrain myself

IIRC means, IIRC, If I Recall Correctly

Steve (Falcon 030/FPU/4Mb/80Mb MiniS/80Mb Rodime).

"Et ego in Arcadia vixi"

1321. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: kwd9152@is2.nyu.edu
Message-ID: <3nd90m$6ci@cmcl2.NYU.EDU>
Source record: 167142

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:

: I can't even believe any one with some kind of computer knowledge can defend
: the Atari in any way to-day...

: If PC machines are that bad why do they sell so well, and why have most other
: platforms have droped by the way side, Facts can't lie....

Well, PCs became the standard in the late 70s/early 80s, and today
they're home machines. Their architecture isn't necessarily the best,
nor are they technically getting the best performance from their old
software. However, it seems to me that Intel has made MORE powerful
processors in order to overcome these deficiencies.

PCs have a hell of a lot more software, so you're allowed to have some
decision making in what you want to buy. In this sense, the Falcon 030
would be a much easier decision to make.

--

Kevin Dolorico "...for the love of the game..."
kwd9152@is2.nyu.edu
Tmaster@j51.com -=NEW SIG & E-mail address=-

1322. Re: HD for atari 1040ste?

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ndb3h$4fs@golem.wcc.govt.nz>
Source record: 167143

In article <3n84ra$c5s$2@mhadf.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
>The "host adapter" needed to run a standard SCSI hard drive mechanism on an
>I haven't had any luck finding the part numbers of the suspect DMA chips in
>early 1040STe computers. The problem only affected the earliest production runs
>before it was caught, so unless your STe is an early version, it may not be
>affected.

This is the ATARI PART number of the problem DMA IC's C025913-38

The later device is C398739-001A..

Their is also a IMP brand DMA IC, but does not cause a problem...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1323. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDXJBIAWUP@galaxy.teuto.de>
Source record: 167144

In <FDSAEFUUUP@dksoft.ping.dk> Kim Andersen wrote:

>In <9504141315.AA03673@ilmen.lanl.gov> Hutch wrote:
>>In a previous article, kim@dksoft.ping.dk (Kim Andersen) wrote:

>>> Rumors is known to be Heidleberg causing the delay. I think they demanded
>>> an ST/TT release before the Falcon release... Totally stupid!!
>>Er... not that it really matters in the long run but considering how many
>>more ST/STe/TT machines are in existance compared to Falcons, why do you

>Perhaps you would, if you're going to base you company on old machines. But
>while 2B and Heidleberg are dumping program for the old machines, people

I have no idea what you mean with "dumping" in this context ...

MagiC3 was basically ready, still short of the Falcon specific stuff, so why
not release it!? That's all there is to it. 2B are not very happy about this
step, but that is an entirely different matter.

But you've tought us in _several_ previous mails that you have absolutley NO
idea of anything related to running a business or making profits.

>on the Falcon, (and newer Tos compatible machines) are going away from the

ROTFL. For example? For the handful of Medusas or Eagles?

The Medusa is fast enough to even run MultiTOS at an interesting speed. And
the targeted market for a 040 or 060 clone doesn't necessarily need MagiC3.

>they never manage to support newer, and their company will eat itselves from
>behind, (if you know what i mean).

Hardly. You speak in riddles ...

>and not supported 386 and 486. And just try tell me how many companies would
>do a thing like that today, and survive the market as well ? Heck, now they

Do you have any idea how many everyday-applications make _real_ use of the
advanced features of a 486 or Pentium? IMO, this figure would be real close to
ZERO.

>Normal way to do things, is to write a new program which is backward
>compatible, (if thats what you want/need). But i guess backward is a word
>Heidleberg isn't aware of.

Huh?

MagiC3 is perfectly backward compatible with MagiC2. Doesn't run on Falcons,
either :).

But if you don't like it, go ahead get your own business going, hire some programmers, and try to develop s. th. new.

Hey, you could even dump backwards compatibility, then (which would be totally stupid, as it cuts your prospective market down to about 10%), but that's the way you want to make others go ...

Then try to survive. Welcome to the REAL world, pal.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1324. FAQ/Software Archives - where?

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: laing@saturn.caps.maine.edu
Message-ID: <3ndj3j$1ma6@saturn.caps.maine.edu>
Source record: 167145

I am helping our school with a couple hundred newly arrived recycled Atari ST 1040's w/hard drives and 1MB memory each. Is there a FAQ on these machines aand where are some good software archive sites, esp. for educational software?

Thanks! Michael Laing

1325. Re: MIME

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <798638956snz@chowgar.demon.co.uk>
Source record: 167146

In article <3n9fv1$euj@epsilon.qmw.ac.uk>
efac001@alpha.qmw.ac.uk (D.Bhabuta) said:-

>Simon Moore (smoore@chowgar.demon.co.uk) wrote:
>: In article <3n829o$a76@epsilon.qmw.ac.uk>
>: efac001@alpha.qmw.ac.uk (D.Bhabuta) said:-
>: >Danny
>: >--
>: >.signature.signature
>
>: If I find that I actually use the program (which seems unlikely as I've trashed
>: the only MIME file I ever received) then I *will* register.
>What do you use for UUDecoding ATM...?

I don't une anything, I don't read any of the binary newsgroups and nobody has
ever sent me any e-mail in that format.

--

Simon Moore

smoore@chowgar.demon.co.uk

1326. WTB: TOS 1.4 (6chip set)

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: foltin@cherokee.nsuok.edu
Message-ID: <D7HyH4.7I4@cherokee.nsuok.edu>
Source record: 167147

The subject sais it.

Thanks,

Bela Foltin

foltin@cherokee.nsuok.edu

1327. Re: Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr23.180308.4717@bradford.ac.uk>
Source record: 167148

On 14 Apr 1995 12:21:04 +0200, M. Dekker wrote:

: So you faxed only text? I was not interested in that (email for those
: purposes). To fax a picture or something, 1Mb seems small to me. IMHO BTW.

Nope... about 3 pages of a mixture of text and graphics is about the most
I have done.

--
Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ

1328. Re: Shareware - was Re: Fax software needed

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr23.181319.5096@bradford.ac.uk>
Source record: 167149

On Tue, 18 Apr 1995 14:32:00 GMT, Beric Dunn wrote:

: Also what is wrong with this "shareware" being expensive? Do you
: think that Papyrus is shareware because it has a demo available?
: Or is it more a fact of "It's called shareware so it must be crap"?

In a shareware (or similar) scheme, the author gets all of the shareware registration fee. In commercial software there are distribution costs, and usually more in the way of expensive packaging.

This said, it stands to reason that shareware should be significantly cheaper than commercial software (for a similar product).

I agree that the registration fee for CoMa is too expensive - I only send and receive Faxes infrequently, and so can not justify the cost. There should perhaps be a 'lite' version for low users such as myself.

At the moment, I would use CoMa except for the cost - so I use Junior Office, which I have recently translated into English. Look out for it very soon on Hensa and others... Denesh (dbhabuta@cix.compulink.co.uk) will be handling UK registrations which will cost #15

--
Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ

1329. re^2: nvdi 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-23 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1236dbrewood@nest.demon.co.uk>
Source record: 167150

In a message of 23 Apr 95 Callum Lerwick (0) wrote to All :

CL> Okay, now what does AFAIK mean?

IMHO it's As Far As I Know...

Daron - dbrewood@nest.demon.co.uk

--

1330. ST versh FRONTIER 1st Encounters

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1995Apr24.174445.7443@alder.cc.kcl.ac.uk>
Source record: 166951

```
4 all u ST Frontier nuts:
No chance of FRONTIER first encounters for the ST it seems, unless
someone could pay Braben a 'friendly' visit, (cackle!).
Just been reading about FFE on http://www.maths.tcd.ie/~ratava/index.html,
and given relevent links. FFE seems pretty much beefed yet bugged up.

-Al,udem148@bay.cc.kcl.ac.uk-
```

1331. Re: Verdict on Atari World Please?

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3ngk5l$en4@bs33n.staffs.ac.uk>
Source record: 166952

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: I can't see any similarities between STR and AW layout. We use a new designer
: who has a track record with major UK publishers (like EMAP). The fonts are

Hey, I didn't say it was -bad- just similar, and it is, readers of ST
Review will notice similar pages (the scanner offers, the memory upgrade
offers) thats all.

: different, everything is different. As to Future's wizards - do you call those
: frightening mug shots of the writers good DTP work? You can clearly see the
: masking. AW spends more time and money on layout and photography which is

Its not their fault.. they were just born looking like that :)
But yes I agree its a tad hideous... BUT I mean their boxes, nice use of
colour and shades.. its all very appealing if you ask me. I like it anyway.

RiCH

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

1332. Re: HELP!!! ST in the recording studio

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.798739857@praze>
Source record: 166953

mcwilliams@wmich.edu (Brian McWilliams) writes:

> Ok, you technical minded ST owners, I was using a 1040st for the
>longest time in a home studio and have recently purchased a used Mega 2 with
>4 megs of memory. I have the following problems/questions:

> 1) Can putting the monitor between two speakers (they're about 4 1/2
>feet apart) harm the monitor? I've noticed a bend develope on the edge of
>the screen image but am not sure if it's related to the placement of the
>monitor.

YES! Move it. A 'friend' of mine put my monitor on top of a speaker and
the bottom edge is bent permanently as a result. In fact, don't put any
magnetically sensitive stuff near speakers (ie tapes, disks, computers etc).

> 3) Simply turning the monitor, and especially the computer on, adds
>line noise to the mix. I've tried using an outlet strip that filters noise
>but it doesn't seem to do any good. Is there any other way to eliminate this
>problem?

Try putting the computer on a separate power socket. I don't have any
problems with mine. Try to move all cables so as they don't interfere with
one another (ie, don't have audio and power cables running close to each
other, as they may cause interference.

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

1333. Re: Digital Recording

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.798740402@praze>
Source record: 166954

rbrand1@umbc.edu (GoZeR GoZeRian) writes:

>Hey all,

> Right now I'm using a 520st, 1Mb RAM,w/ 20 Mb HD for just basic MIDI
>sequencing and I was wondering if there was any software around to do
>actual digital recording.

On an ST you'll need external hardware to do digital audio. Probably the best bet is Cubase/Logic with one or more Yamaha CBX-D5/3 units.

Or upgrade to a Mac/Digidesign setup. None of these are currently particularly cheap. One day...

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

1334. CLAv3 - more Beta testers required.

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3ngl6u$t9d@whitbeck.ncl.ac.uk>
Source record: 166955

Hi. I'm now a fair way through coding v3 of the CLA digital CAD system, having fixed all the problems from my first couple of beta releases.

I will be sending out the next test version at the end of this week, and as monochrome & 68000 support has now been added, I find I need a couple of people with plain vanilla ST's to test it (currently all my testers have TT's & Falcons).

I need....

512K/1Meg/4Meg ST & STE users. Small systems are really what I need right now, as I already know it works on larger systems (development machine is a f030 4/32Mhz). Only one or two, but it needs doing.

People with previous ECAD experience preffered (Intergraph, Mentor, GalaxyCAD, etc) but anyone can have a bash...

Info about what CLA is can be found on my WWW page:
http://www.ncl.ac.uk/~n08z7

v3 is a complete re-write from v2, and should run on almost all machines (ST-mono upwards), even in 512K (v2 required 1Meg minimum, 2Meg for serious work).

Anyone who has already done testing for me will be getting the new version in their mailbox RSN, so no need for them to contact me again.

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ---------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

1335. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDYJAJAIUP@galaxy.teuto.de>
Source record: 166956

In <D75ovK.KKM@cix.compulink.co.uk> "Ofir Gal" wrote:

>>I can get a Full Pentium for that price and with CD Rom and with Monitor..
>Please, please get one.

Lets collect some money for poor ol' Roger, shall we? He always complains
about the wages and probably cannot afford a new PC :)

>>And for a outdated machine and a Buged OS who are you trying to kid...
>The PC is also an outdated machine and the OS (Windows) has more bugs than

And most of the TOS-bugs are known, aren't they? WIN is A bug ...

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1336. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDYJAJALUP@galaxy.teuto.de>
Source record: 166957

In <3msn90$9rv@mailer.fsu.edu> Mickey Boyd wrote:

>hope they pick something other than purple for the color, too).

From what I've seen on TV, the colour looked kinda cool. Doesn't fit anything,
but heck ...

>codes by which the eject and reready actions (therefore signaling a reread
>of the partition and other important info on the cartridge) are reported

When the drive sends a correct "Media-Change" and the driver can handle it,
everything should be fine.

>I have never seen any mention of someone using the older Iomega units
>(Bernoulli box? I probably just butchered that name) on an ST. Anyone?

I know a couple of MAC-folks who used these drives to give larger docs and
images to the printer-shop. They've all changed to MO or SyQuest drives
nowadays. And I think the name is quite right.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1337. Re: FILE/ITEM Selectors..

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDYRFABRUP@galaxy.teuto.de>
Source record: 166958

In <D768tu.F3n@cix.compulink.co.uk> "Ofir Gal" wrote:

[Loads of Rogers drivel snipped]

>Instead of answering each item - let's just say that the above is a load of
>nonsense, as I'm sure most readers of this message would realise.

What should one expect from that one certain lad from down-under :)

Bye.

/Hendr!K/

1338. WTB: mono-TTL monitor

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: Lexicor@world.std.com
Message-ID: <D7JvC3.G3I@world.std.com>
Source record: 166959

Hi everyone :)

If anyone is planning or wanting to sell their 19" mono TT monitor please email me

Thanks

Yat

1339. Atari Networking FAQ call for Submissions.

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <3ngoov$34n@lastactionhero.rs.itd.umich.edu>
Source record: 166960

Well after being harried by various people to update the
TCPIP.FAQ or the guide to Atari computer Networking (or whatever ;)), I
have decided to give it a try. Work has loosened up a litle bit so
hopefully I'll be able to get it together.

So now's your chance to get involved. If you have anything to be
included drop me a note. Anyone who would be up for helping is
definately welcome. There is a lot of work to be done on bringing it up
to date. So if you are running Xwindows/MintNet/Ham Radio or whatever
and are willing to volunteer some help drop me a line.

Thanks,

Dan Ackerman
aka baldrick@terminator.rs.itd.umich.edu

1340. ST Hardware items for sale

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: osteele@u.washington.edu
Message-ID: <3ngqtr$2ad@nntp1.u.washington.edu>
Source record: 166961

Title	Maker	Price
20 Disk Holder		$9.00
3.5" Disk Drive Case & PS		$24.00

Great for an external drive

30 Disk Holder	Disk Bank	$6.00
520/1040 ST Clear Plexiglass	The STation	$14.00
9 to 25 pin Changer		$3.00
Cable: TT to Image Systems monitor		$5.00
Digisound	Alpha Systems	$19.00
Electronic Printer Switcher	Bothway	$39.00
Joystick	Atari	$8.00
Link (Limited Edition: Clear Case)	ICD	$89.00
Macintosh 128K ROMs	Apple	$99.00
Microline 82A Printer	OKI	$25.00
Power Players joystick	Mindscape	$6.00
ProModem 1200	Prometheus	$9.00
ScanTrac	ScanTrac	$17.00
ST Floppy Drive Cable	Atari	$3.00
Trackball	Atari	$15.00
White Metal Monitor Holder	Rabami (Danish)	$79.00
Xtra-RAM MMU Adapter	Marpet	$2.00

1341. 4 Sale Atari System and Games

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: Tim.Sweeney@bbs.mhv.net
Message-ID: <3ngtbk$gm5@over.mhv.net>
Source record: 166962

This is what I have:
Atari System
1 Joystick
Games:
Homerun
Asteroids
Jungle Hunt
Break Out
Miniature Golf
ET
Star Wars: The Empire Strikes Back
Skydiver
4 Telegames in 1
NEAD TO SELL. WILL SELL EVERYTHING FOR 25 OR BEST OFFER. IF YOU WANT TO
BUY THINGS INDIVIDUALLY E-MAIL ME FOR THE PRICES.
TIM
Tim.Sweeney@bbs.mhv.net

1342. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D7K0Ku.6qL@cix.compulink.co.uk>
Source record: 166963

In message <1995Apr22.110242.42098@cobra.uni.edu>, sinclap2954@cobra.uni.edu said:

>Your opinion. WWW improves by the month , year and so on. Your ST is not
>capable of doing what we PC and Mac users have been doing for awhile...
>
Of course it's capable, don't be silly. ATM there aren't any, but they are
being written - Demon are in the process of producing one and so are other
s/w houses.

BTW I use a PC at work, and hate the thing - I made sure it was a 33 Mhz
486SX with a 256k cache and a video acc just so that it was fast enough
not to drive me nuts, as you know Windows is SLOW.

Phil.

1343. Re: Falcon Owners List

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D7K0Kv.6r9@cix.compulink.co.uk>
Source record: 166964

In message <3nbfg4$ghm@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk said:

>If you own a Falcon and would like to get in touch with other users
>please subscibe to the following.. I am not including addresses,
>or telephone numbers at this stage,
>

Join the Falcon FacTT File (FFF) instead!

Or why not join Nest or another Atari network, there are several Falcon
conferences available including the FFF.

Phil.

1344. Re: Falcon monitor switchbox

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D7K0Kx.6rv@cix.compulink.co.uk>
Source record: 166965

In message <798663822snz@chowgar.demon.co.uk>, smoore@chowgar.demon.co.uk said:

>Has anybody got an RGB and a VGA monitor hooked up to their Falcon ?

No.

>If so how does one go about getting a switchbox for the two monitors as when I
>used to unplug my mono monitor on my ST so I could have a quick play on a game
>I ended up knackering the port and I don't really want to have to do this on
>the Falcon.
>
>Any ideas ?

There is a file (FALCADAP or FLCNADAP) that shows how to produce a
switcher for a multisync, this might be adaptable to what you want - at
least it will give you the important pin outs (M0 and M1)

Phil.

1345. Re: Help, FAT erased.

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D7K0Ky.6sK@cix.compulink.co.uk>
Source record: 166966

In message <FDXUBACDUP@sos.shn.com>, sos@sos.shn.com said:

>>How do you notice whether drive G is there or not?
>>What driver are you using?
>
> I'm sure he uses an old version of TCache....
> There (or in the ACC/CPX) is drive G configured as a ramdisk.

Yeah, but without more info it's not possible to say for sure. If he's a real novice he could just have two NEWDESK.INFs set up with a boot manager where one has the drive G icon and the other does not - but I prefer your answer :)

Phil.

1346. Re: MagiC and ICD HD software

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDYUAJAFUP@galaxy.teuto.de>
Source record: 166967

In <3mu4oj$g4n@newsbf02.news.aol.com> Al Fasoldt wrote:

>>: Anyone able to get MagiC and the ICD software to coexist?
>On the TT, there seems to be no way to use the ICD software; I get bombs
>as soon as the bootup stabilizes (as soon as the HD software accesses the
>disks, apparently). Booting up under AHDI solves the problem, so I am

There must still be another problem, then.

Why should the ICD-booter not work on a TT? Which version do you use?

Have you installed the driver properly on the TT's drive? Or did you just copy the driver?

I have a very light memory of a problem occurring, when the booter is installed from one machine, and the harddisk then is connected to another type of computer.

Run HDUTIL, make your TT-drive bootable, and then choose a driver from the original distribution-disk. Setup the params as you like, and do *not* _deselect_ the ID of the harddisk in question.

Does the TT run MagiC as well? If so, try to make it boot correctly under plain TOS and then fire up MagiC.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1347. re: hd for atari 1040ste?

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1263rcain@nest.demon.co.uk>
Source record: 166968

On 24 Apr 95 Roland wrote::

RG> So the SCSI2 will have its own active termination?

That's right. It's built into the device.

RG> Actually I suppose the real question is - just what *is* active
RG> termination - and how on earth do I tell it from the passive sort? ;-

I used to know this but am blowed if I can recall. It involves continuous monitoring of the bus and adjustment of the termination circuitry to ensure no signal reflection. The passive terminators are a compromise.

Physically I think you can spot an actively terminated device because it doesn't have the DIL resistor strips.

Roger
rcain@nest.demon.co.uk

--

1348. re^2: falcon games list

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1268dbrewood@nest.demon.co.uk>
Source record: 166969

In a message of 24 Apr 95 Henrik Lunardi Weide (0) wrote to All :

HLW> OXYD GENERAL (also TT)
HLW> OXYD MAGNUM (also TT)

What's the difference between these versions?

HLW> LAZERZOOM (Haven't tried it yet, I think it's from germany)

Never heard of this one.

Daron - dbrewood@nest.demon.co.uk

--

1349. re: address of atari in u.k.?

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1269dbrewood@nest.demon.co.uk>
Source record: 166970

In a message of 24 Apr 95 Chide Groenouwe (0) wrote to All :

CG> What's the e-mail address of ATARI (company) in the U.K.? Other
CG> addresses are also nice too have (U.S. etc.).

I *think* it's atari@cix.compulink.co.uk.

Daron - dbrewood@nest.demon.co.uk

--

1350. re^2: magic for falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1270dbrewood@nest.demon.co.uk>
Source record: 166971

```
In a message of 24 Apr 95 Peter Kellogg (0) wrote to All :

PK> I'm convinced the Falcon version is going to be the hit of the year,
PK> IMO.

Yeah, but which year??

Daron - dbrewood@nest.demon.co.uk

--
```

1351. re^2: doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1271dbrewood@nest.demon.co.uk>
Source record: 166972

In a message of 24 Apr 95 Henrik Lunardi Weide (0) wrote to All :

HLW> From: chainxor@kom.auc.dk (Henrik Lunardi Weide)

HLW> Hey! :-) You're on NeST or what ?

A lot of us are [g].

Daron - dbrewood@nest.demon.co.uk

--

1352. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95114.153829STIRRE31@MAINE.MAINE.EDU>
Source record: 166973

Peter,
Speaking of disinformation, I'd say that to critique TOS/GEM, you should actually use it. This is just my humble opinion.
If you look at previous threads you'll also see that there is a disk collection with an installation program that gives Atari users World Wide Web access.
Also, I don't believe that you own the latest Mac, do you? Well, yours is outdated. You should upgrade regardless of anything you say. Why? Well, because you seem to think that TOS users should switch to the Mac just because it is newer. Leave us alone, Pete, and continue using your Mac. I will keep using my Falcon. Ever notice that Atari users seldom post to other computer groups?
scott tirrell

1353. AVI Problems

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95114.155828STIRRE31@MAINE.MAINE.EDU>
Source record: 166974

I recently downloaded a couple of AVI files as well as an AVI player
for the Falcon. However, I cannot get it to work. When loading
an AVI I get a dialog which says, "Fehlerhafte Bildinformation!"
I figure this is German. What does it mean? Also, has anyone gotten
AVIs to play on their Falcons? Thanks for any help!
-scott tirrell

1354. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: ralunsfo@uncc.edu
Message-ID: <3nh6ac$8gt@news.uncc.edu>
Source record: 166975

Jeff Thomas <Jeff.Thomas@balmybeach.gryn.org> wrote:
> I suspect someone will need to write some custom drivers for the Iomega ZIP
> drive because it comes in two configurations. One is a SCSI connection,
> which might be alright if you use a LINK or something. The other version
> of the drive will connect through the parallel port, and has a pass through
> so that a printer can still be hooked up to the computer through the same
> port.
>
> The drive itself is light weight and can be easily be carried around with
> laptops. The price is around $300, and the 100 meg cartridges cost about
> $25.
>
:sig deleted

Actually I think the IOmega homepage quoted $199 for the drive and $19.95 for
the 100 meg disk...(the drive being the more important here :)

Russ

--
****
"Let yourself go with the disease, be with it, keep company with it - this
is the way to be rid of it." - Bruce Lee
ralunsfo@uncc.edu

1355. Re: Samsung bashing

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3nh61e$o85@golem.wcc.govt.nz>
Source record: 166976

In article <199504202231.a21350@a2w.maus.de>, Ian_Taylor@a2w.maus.sub.org (Ian Taylor) writes:
>James Wood (jamesw@PEAK.ORG) wrote on 20.04.95:
>
>[re Samsung products, disk drives ...]
>>Samsung VCRs?
>My Samsung VCR worked perfectly for about 2 years then the video head
>broke :(

The Samsung video has one a award in the UK for the last 2 years running, they did a test here (NZ) with a Top line Mitsi and the Samsung pissed all over the Mitsi...

But I still would not buy a Samsung, the agents here, well I have delt with far better ones, if it breaks one hour out side warranty, you have to pay...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1356. Re: Spectre GCR vs. Mac SE

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: sonicsin@aol.com
Message-ID: <3nh63g$mmh@newsbf02.news.aol.com>
Source record: 166977

Since I just found an NEC Multisync 3D monitor lying around our office, I will probably attempt to use this with both my STe and my Powerbook 540. I just need the right adapters. Are there any docs that will tell me how to make them?

I figure that I would rather invest in some decent commercial programs for the ST, such as a wordprocesser, spreadsheet, and database program. All of these would need to have standard export options so that I could hopefully inport file information into Microsoft Word, Excel and Filemaker Pro. Any suggestions would be helpful.

- Steve

1357. Re: Atari service centers in Chicago?

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: trek@ihgp6z.ih.att.com
Message-ID: <D7Jw90.IG8@ssbunews.ih.att.com>
Source record: 166978

In article <3n7dfh$gea@cxc1.cl.msu.edu>,
Michael Olin <molin@cxc1.cl.msu.edu> wrote:
>Can anybody refer me to a reputable Atari service center in the Chicago
>area? A phone number and store name would be sufficient.
> =-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-

You might give Don Bahr a call at CompuSeller West (708) 513-5220.
He's at 220 1/2 W Main St in St. Charles Il. Hours are something
like MTTF noon-8pm, closed Thurs, Sat 12-5, Sun 1-4pm. Don is an
authorized Atari Service Repair person and has many years of experience
under his belt. Most of time he is able to fix things on the spot
when I bring them in. (Just a very satisfied customer.) Wayne

1358. Re: Verdict on Atari World Please?

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: ma2ljg@bath.ac.uk
Message-ID: <D7JLI3.Bu2@bath.ac.uk>
Source record: 166979

Generally I found the 1st issue of Atari World very similar
in style to ST Review, although it clearly divides its
coverage into different areas, all Falcon related material is
in one section, and a beginners quide to the ST is in another.
The rest is all general material and is written to a very high
standard. Its 98 percent computer coverage with only one Jaguar
review.

The only layout complaint I have is that there was a lot
of aliasing on some of the advert graphics.

The content is superb, and for me strikes just the right balance
in catering for the expert and beginner alike.

There was also a healthy amount of adverts including one from
C-lab.

Distribution is superb, its been in virtually every 2-bit
newsagent I've seen.

I have a couple of questions though.

Will Atari Pro be Falcon orientated every month?

Will Atari Pro and Source continue to be provided as
separate sections or will you merge them into the magazine?
In the shops I've seen the different sections have become
separated and have migrated all over the magazine racks.

Can we have some programming tutorials which cover complex
issues, not just the usual opening a window kind of thing.

Les

1359. Re: Re^2: Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3nh5n9$o85@golem.wcc.govt.nz>
Source record: 166980

In article <FDWQBCBOUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius) writes:
>In <ftn_2.200.423_2f8ea2f5_Jesper.Kock@kockens.ct.se> Jesper Kock wrote:
>
>
>Wouldn't spend a penny on CoMa if I were you.
>
>Not being supported any longer. Has problems with serial ports other than
>Modem1. Sometimes dufficult to set up.

Hendr!K, come again, I have just dnloaded COMA280, and you say its no longer
supported..

I thought Qfax was the one thats no longer supported...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1360. Re: Multisyn monitor question

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3ngarb$gga@newsbf02.news.aol.com>
Source record: 166981

> the NEC 3D you mention (although this monitor iss only produced for the
> American market nowadays)...

The NEC 3D is out of production -- long out, in fact. Used ones are
available here in the states, but not new ones.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1361. Re: Persistence of Vision (SLOW!!)

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3nha0i$blh@dux.dundee.ac.uk>
Source record: 166982

David Stevenson (djs@jet.uk) wrote:
: rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

: >I was running POV last night on my 4mb Falcon with FPU. However after
: >waiting 3 hours it still hadn't finished.

: >I selected box.pov (from the level 1 screens). My other settings
: >were 2100k buffer and no multitos.

: >Is it normal for it to be this slow?

: Silly question; are you rendering at 4x3 or 4000x3000?

I was running in 640*480 * 256 colours!!!

Rod
--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1362. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: dhbutler@stat.mps.ohio-state.edu
Message-ID: <3ngq1j$osg@osustat.mps.ohio-state.edu>
Source record: 166983

In article <djs.798737923@gen-off-3>, David Stevenson <djs@jet.uk> wrote:
>djs@jet.uk (David Stevenson) writes:
>>alfasoldt@aol.com (Al Fasoldt) writes:
>>>> [Roger Sheppard:] NeoDesk 4 bombs when 7 windows are closed at once...
>>>Come now, Roger. I've been beta-testing all versions of Neo 4 from the
>>>start. This hasn't happened here.
>>It most certainly DOES on my system (TOS 4.04). Other people have reported
>>the same. Open 7 directory windows, and start a program. Bang.
>It's Neodesk 4.02, btw.
>
>I just checked back through the thread; it was me you were quoting, not
>Roger the Cabin-Boy.
>
>And, if you're Beta testing, didn't you also find that window colours come
>up wrong? Didn't you also find that it frequently bombs if you go into

I have to add that I've been using the various versions of NeoDesk since I bought my ST(many years), and I've found it to be one of the most reliable and stable products I've ever used. It must depend on the system you are using (though mine is pretty strange at this point). I certainly have never had any of the problems mentioned above; Window colors are always fine etc... Sometimes other programs will effect the color palate and not restore it properly upon exiting, there is a hot-key sequence in NeoDesk to fix this problem.

Geneva has also been extremely reliable (ST format gave it an excellent and IMHO very accurate review/comparisson with Magic (MagiX?). The only one of my older programs that won't run under Geneva is Wordup 3.0.

As a user, not a programmer, I have found both of these products to be excellent, now I just have to break that 4meg memory barrier ....
-->
|-! -David Butler- dhbutler@magnus.acs.ohio-state.edu
dhbutler@osustat.mps.ohio-state.edu

||| // -Kaleidoscope woman
/ | \ \// in rhinestoned levi's jeans
dancing in the sunset
sketching day's last scene- - Willie Phoenix -

1363. Re: hd for atari 1040ste?

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: "news.winternet.com" <R.B.Mier>
Message-ID: <3nh891$hl0@blackice.winternet.com>
Source record: 166984

> In message <1225rcain@nest.demon.co.uk>, rcain@nest.demon.co.uk said:
> > On 21 Apr 95 Roland wrote::
> >
> > RG> I was thinking of getting one of these to replace the 212Mb drive
> > RG> my TT. However I have read that as it is a FAST SCSI2 device I
> > RG> need active termination.
> >
> > The higher the frequencies passed over the SCSI bus the more important
> > correct termination is likely to be. However, don't be too driven
> > by the pundits prescriptions. Depending on the cable characteristics
> > and line drivers you may sometimes find that NO termination is the
> > best solution.
>Snip<
>
> Actually I suppose the real question is - just what *is* active termination
> - and how on earth do I tell it from the passive sort? ;-)
>
> Thanks
>Snip<
A SCSI II active terminator looks exactly like a Passive terminator but they
are normally marked as 'ACTIVE TERMINATOR'.
Inside is a Voltage regulator that drives an individual 110 ohm resistor to each
signal line with a voltage of 2.85 volts. For the curcuit see the SCSI 2
standard, X3T9. The one I have is a DRAFT dated April 28, 1993.
Page 28.

rbmier@winternet.com

1364. WTB: C compiler for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: lamarth@delphi.com
Message-ID: <Jgz8B3g.lamarth@delphi.com>
Source record: 166985

Hi-

I'm looking for a good 'used' C compiler that can compile code to run on Falcons. I'd prefer Lattice C but I'm open to others...

Email if interested- thanks!

David (lamarth@delphi.com)

1365. Silhouette

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: rickjnav@nic.hookup.net
Message-ID: <3nhhsv$lo@nic.hookup.net>
Source record: 166986

Can anyone tell me how I can get in touch with Tim Reyes, Maxwell C.P.U. with regard to the program 'Silhouette'? I thought they had gone out of business, but came across a review of the program in a 1994 edition of ST Format.

1366. Re: Falcon Owners List

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3ng2d6$1cc@dux.dundee.ac.uk>
Source record: 166987

Harry Sideras (sidcelery@cix.compulink.co.uk) wrote:
: In response to rmccall@mcs.dundee.ac.uk's message:
: > Just because I'm obsessed with lists, there's no need for any slagging.
: > Anyway following on the success :) of my other two lists here goes....
: >
: > If you own a Falcon and would like to get in touch with other users
: > please subscribe to the following.. I am not including addresses, or
: > telephone numbers at this stage,
: >
: > Just complete the details outlined below and email them to me: in the
: > subject field of the message please include "FOL: "

: Rod, why are you trying to reinvent the wheel? There's a very
: well-advanced organisation that holds these details and more called the
: Falcon FacTT File.

: If you want to know more, contact kbeardsworth@cix.compulink.co.uk or
: colinfm@cix.compulink.co.uk or find a UK BBS that's in the NeST network
: and join the group N.FALCON.FACTT_FILE

I'm not really trying to re-invent the wheel, indeed I was unaware that
there was a list of falcon owners already available!!

If this origanisation would like to publish its list on the net
then I'm sure a lot of people would be very grateful. :) I know
I would.

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1367. Re: verdict on atari world please?

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: geoffc@eve.adam.com.au
Message-ID: <3nh5dn$8h2@eden.adam.com.au>
Source record: 166988

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: > OG> Check out issue 2.
: >
: >When?

: Soon. It's at the printers' AFAIK.

: ------------------------------
: Ofir ogal@cix.compulink.co.uk
: ------------------------------

Would love to check out issue one.... but is anyone going to bring it
into Australia?

Geoff

geoffc@adam.com.au

1368. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FDYODHUYUP@dksoft.ping.dk>
Source record: 166989

In <FDXJBIAWUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM> I have no idea what you mean with "dumping" in this context ...
HM>
HM> MagiC3 was basically ready, still short of the Falcon specific stuff, so why
HM> not release it!? That's all there is to it. 2B are not very happy about this
HM> step, but that is an entirely different matter.
HM>
HM> But you've tought us in _several_ previous mails that you have absolutley NO
HM> idea of anything related to running a business or making profits.

Wrong, i didn't tought you anything. I simply told you my opinion.

HM> ROTFL. For example? For the handful of Medusas or Eagles?

I doubt that.

HM>
HM> The Medusa is fast enough to even run MultiTOS at an interesting speed. And
HM> the targeted market for a 040 or 060 clone doesn't necessarily need MagiC3.

The Medusa yes, but how many people do you think are going to buy an
Medusa ?

HM> Hardly. You speak in riddles ...

Well, to make all people understand i simply have to.

HM> Do you have any idea how many everyday-applications make _real_ use of the
HM> advanced features of a 486 or Pentium? IMO, this figure would be real close to
HM> ZERO.

You need to learn alot about the PC market, cause you have no idea what
you're talking about. Windows and OS/2 are shit (well, OS/2 seems to do
better now). Windows and OS/2 on anything below an 486 DX2xx is a very BAD
idea if you need to do some serious work. You just start counting how many
Windows users who is out there, and you'll have a fine picture of how many
people are using 486 and better, (or will in the future). And my guess is
ALL OS/2 users are using minimum a 486 DX2xx.

HM> Huh?
HM>
HM> MagiC3 is perfectly backward compatible with MagiC2. Doesn't run on Falcons,
HM> either :).
HM>
HM> But if you don't like it, go ahead get your own business going, hire some
HM> programmers, and try to develop s. th. new.

If i could i would have done it long time ago myself.

HM>
HM> Hey, you could even dump backwards compatibility, then (which would be totally
HM> stupid, as it cuts your prospective market down to about 10%), but that's the
HM> way you want to make others go ...

What makes you say bakcward compatibility is lowering your profit. Thats
stupid!

HM>
HM> Then try to survive. Welcome to the REAL world, pal.
HM>

I live in the real world, Pal! One day you'll be supprise.

Gts
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

1369. Re: Aamdeus-Music Writing Software

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: Wolfgang_Nimmerrichter@a2w.maus.sub.org
Message-ID: <199504241405.a23659@a2w.maus.de>
Source record: 166990

Amadeus is a professional music-software which generates complete artwork
including titles and headlines, lyrics, guitar diagramms, performance notes.
Input through keyboard or MIDI devices, realtime or step by step, computer
keyboard and mouse.
It includes a 30-track sequencer, editors, keyboard split, stylistic
interpretation, predesigned layout templates.
The Amadeus-package contains an English manual, 8 diskettes, ROM-Modul, the
Idris operating system (Unix look-alike) and 12 typesetting fonts.
As far as I can remeber the price was appr. 5.000.- DM (4.000.- US$).
Further infos maybe at (don't know if it still exists there):
Amadeus musicsoftware
Rohrauerstr. 50
D-8000 Muenchen 71
Germany
Tel. ++89/785 4750
Fax ++89/785 5310

That's it
Wolfgang

1370. re: "doom" clone - here is some more info

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_2f9c05da_Magnus.Kollberg@p11.straight.ct.se>
Source record: 166991

In a message Doug Little wrote to All :
DL> From: dlittle@nest.demon.co.uk (Doug Little)
DL>
DL> General! We have intercepted a coded Imperial message from the
DL> Sheppard.. system!
>>> - it runs on STE. MegaSTE and Falcon. Needs 1Mb, comes on 3 disks.
>>> they didn't mention the TT....
>>> - it gets 25 frames per second. They didn't mention whether this is
>>> on the falcon or on the STE. They did say the falcon version will
>>> run more smoothly.
>>> - NO texture mapping on the walls. They use gauraud (sp?) shading
>>> instead. (and it looks ugly, IMO).
RS>>
RS>> How come we can't use the Fractal maping that was used in a 8 bit
DL>
DL> Because that would involve some skill and the will to produce something
DL> worth it's salt. This seems to be a very rare quality for developers to
DL> have nowadays. I.E. it's all to do with money - not quality.

I think they have a *very* strong will to do anything for the ST market, espacially a game of this magnitude. Everyone will compare it to DOOM and think it's trash, but it's not! You can't compare it with anything whitch needs > 486DX 50 to run at a decent speed. Have you all forgot that the ST is a computer designed in the 80's? and were a very powerful computer at that time. Take a PC from the time when the ST came out and try to play anything on it! I know that Substation is for the STE, but don't fool your self by saying that Substation is crap. Nobody have even seen Substation yet playing! Nobody have heard the andvanced high quality 3D sound! and all this on a 8MHz 16 colours computer (they use dithering to get 32 colours)! If its not good enough. Do it your self! (I'm not shouting on you Doug ;)

Magnus Kollberg

(UUCP Dialup connection)

1371. Re: Aamdeus - Music Writing Software - info required

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2f9ba208_Christian.Mittendorf@ostkupan.ct.se>
Source record: 166992

> From: GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGART.DE (Gerd Castan)
>
> In <gnaa38.798377074@aero.gla.ac.uk> gnaa38@aero.gla.ac.uk writes:
>
>> Has anyone heard of this software for the Atari ST?
>> Who produces it ?
>> Where can i get it in the UK?
>> How much does it cost?
> The last thing I heared (about 1.5 Jears ago) is about
> 60000 DM for the professional version and about
> 30000 DM for the "simple" version.
And what computer is included in that package ??? Or are there any other nice
add-ons? Perhaps a watch or something like that? ;-)

mvh,
christian

(UUCP Dialup connection)

1372. Raffle & ALL Computers & Electronics SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3nfjb5$enl@kelly.teleport.com>
Source record: 167003
Cross-posted to: alt.forsale,alt.satellite.tv.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.hp.misc,comp.sys.ibm.pc.hardware.misc,comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti

ACE of America, an All Computers and Electronics User Group, with a special emphasis on Atari. At ACE Swap Meets you might find Atari, Apple, Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis, Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables, supplies and Accessories.

ALL COMPUTERS, GAME MACHINES AND ELECTRONICS ARE WELCOME!!

ACE will be holding a combination RAFFLE & SWAP MEET on Monday, June 5th at 7 P.M. It will be an ALL Computer & Electronics Swap Meet with various Raffle Prizes. Funds raised by the Raffle will help us to continue presenting these Swap Meets. Donations of Raffle Prizes will go towards this or Future Raffles. Raffle tickets will be 2 for a $1. And members of ACE will receive their first $1 worth of Raffle tickets FREE! And the final prize of this Raffle will be $25 in cash from the Money Raised by the Raffle. Prizes will be laid out for all to see. Winners will get their choice of available Prizes on display, with the Cash Prize held til the last Drawing. Drawings once be laid out for all to see. Winners will get their choice of available Prizes on display, with the Cash Prize held til the last Drawing. Drawings once started will be every 10 Minutes. Prizes will vary depending on Donations, so to Help make this Raffle a Success, Please be Generous with your Donations. To Donate, call (503)256-9974.

Monthly Swap Meets are Held on the First Monday of each Month from 7 PM. Swap Meets are Held at 1819 NW Everett at the NW Service Center 3 Blocks North of the corner of 18th and W Burnside in Portland, Oregon. USA! Table space is $10. Tables provided as long as they last. Show up early to get a good table, like 6:30 PM.

The Next Monthly Swap Meet will be Monday, May 1st at 7 P.M.

FREE ADMISSIONFREE ADMISSION**FREE ADMISSION**FREE ADMISSION**

PLENTY OF FREE PARKINGEVERYONE WELCOME**PLENTY OF FREE PARKING**

RAFFLE TICKETS 2 FOR A $1EVERYONE WELCOME**RAFFLE TICKETS 2 FOR A $1**

FOR INFO INCLUDING RAFFLE OR RESERVING TABLES: CALL BEN AT (503)256-9974!!

FOR INFO INCLUDING RAFFLE OR RESERVING TABLES: CALL BEN AT (503)256-9974!!
SWAP MEET & RAFFLE SPONSORED BY ACE OF AMERICA!!

The Next Monthly Swap Meet will be Monday, May 1st at 7 P.M.

This Message is distributed throughout the Pacific NorthWest, everyone reading and their Brother is welcome to come and Attend!!

Please Direct all Replies to bensmith@teleport.com in E-Mail or call Ben anytime at (503)256-9974.

--

Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

1373. WANTED: Dealers for SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3nfikk$e1v@kelly.teleport.com>
Source record: 167004
Cross-posted to: alt.forsale,alt.satellite.tv.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.hp.misc,comp.sys.ibm.pc.hardware.misc,comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti

The Next Monthly SwapMeet will be on Monday, May 1st at 7 P.M.

WANTED: Dealers to sell at Upcoming Swap Meets. Dealerships sought
fall into such Categories as Computer Dealers, all kinds. All kinds of
Computer HardWare, SoftWare, Peripherals & Accessories for ALL Computer Makes
and Types.

Also Sought are Dealers in Video Gaming Equipment, such as Video Game
Consoles, Cartidges, Video Game CD Players and Video Game CDs. ALL Video Game
Makes and Types. ALL Video Game Consoles, Cartridges, CDs, Peripherals &
Accessories.

Also Wanted are Dealers in ALL Types of Electronics.

WANTED are Dealers in Ham Radio, CB Radio, Music CDs and other
Recorded Music. Stereo Equipment also Wanted.

Also Wanted are VCR's, Video Tapes (NO PIRATED MEDIA OF ANY KIND,
PLEASE!!), TVs and Satelite Gear.

This is an ALL Computers, Game Machine and Electronics Swap Meet!!

Small Businesses, and all Dealers Welcome and Wanted!!

NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!!

NO ADMISSION CHARGE!!! PLENTY OF FREE PARKING!!! NO ADMISSION CHARGE!!!

TABLES $10! CALL FOR RESERVATIONS! REMAINING TABLES, FIRST COME, FIRST SERVE!

Swap Meet Location in Portland, Oregon. USA. At 1819 N.W. Everett St.
at the NorthWest Service Center On the First Monday of each Month.

To find out about more about the Swap Meet or Table Rentals.
Reply in E-Mail to bensmith@teleport.com.
Or Call Ben Anytime at (503)256-9974 (VOICE/VOICE MESSAGING).

Please Direct all replies to bensmith@teleport.com in E-Mail or Call
Ben Anytime at (503)256-9974.

The Next Monthly SwapMeet will be on Monday, May 1st at 7 P.M.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

1374. FS: Digidesign Sound Tools editor for DAT

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: drichard@execpc.com
Message-ID: <3nf5k0$64t@homer.alpha.net>
Source record: 167005
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,comp.sys.atari.advocacy

For Sale: Digidesign Sound Tools system for Atari Mega ST. Note, this system REQUIRES a Mega ST because the DSP board plugs directly onto the Mega ST's bus. I paid over $2000 for this system, and am asking $450 or best offer. It's in very good condition and comes with original manuals, etc. If you're unfamiliar with the system, here's what it does:

The Digidesign Sound Tools system is a hard disk digital audio recording, playback, and editing system. It can be used for mastering CD's, tapes, etc. or for editing digital audio. The system I'm selling consists of the following 3 components:

1) DAT I/O digital interface for doing direct digital audio I/O (entirely in digital domain) from DAT, Mini Disc, DCC, or a CD player that has digital output. It has both AES/EBU and S/P DIF ins/outs. This is a separate box with cable that plugs into the DSP processor described below.

2) The Sound Tools DSP, a Motorola 56001 DSP processor on a 'card' that plugs onto the Mega ST bus. This processor speeds up DSP functions, and allows things like realtime EQ during playback.

3) The Sound Designer II software. This is the software that drives the hardware described above. In addition to recording and playing back digital audio it includes cut and paste editing, scrub editing, EQ, waveform redraw, normalization, regions and playlists, fades and gain changes, smoothing, mixing of sound files, sample rate conversion, and time compression/expansion.

In addition to the components described above I also have final beta copies of the Digidesign MasterList software (For putting together a Master List of several songs with timing, blank space, etc. for a CD or tape).

If interested in this system please reply via Email to drichard@execpc.com.

Thanks,

Dean

1375. Re: TOWERS GAME...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950424000017.16041C-100000@moose.erie.net>
Source record: 167006

On 23 Apr 1995, Roger Sheppard.. wrote:

> *** TOWERS GAME ***
>
> Please can some one post info regarding both versions
> of TOWERS I/II , what systems and type of drives they run on...

Get a Falcon, Roger! You need a REAL computer to run Towers II! :)

1376. Re: st fan question

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: ekl@sdf.saomai.org
Message-ID: <D7IKMo.FE9@sdf.saomai.org>
Source record: 167007

There is a small device available now, used in portable coolers and portable heaters. It's a freon-less system. In fact, it doesn't contain any moving parts. Its a tiny device, about as long as the a large IC (smaller than the mc68k).

I'm not sure how it works, but you apply DC power to it. If you connect it one way, it gets very hot - reverse the wires and it gets very cold. I was wondering if anyone knew about these litt;e devices - glue one to the CPU and another to your hard disk and you won't need any annoying fans.

1377. Re: Toronto Atari show

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3nfrrv$hcf@golem.wcc.govt.nz>
Source record: 167008

In article <3na18minf2@mhadg.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
>> : I'd have been willing to see the Tramiel family (Three Stooges of Atari)

>> Fortunately, it is not Atari that is marketing the Jaguar.
>
>Hold the phone... Atari Corp. *IS* the one and only, sole responsible
>party in the marketing of the Jaguar video game system...
>
>Who is it you think IS marketing the Atari Jaguar, if not Atari..?

Bob you forgot to read between the lines..

What he was say is, Atari is not marketing the Jag, meening they are doing
very little...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1378. Re: Emulator for the mac!

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3nft3cEiaj@uni-erlangen.de>
Source record: 167009

Joachim_Kupke@bm.maus.de (Joachim Kupke) writes:

>-A27247@HH2

>Volker Ricke wrote:

>VR>I am a Performa 630 owner since seven days and I still also have a
>VR>Atari TT 030. MagiCMac on the 630 has at least double or triple speed
>VR>than MagiC on the TT!

>Here, the Macintosh is the fast one. IMO, MagiCMac still is slow. If ASH had
>converted MagiC in a more genius-like way to the Macintosh, a Performa 630
>might be about five times as fast as a TT.

I don't think so. On a Powerbook 150 with 33 Mhz 68030 Pure C compiles
3.5 times faster than on my Falcon - although the processor runs just
with the doubled speed!
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

1379. Re: "doom" clone - here is some more info

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3nfsbn$p5d@news.iesd.auc.dk>
Source record: 167010

In article <3n2gd8$1q1@banaan.fwi.uva.nl>, mdekker@fwi.uva.nl (M. Dekker) writes:>

....Text deleted.....

> The makers of the game did mention the following (very) good point (IMO):
> they had played a lot of doom of course and they said that the music/sound
> was one of the most important elements of the game, and thus decided to make
> up for the bad grahics (in comparison to doom) with great sound. They
> seem to have succeeded there.
>
> So, this game shouldn't be compared to doom with all (IMO) but with wolfenstein.
> Owners of PC's will be diappointed with SubStation, but considering that
> modern PC's are 10-20 times faster than a STE/Falcon (according to the
> makers of SubStation) I guess this is as good as you can get.

If they use the DSP in the Falcon, they would be able to achieve the same speeds as PC's.
The DSP is about 12 times faster than the 68030 in 3D texturemap calculations.

Just look at TOWERS II.

Keep Cool and Flying...

ChainXOR...

1380. Re: Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3nfsdl$p5d@news.iesd.auc.dk>
Source record: 167011

In article <3n4nrr$dsu@spruce.cic.net>, mwegner@dial.illinois.net writes:
> In <3n0b5v$53t@news.iesd.auc.dk>, chainxor@kom.auc.dk (Henrik Lunardi Weide) writes:
>
>
> Hey! Chain! How ya doin?
> (this is Ben Kamen from The River STyx II BBS.. 51:201/64.0)
>
> Hahahha... small world!
>
>

Hey! :-) You're on NeST or what ?

Keep Cool and Flying...

ChainXOR...

1381. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798719915@gen-off-3>
Source record: 167012

alfasoldt@aol.com (Al Fasoldt) writes:

me>> You have to reboot to change an environment variable [in Ease]...

>Not if you are running Ease under MagiC.
I _am_ running Ease under MagiCMac; there is no way to change environment
variables other than to change winx.inf and restart. If there is an
easier way, please tell me.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==

1382. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798720083@gen-off-3>
Source record: 167013

sabbath@leprosy.demon.co.uk (Graeme Rutt) writes:

>That's maybe important to 1% of the user base. You're undoubtably in
>that 1% but most (that's everyone, not just people on-line) of us
>aren't. Maybe rather than coming out with such a sweeping
>generalisation as 'crap' you should say that it doesn't suit you.

You're talking crap (or, rather, what you're saying doesn't suit me). :-)
The most important thing a shell has to do is run a program. Natch, Ease
does this. The second most important thing is to set the environment in
which those programs run. Ease does NOT do this. It's not just for
programming, things like POVRAY, GhostScript, Emacs, and others use
environment variables.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==

1383. Re: Atari Web Pages new home!

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3nfunu$reo@epsilon.qmw.ac.uk>
Source record: 167014

JOHN AMSLER (amsler@nevada.edu) wrote:
: I don't think I understand what's going on at HENSA. Is it about to be
: shut down because there are *too few* people dialing in and downloading
: TOS software?!?

Basically, the PC and mac sections are used the most at HENSA. Because
of this, the Atari and Amiga sections may close as they are not seen
as viable/educational type machines by the funders.

If the Atari section is being used a lot, then it will stay...simple
as that. We have a review coming up in a couple of months, and we have
to provide stats of useage over the next month....and I want to show
that the Atari section is used...which I know it is, but not as much
as the PC or mac.

Danny
--
.signature.signature

1384. Re: Atari Web Pages new home!

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3nfup9$reo@epsilon.qmw.ac.uk>
Source record: 167015

Egbert_Jan_van_den_Bussche (egbert@euronet.nl) wrote:
: Since I know that I can use WWW after 8pm I'm in several times a week to get
: something. Danesh does a great job organizing the TOS/MINT/FALCON trees. DO
: KEEP UP THE GOOD WORK. From Holland a.a.u.e is nearly impossible to access bu

Thanks. :-)
--
.signature.signature

1385. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: petefagc@w206zrz.zrz.TU-Berlin.DE
Message-ID: <3nfut0$4sl@brachio.zrz.TU-Berlin.DE>
Source record: 167016

Hey, folks, I am a Falcon owner, too, and sure enough I'm eagerly
waiting for Magic for Falcon, but do you think the quarrel about
B&B, ASH, TTs, STs, etc is all that productive? Let's just do what
we Atarians are experienced in: wait and see.

I'm convinced the Falcon version is going to be the hit of the year,
IMO.

Regards to all y'all!
--
****

Peter Kellogg Phone/Fax: 49 30 622 5371
Mail: kellogg@ftsu09.ee.tu-berlin.de

1386. Re: Next choice???

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: and@sun1.mim.uni-hannover.de
Message-ID: <1995Apr24.101418.12185@newsserver.rrzn.uni-hannover.de>
Source record: 167017

In article a677@bm.maus.de, Joachim_Kupke@bm.maus.de (Joachim Kupke) writes:
>-A10434@WI2
>
>Julian Reschke wrote:
>
>JR>>choice. With Geneva (which runs with or without MiNT), you have quite
>JR> ...which is *supposed* to run with or without MiNT and seems not to
>JR>be ready (as MagiC for Falcon)...
>
>Shall I truely comment on that?

do not ask if you shall do. Just do not do it.

>
>JR>MagiC is definitively faster than MTOS, and it's definitively more
>JR>compatible to Single-TOS.
>
>The question is what MTOS we are talking about. The official versions cannot be
>called fast, that's true. But there are newer versions. We should consider
>that, too. (BTW: The same goes for the argument about CTRL+ALT combinations.)

Do you mean:

If the 1.04 is not fast and the 1.08 is not much faster, the 1.08
is not fast either.

??

ANDREAS KROMKE

1387. Address of ATARI in U.K.?

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: chide@stack.urc.tue.nl
Message-ID: <3nfvt3$f6v@tuegate.tue.nl>
Source record: 167018

What's the e-mail address of ATARI (company) in the U.K.? Other addresses are also nice too have (U.S. etc.).

Thank you!

1388. Portfolio Hardware...

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: chide@stack.urc.tue.nl
Message-ID: <3ng035$f6v@tuegate.tue.nl>
Source record: 167019

Hello!!

I'm looking for atari portfolio hardware (especially interfaces &
connectors). Do you have something? Let me know!!

chide@stack.urc.tue.nl

1389. Bootup without MagiC

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: Rod@ivecoft.demon.co.uk
Message-ID: <798709882snz@ivecoft.demon.co.uk>
Source record: 167020

Hello all.
I'm trying to get my STe to bootup without using MagiC & Ease from the hard disk. I have tried the holding shift keys during bootup but it has no effect

What I'm (my son) is trying to do is have Monkey Island on the hd to save the swapping of disks but of course MI is not compatible with MagiC/Ease
Can anybody offer advise?
Cheers

|~~~

1390. Re: HELP!!! ST in the recording studio

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.798740054@praze>
Source record: 167021
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st

>I have experineced the same, but it does not come from the monitor, it is
>from the midi interface of the Atari. Port 1 is not standard and I believe
>it has something to do with grounding

MIDI ports only use the top three pins of a 5-pin. The top pin is the
ground, and the two pins either side are used for the MIDI out signal. The
other two unused pins to output the MIDI thru signal. This can be a problem
if you are using non-MIDI 5-pin DIN leads, as some of them wire the two
used and two unused pins together. It's nothing to do with grounding.
The MIDI IN port is fine, only the out port is non-standard, and if you
use proper MIDI leads, it won't be the cause of any problems.

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

1391. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199504240617.a38608@ms.maus.de>
Source record: 167022

In article <FDUBFBVAUP@dksoft.ping.dk>, Kim Andersen
(kim@dksoft.ping.dk) wrote:
>>>Rumors is known to be Heidleberg causing the delay. I think they demanded
>>>an ST/TT release before the Falcon release... Totally stupid!!
>>
>>Rumors are just that: rumors. Application Systems Heidelberg decided not
>>to wait for the Falcon version, so that the release for other systems
>>wouldn't be delayed any *further*.
>>
>
>Perhaps you're right. But there should never have been a ST/TT version
>before a Falcon version.

Why? Just to make you happy, because you only have a Falcon?

1392. Re: CD-ROM driver help needed!

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199504240617.a38609@ms.maus.de>
Source record: 167023

In article <pq0dphL.lamarth@delphi.com>, lamarth@delphi.com wrote:
>1) I just got a CD-ROM for my Falcon and I'm trying to install METADOS2 to
>see if the drive is going to work. While AHDI recognizes the drive,
>METADOS.PRG complains about the drivers in \AUTO\BOOT\ not being installed.
>CONFIG.SYS is in the AUTO folder, but I don't understand what is supposed
>to look for CONFIG.SYS and install the drivers- apparently METADOS
>doesn't.... or does it? Oh and by the way, I did modify CONFIG.SYS so
>that it will look for SCSI device 0, the CD-ROM.

PLEASE read the documentation:

MetaDOS 2.50
?These are the essential elements to get any SCSI CD ROM drive going on
?an Atari TT or to use an `Atari CDAR 504' CD ROM on an Atari with
?ACSI port. It does NOT support SCSI drives connected to an ACSI
?port. It does NOT support the Atari Falcon030 at all (in these
?cases, you'll need third-party drivers). You may use it 'as is', don't
?expect any updates.

>2) I also got a newer version of AHDI but I can't seem to find the old
>version of AHDI that's on the drive so I can replace it. I thought that
>HINSTALL could do the replacement but apparently it doesn't as when I tried
>to run it with the new AHDI in the same directory as HINSTALL, the system
>came back up with the old AHDI.

As far as I remember, HINSTALL is looking for the driver in SHDRIVER.RAW.

1393. Re: Ease color/resolution help

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: Lothar_Waetzold@su.maus.de
Message-ID: <199504240834.a29835@su.maus.de>
Source record: 167024

H>just got ease and can't figure out how to save the various color
H>desktops (so i can have a mono desk, a 256 color desk etc.)

Well, Ease itself saves an info-file called EASEXX.INF, where XX ist the number of Color-Planes. For Example: EASE08.INF refers to the 256 color desk, EASE04.INF to the 16 color desk, etc.

Bye,
Lothar

1394. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: Lothar_Waetzold@su.maus.de
Message-ID: <199504240838.a29836@su.maus.de>
Source record: 167025

```
CL>Okay, now what does AFAIK mean?

As Far As I Know - As Far As I Know ;-)

Bye,
Lothar
```

1395. re^2: falcon owners list

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1272dbrewood@nest.demon.co.uk>
Source record: 167026

```
In a message of 24 Apr 95 Phil Hodgkins (0) wrote to All :

PH> Or why not join Nest or another Atari network, there are several

NeST, not Nest Phil........ Please....

Daron - dbrewood@nest.demon.co.uk

--
```

1396. Re: Toronto Atari show

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: thomah@ifi.uio.no
Message-ID: <3ng354$8mt@gjalp.ifi.uio.no>
Source record: 167027

In article <3nfrrv$hcf@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:
> In article <3na18minf2@mhadg.production.compuserve.com>, BobR <76702.1466@CompuServe.COM> writes:
> >> : I'd have been willing to see the Tramiel family (Three Stooges of Atari)
>
> >> Fortunately, it is not Atari that is marketing the Jaguar.
> >
> >Hold the phone... Atari Corp. *IS* the one and only, sole responsible
> >party in the marketing of the Jaguar video game system...
> >
> >Who is it you think IS marketing the Atari Jaguar, if not Atari..?
>
> Bob you forgot to read between the lines..
>
> What he was say is, Atari is not marketing the Jag, meening they are doing
> very little...

No, that's not what he says. He says that it is not Atari that are marketing the Jaguar, meaning that the Jaguar IS being marketed, but by someone else than Atari...

--
- Thomas Hansen - E-mail: thomah@ifi.uio.no
- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

1397. re: re: [q] help me - with a dsp problem.

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: nstewart@nest.demon.co.uk
Message-ID: <1274nstewart@nest.demon.co.uk>
Source record: 167028

IU> From: Alan Parker <se2ap@dmu.ac.uk>
IU> I've got another problem now! I've converted the DSP tracker
IU> routine to not use the SSI, but send the data back and play it using
IU> DMA. The reason for this is to prevent the SSI interupts from
IU> changing the timing critical parts of the other DSP routine. Perhaps
IU> I should have mentioned that I'm not using full handshaking, only
IU> on the DSP side, to save cpu time, so any speed change on the DSP
IU> side could cause data to get missed on the 030 side.

One way to do this without removing the SSI code is to waste an address register and use only fast interrupts with one output instruction. This would, of course, require left and right channel data to be interleaved.

You could then guarantee a very short delay, which could then be taken into account on the 68030 side. It depends on the latency of the DSP code, so some DSP routines may fall behind the 030, but it would be worth a try if the DSP is not executing too many instructions per 030 read.

IU> BTW, if you have any detailed information about the DSP I would
IU> be grateful if you could mail me, particularly info about the
IU> SSI registers. Cheers.

Do you not have Motorola's user manual ?

Cheers,
Neil - nstewart@nest.demon.co.uk

--

1398. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Apr24.101921.25427@rhrk.uni-kl.de>
Source record: 167029

tom.thomason@fpc.ct.se (Tom Thomason) writes:

> As I've said before, Kim, the *delay* is because B&B are intent in making
>the best possible use of the DSP to make MagiC faster. Heidelberg merely

This is nonsense because you cannot use the DSP to make the operating system faster. The DSP is limited in its range of applications to funtions that profit from special features of a DSP directly. TOS or GEM or MagiC are no such applications.

>insisted on releasing MagiC 3 before it was ready for the Falcon. And yes! I
>agree that this was a stupid move. There we go agreeing again! 8^)

Do you think those who have an ST or TT and which can run MagiC 3 NOW think this was stupid, too? Don't forget that most users have an ST. Falcon users are a minority.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

1399. Re: Linux ST

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Apr24.102219.25668@rhrk.uni-kl.de>
Source record: 167030

mwegner@dial.illinois.net writes:

> I didn't realize Linux was available for the ST... where might I be able to
> FTP it from??

Linux only runs on machines with at least a 68030 CPU and an FTP. It will
never run on an ordinary ST.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KL | but only what I tell it. *
****

1400. Re: Persistence of Vision (SLOW!!)

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798720510@gen-off-3>
Source record: 167031

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>I was running POV last night on my 4mb Falcon with FPU. However after
>waiting 3 hours it still hadn't finished.

>I selected box.pov (from the level 1 screens). My other settings
>were 2100k buffer and no multitos.

>Is it normal for it to be this slow?

Silly question; are you rendering at 4x3 or 4000x3000?
Of course raytracing is slow, it's slow on most machines. I do initial
work on the Falcon, but for real rendering I have to move to a fast Unix
machine.

You could also try the Falcon version of Faster Than POV, it's on CIX
in atari.st/2listings.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1401. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950424000338.16041D-100000@moose.erie.net>
Source record: 167032

On 20 Apr 1995, Jeff Thomas wrote:

> The drive itself is light weight and can be easily be carried around with
> laptops. The price is around $300, and the 100 meg cartridges cost about
> $25.

The Iomega Zip drive is selling for $199 US at any Mac mail order
place. The cartrdiges are $19.95 or 10 for $149. I haven't seen the
parallel port version of the Zip drive actually available anywhere yet,
but it's supposed to be on itss way shortly.

1402. TKR (Crazy Dots) by email ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: v892250@si.hhs.nl
Message-ID: <D7JEx9.25M@si.hhs.nl>
Source record: 167033

Does anyone know if TKR (the maker of the Crazy Dots graphics card) can be reached via e-mail ?

Greetings, Luc (v892250@si.hhs.nl)

1403. Re: re: [q] help me - with a dsp problem.

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3ng4pc$h7t@macondo.dmu.ac.uk>
Source record: 167034

dlittle@nest.demon.co.uk (Doug Little) wrote:
>
> General! We have intercepted a coded Imperial message from the Username
> system! >
> This is weird - we tried the same thing last year and got a certain amount
> of 'ocrrupted' audio playback but no problems with the host port itself. It
> may be something we missed but I don't remember coming up with a solution
> afterwards - we ignored the audio and went ahead with the 3D stuff
> intending to go back later. This is worth another look at the user manual
> sometime methinks!

Griff pointed out the problem to me via E-Mail, it's so obvious
when you think about it ;-)

What happens is that the 030 interupts for example, just before
it is about to take some data from the host port.
Then you signal a host command interupt, but the DSP has already
sent some data to the host port that was meant for the intruction
that just got pre-empted. I hope you follow that bit!

So of course next time your 030 interupt does a read from the host
port it gets the wrong peice of data. The solution is to see if
there is any data pending at the start of the 030 interupt. If there
is some data then read it and save it.

You are now safe to do your tracker stuff as normal. Then at the
end of the DSP interupt signal the 030 to send that 'lost' bit of
data that you saved earlier. Then as soon as the DSP recieves it
you send it back to the 030. When the cpu returns it reads the host
port and the correct peice of data is waiting there for it!

Yes it's a bit complicated, but it doesn't end there, because you
have to do the same thing at the DSP end!

I hope that poor explanation helps.

I've got another problem now! I've converted the DSP tracker routine
to not use the SSI, but send the data back and play it using DMA.
The reason for this is to prevent the SSI interupts from changing
the timing critical parts of the other DSP routine. Perhaps I
should have mentioned that I'm not using full handshaking, only on
the DSP side, to save cpu time, so any speed change on the DSP
side could cause data to get missed on the 030 side.

BTW, if you have any detailed information about the DSP I would
be grateful if you could mail me, particularly info about the
SSI registers. Cheers.

Alan.

1404. Re: Next choice???

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D7JHA0.IEv@sci.kun.nl>
Source record: 167035

In <199504231735.a38568@ms.maus.de> Julian_Reschke@ms.maus.de (Julian Reschke) writes:

>In article <199504132014.a677@bm.maus.de>, Joachim_Kupke@BM.maus.de wrote:
>>JR>>choice. With Geneva (which runs with or without MiNT), you have quite
>>JR> ...which is *supposed* to run with or without MiNT and seems not to
>>JR>be ready (as MagiC for Falcon)...
>>
>>Shall I truely comment on that?

>Yes, you're welcome to do so... (btw: with 'as MagiC for Falcon' I was
>saying that *both* aren't shipping).

>>JR>MagiC is definitively faster than MTOS, and it's definitively more
>>JR>compatible to Single-TOS.
>>
>>The question is what MTOS we are talking about. The official versions cannot
>be
>>called fast, that's true. But there are newer versions. We should consider
>>that, too. (BTW: The same goes for the argument about CTRL+ALT combinations.)

>MagiC is definitively faster than *every* version of MTOS, even those which
>will never be shipped to customers.

But is MagiC compatible with MiNT? Can I run a tcsh in a window? Can
I port Unix programs? Note: These are questions, not flames. Just
wondering - And when will it come out for my Falcon?

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

1405. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: Alan Gauton <ag@spd.eee.strath.ac.uk>
Message-ID: <Pine.SOL.3.91.950424112149.17706A-100000@hammerhead>
Source record: 167036

On 22 Apr 1995, Callum Lerwick wrote:

> > AFAIK it means "If I Remember Correctly".
>
> Okay, now what does AFAIK mean?

AFAIK == As Far As I Know, IMHO.

AG
--
Alan Gauton Tel +44-(0)141-552 4400
Signal Processing Division ext. 2686
Dept. of Electronic and Electrical Eng. Fax +44-(0)141-552 2487
University of Strathclyde E-Mail ag@spd.eee.strath.ac.uk
Glasgow G1 1XQ http://www.eee.strath.ac.uk/~ag/

1406. Re: Address of ATARI in U.K.?

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798728238@gen-off-3>
Source record: 167037

chide@stack.urc.tue.nl (Chide Groenouwe) writes:

>What's the e-mail address of ATARI (company) in the U.K.?
atari@cix.compulink.co.uk

--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1407. Re: Falcon Games List

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3ng95h$r1r@news.iesd.auc.dk>
Source record: 167038

In article <3n0abc$rtf@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
> Right I think its about time we actually tried to compile a list
> of Falcon only or enhanced games, so here goes (you'll notice
> there isn't many)
>
> Towers II
> Llamazap
> Robinsons Requim
> Ping 2000
>
> Does anyone know of any others?
>

Sure there are more. Especially if you count STe compatible games, that are
Falcon-enhanced.

Here goes the ones I remember :

First Falcon-only versions:

PINBALL DREAMS
ISHAR - Legend Of The Fortress (RPG game)
ISHAR II - Messengers Of Doom (RPG game)
ISHAR III - Seven Gates Of Infinity (RPG game)
TRANSARCTICA
STEEL TALONS
ROAD RIOT 4WD
MOONSPEEDER
OXYD GENERAL (also TT)
OXYD MAGNUM (also TT)
N.O.B.I Racing (also TT)
DINO DUDES (not released yet, but RSN)
H2O (from E.K.O.)
LAZERS AND MEN v.2.0 (Wolf3D like game)
BOMBSQUAD (Cute shareware game, with nice graphics&sound)
LAZERZOOM (Haven't tried it yet, I think it's from germany)
DINO (from PARX)
MULTI BRICKS (up to 4 players)(from PARX)

There are some more, but can`t remember. I'll have to look again.

And now for the STe compatible games, which are Falcon-enhanced:

STARBALL (the well-known shareware pinballer)
ZERO-5 (VERY fast & slick 3D shoot`em up from Caspian Software)
FRONTIER (Not enhanced, but a LOT smoother/playable on Falcon and TT)
STARDUST (from Aggression/Bloodhouse)
FRANTICK (from MUNSIE)
ASTROROIDIA (from MUNSIE)
ULTIMATE ARENA (French Mortal Combat style game)

Here there are also more, again I have to refresh my memory :-)

Hope this helps.

Keep Cool and Flying...

ChainXOR...

1408. Re: Ishar 2.....help!!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3ng969$r1r@news.iesd.auc.dk>
Source record: 167039

[No readable article body recovered]

1409. Re: Ishar 2.....help!!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3ng99s$r1r@news.iesd.auc.dk>
Source record: 167040

In article <1995Apr20.101702.15971@dynalynx.com>, Matthew.Callier@bbs.dynalynx.com (Matthew Callier) writes:
> Hello fellow Atari users! I own the game Ishar 2 and was wondering if
> anyone out there had played the game. The reason I ask is that I cannot
> figure out what to do on the second island, the town. Please let me
> know if you have any answers. How do you like the game?

If you`re talking about the Falcon-version, I think graphics and sound are VERY nice indeed. The game is very atmospheric.

By the way, try ISHAR III - it's even better :-)))

Keep Cool and Flying...

ChainXOR...

1410. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3ngarj$gge@newsbf02.news.aol.com>
Source record: 167041

> [Roger Sheppard:] NeoDesk 4 bombs when 7 windows are closed at once...

Come now, Roger. I've been beta-testing all versions of Neo 4 from the start. This hasn't happened here.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1411. Re: MagiC and ICD HD software

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3ngarl$ggg@newsbf02.news.aol.com>
Source record: 167042

> ICD boot software is not a PRG/TTP or what ever, its a system file
called by
> the boot sector code.....

> It was stated that this booter had a Mint Flag, I have never ever seen
> such a thing...

Harump! :-) Looks like a MiNT flag to me. The ICD boot software works fine
as a PRG when it is in the AUTO folder, BTW; it's the same file, renamed
from SYS to PRG.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1412. Re: "doom" clone - here is some more info

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3ng9gn$r1r@news.iesd.auc.dk>
Source record: 167043

[No readable article body recovered]

1413. Re: verdict on atari world please?

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D7J8Jy.BG@cix.compulink.co.uk>
Source record: 167044

```
> OG> Check out issue 2.
>
>When?

Soon. It's at the printers' AFAIK.

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

1414. Re: Verdict on Atari World Please?

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3ngcj7$nmd@turing.fwi.uva.nl>
Source record: 167045

is this mag distributed in the Netherlands?

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

1415. Re: Verdict on Atari World Please?

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: et94drw@exeter.ac.uk
Message-ID: <D7JpH4.BCv@exeter.ac.uk>
Source record: 167046

I personally think it's wonderful to see how Vic and his team cannot be held back from the newstands. EMAP booted ST Review, but they went to Europress. Then when bought out by Pearsons, they have survived to bring us a new exciting venture into the Atari future. I do have doubts, however, on the security of the publisher, Neil O'Nions of Compo. Can he afford to run his business, AND produce a magazine. It's a hell of a gamble and one which can only be applauded. I do therefore urge all Atari Owners to read and support this new magazine. I personally love it, and the idea of ST Source is a great one, and one I could have done with 3 years ago when I first bought my STE and did not have a clue how to use it properly. I will subscribe as soon as I can.

Long may Atari World reign!

Cheers,

Dave.
--
___
_____| |_____ --
{[POLICE BOX]} [David Woodley- E-Mail= et94drw@exeter.ac.uk]
I T===T T===T I [T~~\ ]
I I I I I I [I \ ]
I L===I L===I I [I I ____ _____]
I I I [I I ___\ \ / / \ ]
I I I [I / / I \ / I /]

1416. Re: Magic for Falco

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504241445.AA00359@ilmen.lanl.gov>
Source record: 167047

In a previous article, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

> Hutch (hutch@ilmen.lanl.gov) wrote:
>
>: This is all academic, anyway. Companies will frequently do something that
>: the user doesn't like or does not understand but there is often a very
>: good reason for it and usually it's profit based. That's business, ya know?
>
>We know. Too well, Hutch... But the question should be: do we *want* it ?
>
>If "business" forces us to buy bullshit, it's time to say "no" !

My 'romantic' spirit wants to agree with you but like they say, 'reality bites.' :) In the real world simply saying "no" when businesses make an unpopular decision doesn't usually help us get the job done nor will we convince the business decision makers to change their minds to suit us.

The -reality- is that Atari users simply make up far too small a segment of the population (i.e., the 'buying public') to wield much clout.

OK, but the real question we need to ask ourselves is, "So what?"

>If I have to use a PC to get some job, I'll do it. But at home I will use
>whatever I _want to_ use. And that's Falcon. That's our own choice,
>whatever the business-brains try to decide =-) !

And that's -exactly- the proper attitude to have, too. It doesn't matter what computer you or I use as long as it meets our needs sufficiently so that we are happy with our individual choices. That's ALL that counts.

Well said, Tommi.

Cheers,

-Hutch- @ Fair Dinkum Tech

1417. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798737923@gen-off-3>
Source record: 167048

djs@jet.uk (David Stevenson) writes:
>alfasoldt@aol.com (Al Fasoldt) writes:
>>> [Roger Sheppard:] NeoDesk 4 bombs when 7 windows are closed at once...
>>Come now, Roger. I've been beta-testing all versions of Neo 4 from the
>>start. This hasn't happened here.
>It most certainly DOES on my system (TOS 4.04). Other people have reported
>the same. Open 7 directory windows, and start a program. Bang.
It's Neodesk 4.02, btw.

I just checked back through the thread; it was me you were quoting, not
Roger the Cabin-Boy.

And, if you're Beta testing, didn't you also find that window colours come
up wrong? Didn't you also find that it frequently bombs if you go into
the "gadgets" dialogue twice?

--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1418. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798736858@gen-off-3>
Source record: 167049

alfasoldt@aol.com (Al Fasoldt) writes:

>> [Roger Sheppard:] NeoDesk 4 bombs when 7 windows are closed at once...

>Come now, Roger. I've been beta-testing all versions of Neo 4 from the
>start. This hasn't happened here.

It most certainly DOES on my system (TOS 4.04). Other people have reported
the same. Open 7 directory windows, and start a program. Bang.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1419. CGM files

Newsgroup: comp.sys.atari.st
Date: 1995-04-24 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <798740158snz@chowgar.demon.co.uk>
Source record: 167050

Does anybody know of a program that can view CGM (computer graphics metafile) format ?

Cheers.

--

Simon Moore

smoore@chowgar.demon.co.uk

1420. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199504260100.a48724@m4.maus.de>
Source record: 166851

>Let's wait until those ZIPpers show up in Germany, and how they will be
>priced.

They just did - suggested retail price is 349 to 399 Deutsche Mark, a pretty reasonable price for a complete unit.

bye, Peter

1421. 520ST questions.

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: gkomatsu@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D7Kxtx.B0K@news.hawaii.edu>
Source record: 166852

This weekend I got a 520ST with floppy drives mouse and
nothing more. As best as I can tell, this computer is capable of
doing absolutely nothing...since I have nothing to run on it. =^)
Several questions.

- where can I find a FAQ? I spent the weekend visiting numerous
sites only to find nothing of the such.

- what are the general specs of the 520ST? speed memory resolution
etc etc etc...

- can I hook up my NEC Multisync 3V to it? (since I doubt the TV
would do it justice)

- what would I need to get Linux up & running on it (for starters
I know I'd need a HD...size?) is it capable of running
Linux?

thanks.
--

____
(_)___oo) gkomatsu@uhunix.uhcc.hawaii.edu
nin14tds 2600 good-p squick

1422. Garbage collection in Magic

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: Koos_Kuil
Message-ID: <2f9d4af1@f397.n282.z2.fidonet>
Source record: 166853

To: and@sun1.mim.uni-hannover.de

Hi Andreas,

I think you can maybe tell me more, i posted a msg in one of the german message areas that it's not easy possible to generate a memory garbage collection, do you have any idea?

I'm using a old upgraded ST with 2,5 Mb. When all programms are started i have approx 600 Kb free memory, but when one is terminated and another one is started it's sometimes possible that 100 Kb or less then this is free but the real free memory is 600 Kb. How can i get Magic so far that he does a memory-cleanup without terminating the applications and restarting them?

Do you think that this is possible?

How do i start an application in "Hiding" mode? (It means that when i start it from Magicdesk and press later "Hide appliaction" but now automatically).

Please open your trick-box, i want to use them ;-))

PS. Do not come with a "buy a memory upgrade answer", i can swap in a few minutes my complete environment by a 4 Mb ST or Stacy, but this one does run on 16 Mhz and the others not). A bit of C or assembler will be appreciated much more, i like the ST and the cheap environment with small software they can do heavy things with your computer. (Like more then 6000 cps on 8 Mhz)

Greetings,
Koos

--- JetMail 0.99beta18
* Origin: Willie's Atari BBS, Octopus Developement, Fido/NeST/FAN (2:282/397)

1423. Re^3: falcon games list

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2f9ca306_Christian.Andersson@tnogobl.ct.se>
Source record: 166854

```
HLW>> LAZERZOOM (Haven't tried it yet, I think it's from germany)
>
> Never heard of this one.

He probebly means Of Lazer and Men (Des lasers et deds homes)
/Chris./ (*Falcon /030/* _4/580_ /32Mhz/)
GEM-WWW-Browser in 95!

( UUCP Dialup connection )
```

1424. Help, FAT erased.

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f9cb6fd_Tom.Thomason@fpc.ct.se>
Source record: 166855

To: smoore@chowgar.demon.co.uk

From: tom_thomason@fpc.ct.se

On 21 Apr 95, Simon Moore shot this through the ether to All ...

SM> Thanks for the advice Tom, unfortunately I have already given up on the
SM> idea of recovering the data as I really needed to use that partition for
SM> some work I had to do so I just reformatted the damn thing and started
SM> again.
SM> Thanks again.

It's a drag when you have to do that. Too bad!

Cheers,
Tom

(UUCP Dialup connection)

1425. Re: Superboot Probs

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f9cb822_Tom.Thomason@fpc.ct.se>
Source record: 166856

To: phodgkins@cix.compulink.co.uk

From: tom_thomason@fpc.ct.se

On 21 Apr 95, "Phil Hodgkins" shot this through the ether to All ...

"H> Use Stoop instead. :)

This has been a shamelessly biased advert for Stoop. 8^)

ATB,
Tom

(UUCP Dialup connection)

1426. Re: Superboot Probs

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f9cb947_Tom.Thomason@fpc.ct.se>
Source record: 166857

To: alfasoldt@aol.com

From: tom_thomason@fpc.ct.se

On 20 Apr 95, Al Fasoldt shot this through the ether to All ...

AF> SuperBoot was developed before the Falcon was introduced (and as I
AF> recall was abandoned before that point, too). It works OK on my TT but
AF> its color settings are off by a physical distance on the screen (you
AF> have to click in a different area of the screen to get it to register a
AF> click on a selection, for example), so even on the TT it's not quite
AF> right. You may want to look into XBoot, which does work on the Falcon.

The very last version of Superboot (8.1, IIRC) was Falcon compatible. I used
to use X-Boot but since the appearance of Stoop (shareware, ?10) I'll never use
anything else. Much better than X-Boot IMHO.

ATB,
Tom

(UUCP Dialup connection)

1427. Re: Toronto Atari show

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f9cbbd8_Tom.Thomason@fpc.ct.se>
Source record: 166858

To: 76702.1466@CompuServe.COM

From: tom_thomason@fpc.ct.se

On 22 Apr 95, BobR shot this through the ether to All ...

>> Fortunately, it is not Atari that is marketing the Jaguar.
B>
B> Hold the phone... Atari Corp. *IS* the one and only, sole
B> responsible party in the marketing of the Jaguar video game system...
B>
B> Who is it you think IS marketing the Atari Jaguar, if not Atari..?

I think that what was meant was that it isn't Atari Corpse doing the marketing. At least not outside the US. It's up to the individual agents in each country to provide the marketing. In Sweden this means Adastra. To date, their marketing has consisted of adds in a small PC magazine, TV ads on a very small independent TV channel which only reaches about 20% of the population (for about 2 weeks), a single ad in an Atari club magazine and sending a truck rolling around the country without prior notice, parking in a shopping mall parking lot and just standing there for a day or two. Said truck contained 8 Jags and was staffed with two guys who hadn't ever heard of Atari until about 3 weeks earlier. The outside of the truck was decorated with the Jaguar eyes (one pair on each side) and absolutely nothing else!! Nothing to indicate that there was anything inside the truck. They got about 150 visitors during a 2 week period. This is marketing???

Cheers,
Tom

(UUCP Dialup connection)

1428. Re: Re^2: Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f9cbf3b_Tom.Thomason@fpc.ct.se>
Source record: 166859

To: neptune@galaxy.teuto.de

From: tom_thomason@fpc.ct.se

On 22 Apr 95, Hendrik Mylius shot this through the ether to Jesper Kock...

HM> Wouldn't spend a penny on CoMa if I were you.
HM>
HM> Not being supported any longer. Has problems with serial ports other
HM> than Modem1. Sometimes dufficult to set up.

I think you've got the names mixed up, Hendrik. CoMa just came out with a new version, it certainly does support Modem 2 and is actually pretty easy to set up. I think you meant to say these things about Q-Fax. All the above are true of this program (which I use regularly). I'm about to register CoMa myself.

Mvh,
Tom

(UUCP Dialup connection)

1429. Re: Falcon Games List

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f9cbf8a_Tom.Thomason@fpc.ct.se>
Source record: 166860

To: phodgkins@cix.compulink.co.uk

On 22 Apr 95, "Phil Hodgkins" shot this through the ether to All ...

"H> There are Falcon versions of Ishar 1 and 2 using 256 colours.

Ishar III is also available in a Falcon specific version. Not to forget
Robinson's Requiem, either.

ATB,
Tom

(UUCP Dialup connection)

1430. Re: Toronto Atari show

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2f9ce050_Christian.Mittendorf@ostkupan.ct.se>
Source record: 166861

Hejsan!

> indicate that there was anything inside the truck. They got about 150
> visitors during a 2 week period. This is marketing???
Well, some kind of marketing :-)

But it seems as if more marketing happened in Sweden than Germany. Or has ever
been a TV-spot on the screen in Germany? I think not only one has occured.

When I was in Germany around x-mas I looked out for the Jag in some shopping
centres. Finally I found one - on the lowest desk somewhere hidden behind all
the other systems. It was really difficult to find! (I actually had to ask for
it :-(

Greetings,
christian

+++
Internet: chris@ostkupan.ct.se

(UUCP Dialup connection)

1431. NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f9cf247_Tom.Thomason@fpc.ct.se>
Source record: 166862

To: apb25@cam.ac.uk

On 23 Apr 95, Adrian Bridgett shot this through the ether to All ...

AB> Sorry to ask this but I can't see the original release - what has
AB> changed from v3.01? How do you upgrade in the UK?

The uppgrade is available through System Solutions. It's said to have better colour printout handling. It also exchanges the Hebrew characters in the Atari character sets into graphical characters, this has the unfortunate side effect of changing the contents of "bullet" fonts as well. I wish that particular function could be turned off.

ATB,
Tom

(UUCP Dialup connection)

1432. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f9d5ece_Tom.Thomason@fpc.ct.se>
Source record: 166863

To: neptune@galaxy.teuto.de

From: tom_thomason@fpc.ct.se

On 23 Apr 95, Hendrik Mylius shot this through the ether to All ...

HM> MagiC3 was basically ready, still short of the Falcon specific stuff, so
HM> why not release it!? That's all there is to it. 2B are not very happy
HM> about this step, but that is an entirely different matter.
HM>
HM> But you've tought us in _several_ previous mails that you have
HM> absolutley NO idea of anything related to running a business or making
HM> profits.

Part of running a business is also called "customer relations", Hendrik. And keeping the newer user of the more powerful machines locked out of an attractive program so long isn't good customer relations. I don't think it would have hurt the ST/STe crowd to wait 2 extra months for an *update* of their software (after all as you point out later in this letter they did already have MagiC 2.5) so that everybody could get the program. This argument is, IAC, irrelevant as the facts of life are that ST/STe users now have MagiC 3 (from what I've heard from Germany including a couple of fairly serious or at least annoying bugs) and we Falcon owners don't. We're not going to get it any faster by you and Kim flaming each other. We'll just have to be patient another couple of months (fingers crossed). After all we've already been waiting patiently for well over a year while everyone else has been able to enjoy their MagiC.

Mvh,
Tom

(UUCP Dialup connection)

1433. Re: verdict on atari world please?

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2f9d602f_Tom.Thomason@fpc.ct.se>
Source record: 166864

To: ogal@cix.compulink.co.uk

From: tom_thomason@fpc.ct.se

On 24 Apr 95, "Ofir Gal" shot this through the ether to All ...

"G> Soon. It's at the printers' AFAIK.

And you *should* know, Ofir! :^)

ATB,
Tom

(UUCP Dialup connection)

1434. RE: TKR (Crazy Dots) by email?

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: Markus_Blank@lb.maus.de
Message-ID: <199504252012.a46307@lb.maus.de>
Source record: 166865

```
T>Does anyone know if TKR (the maker of the Crazy Dots graphics card) can
T>be reached via e-mail ?

You should try Helge_riis@ki.maus.de

Yours, Markus
```

1435. Re: Are the maus alive?

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D7L6HB.Ax5.0.-s@cs.vu.nl>
Source record: 166901

koehne@troja.informatik.uni-dortmund.de (Patrick Koehne) writes:

>In article <3n7gjl$1fd@aristotle.algonet.se>, ljord@algonet.se writes:

>|> Here are the groups:
>|>
>|> maus.os.linux68k
>|> maus.sys.atari.gemini
>|> maus.sys.atari.hardware
>|> maus.sys.atari.mint
>|> maus.sys.atari.software
>|> maus.sys.atari.talk

>All of this newsgroups, especially hardware, software and talk are very active
>and a lot of german developers of hard- and software are talking there!

Does anybody know an nntp-server to which I'm allowed to connect to read
these newsgroups?

>Bye

> ...Patrick

Ivo

1436. Re: Are the maus alive?

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: koehne@troja.informatik.uni-dortmund.de
Message-ID: <3nibcv$p04@fbi-news.informatik.uni-dortmund.de>
Source record: 166902

In article <3n7gjl$1fd@aristotle.algonet.se>, ljord@algonet.se writes:

|> Here are the groups:
|>
|> maus.os.linux68k
|> maus.sys.atari.gemini
|> maus.sys.atari.hardware
|> maus.sys.atari.mint
|> maus.sys.atari.software
|> maus.sys.atari.talk

All of this newsgroups, especially hardware, software and talk are very active
and a lot of german developers of hard- and software are talking there!

Bye

...Patrick

1437. Railroad Tycoon on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3ni7t9$85s@sphinx.Gsu.EDU>
Source record: 166903

Does the above mentioned game run on Falcon? Does it need Backwards
-program in order to run?

Thanks for info!

Tommi

1438. OASIS 1.04 Available

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <798807964snz@yeadontt.demon.co.uk>
Source record: 166904

OASIS104 is now available

Please use this version of OASIS to replace all prevoius versions, this
version contains a working INSTALL program that will correctly convert news
files thus removing theproblem of only 1 line of an article being displayed.

--

```
==============================================================================

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
_/ _/ _/ _/ _/ _/ _/
_/ _/ _/ _/ _/ _/ _/
_/_/_/_/ _/ _/ _/_/_/_/ _/ _/_/_/_/

============ Phil Yeadon ===== phil@yeadontt.demon.co.uk ============
```

1439. F/S: *** NEW 540MB HD IN ICD FA-ST CASE (lower price) ***

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3nimak$lej@news2.delphi.com>
Source record: 166905

Plug-n-go 540MB hard drive for your ST/STe/TT computer. This hard drive setup is _BRAND NEW_ with a _FULL WARRANTY_. Now only $425.00 shipped to your door. (+$10.00 COD)

Here are the specifications:

o ICD FA-ST Hard Drive Case
o under-monitor designed case w/adjustable legs & fan
o DMA input and output ports
o external ID-switch
o external SCSI connector for further expandability
o internal expansion for second 3.5" SCSI HD

o ICD AdSCSI Plus ST Host Adapter
o full SCSI command set
o parity bit generation
o dual mode DMA daisy chaining
o battery backed real-time clock

o ICD Hard Drive Utilities (+$40.00 Pro)

o Quantum MV540S 540MB SCSI hard drive
o low profile 1" x 3.5" form factor
o 14ms average seek time
o 5MB/s max. transfer rate
o 128K cache buffer

CIS: 74030,3254 Delphi: DOMINGO GEnie: D.ALVEAR I'net: DOMINGO@DELPHI.COM

1440. F/S: *** NEW 105MB REMOVABLE SCSI HARD DRIVE (lower price) ***

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3nimch$lfd@news2.delphi.com>
Source record: 166906

Just add a host adapter to use this 105MB Removable SyQuest in an ultra compact desktop case. This hard drive setup is _BRAND NEW_ with a _FULL WARRANTY_. Requires the Link 2 (+$75.00) or other host adapter. Now only $350.00 shipped to your door! (+$10.00 COD)

Here are the specifications:

o External 3.5" SCSI Case (W6.5" x D9.75" x H2.375")
o horizontal Desktop or vertical Mini-Tower
o external SCSI ID switch & 2 SCSI ports
o 40W p/s & 1.5" fan
o second AC outlet

o Syquest SQ3105S 105MB removable SCSI hard drive
o low profile 1" x 3.5" form factor
o 14.5ms average seek time
o 4MB/s max. transfer rate
o 64K cache buffer
o 105MB cartridge _INCLUDED_ (+$50.00 for 2 carts)

o ICD SCSI Pro Utilities available (+$40.00)

CIS: 74030,3254 Delphi: DOMINGO GEnie: D.ALVEAR I'net: DOMINGO@DELPHI.COM

1441. F/S: *** NEW NEC CDR-510 3X SCSI CD-ROM DRIVE (lower price) ***

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3nimfc$lgg@news2.delphi.com>
Source record: 166907

Just add a host adapter to use this NEC 3x CD-ROM in a compact desktop case. This CD-ROM setup is _BRAND NEW_ with a _FULL WARRANTY_. Requires the Link 2 (+$75.00) or other host adapter. Now only $325.00 shipped to your door! (+$10.00 COD)

Here are the specifications:

o External 5.25" SCSI Case (W8.25" x D10.375" x H2.375")
o horizontal Desktop or vertical Mini-Tower
o external SCSI ID switch & 2 SCSI ports
o left & right RCA Audio Out jacks
o 40W p/s & 1.5" fan
o second AC outlet

o NEC CDR-510 SCSI CD-ROM drive
o 680MB capacity
o 195ms average seek time
o 450K/s (3x speed) transfer rate
o 256K cache buffer
o Photo CD compatible (single/multi)
o caddy included

o ExtenDOS Pro v2.0 available (+$25.00)

o ICD SCSI Pro Utilities available (+$40.00)

CIS: 74030,3254 Delphi: DOMINGO GEnie: D.ALVEAR I'net: DOMINGO@DELPHI.COM

1442. What will happen if... ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3nisu7$ieq@bs33n.staffs.ac.uk>
Source record: 166908

I'll have my new hard drive tommorow (SCSI external, 730meg) for my
Falcon and all I'm wondering is this:-

1. If I remove my internal IDE will it still boot from the SCSI external?
2. And if so, do I need to partition the SCSI starting from C: ?
3. And if so how do I copy my files from the IDE to the SCSI without
clashing the partition names and without using floppy disks.

RiCH

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

1443. Re: What will happen if... ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798819496@gen-off-1>
Source record: 166909

cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

>I'll have my new hard drive tommorow (SCSI external, 730meg) for my
>Falcon and all I'm wondering is this:-
I took the IDE out of my Falcon for a while, so I may be able to help here.
I used ICD Pro drivers, fwiw.

>1. If I remove my internal IDE will it still boot from the SCSI external?
Yes. I took the IDE out, booted from the ICD diskette, and installed
an autoboot on the first partition of the SCSI drive.

>2. And if so, do I need to partition the SCSI starting from C: ?
No. Your disks are already partitioned, TOS just assigns drive numbers
sequentially, ie the first HD partition it sees is always drive C.

>3. And if so how do I copy my files from the IDE to the SCSI without
> clashing the partition names and without using floppy disks.
See above! If both IDE and SCSI are connected, the IDE will be (say)
paritions C, D, E, and the SCSI will be F, G, H. If you take out _either_
drive, the remaining one will be C, D, E.

Falcons boot more slowly without an IDE, as they wait for a certain time
before deciding it's not there.

--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1444. Re: Amadeus

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3nip12$c6a@epsilon.qmw.ac.uk>
Source record: 166910

Stephen Atty (satty@cix.compulink.co.uk) wrote:
: Looks like there are two products both called Amadeus. There is the
: commercial product and then there is the one at HENSA.
: The one at HENSA is (according to the filelist) "Amadeus the Great (Command
: Line) composer 1.0"
: What this is or does I have no idea - can Danny help us out on this one

Thank you Steve, for the compliment in the other message...

The Amadeus at HENSA is not the music score writing package that was
originally asked for...here is a small description:

==========
Bored of always typing in a tortuous command line in order to carry
out a seemingly simple task?
i.e. cc myprog.c -lgem -mc68030 -o myprog.prg

Or for fans of the internet:
lzh -x -r archive.lzh d:\in_here\

AMADEUS.TTP is the answer!

All you need to do is edit the INF file to your set up, install the
application, and away you go.

Then, all you need to do, is click on an icon (such as, .lzh, or .c),
and the particular action will be performed on them. The INF file
contains a list of commands for a particular action in a particular
program. So if you click on a .lzh file, then it will be unpacked. If
you press the right mouse button while clicking on the file, then you
may view the contents of the file.
==========

It is a very powerful progam....

Danny
--
.signature.signature

1445. Re: A most obvious FAQ, and some other Q's

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.143.000A5DBB@ti.com>
Source record: 166911

In article <D7HLo2.7LB@news.hawaii.edu> gkomatsu@uhunix3.uhcc.Hawaii.Edu (Galen Tatsuo Komatsu) writes:
> While things seem to work, at the immediate time being,
>this is an even "worse" computer than my Apple //e, 800xl, CoCo3,

The 520ST is a 512K ram with 8MHz 68000 computer vs your 128K ram, 1Mz 6809 Apple //e (or did you use a 3Mhz accelerator card ?). So which do you think is better?

>and Commodore plus/4 (all but the first I never use...) mainly
>because I have no software to boot up...all I can do right now is

Most ST have the OS on ROM, unless you bought a very very old version (but for under $15 what would you expect?). You can boot up and have GEM running without any disk in the drive. There should be a A: drive when you boot up and should be in low-res mode (assuming you use a TV).

> Is there any kind of built in self test?

Unfortunately not the old ROMs. The newer ROM does.

> What kind of drive is the SF314? DD? HD?

Dunno. Most ST have builtin 3.5in double sided DD drive, unless again it the earliest model. All ST drive are DD unless some hardware modification is done on the motherboard so I am sure yours is DD. However, it could be either single or double sided.

> What kind of boffo cool stuff can this puppy do? (and
>where do I get started?)

Try the ftp site atari.archive.umich.edu or
http://micros.hensa.ac.uk/micros/atari.html for some Atari goodies.
(note micros.hensa.ac.uk only opens it's door after 8pm GMT, i think).

I suggest you get a system info program like SINF_220.LZH which will tell you something about the hardware of your ST. Then some demos just to see the graphics and sound capabilities. You may want to download the index file of the ftp site for atari programs, just to see what software are there. Have fun.

The problem you may face is to transfer file from your internet access computer to the ST. Does the 5.25 drive work? If it does then you can format a 360K 5.25 on an IBM PC and transfer file with that disk. Format on the PC, not the ST.

> Where does the 520 stand among the ST computers? (and
>what does "ST" stand for anyway? =^)

ST = 16/32 -- something to do with the bus and CPU.

HTH.

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com | ||| 486DX33 8Mb 210M HDD
MCI Email: 4673356@mcimail.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1446. Re: Falcon Games List

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: andrew@minster.york.ac.uk
Message-ID: <798820886.5@cs.york.ac.uk>
Source record: 166912

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Right I think its about time we actually tried to compile a list
: of Falcon only or enhanced games, so here goes (you'll notice
: there isn't many)

: Towers II
: Llamazap
: Robinsons Requim
: Ping 2000

Ishar, Ishar II and Ishar III use the extra colours and the enhanced audio system of the Falcon.

--
Andrew Hague -- D.Phil Research into Motivation in Human-Computer Interaction
Department of Computer Science,University of York, YORK, England. YO1 5DD
Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk
WWW - http://dcpu1.cs.york.ac.uk:6666/~andrew/ (including Atari Jaguar page)
Prospective interactive entertainment developer - I'm available for interview

1447. Re: scsi on falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504251605.AA00728@ilmen.lanl.gov>
Source record: 166913

In a previous article, jack@aurora.carleton.ca (Jack Kitowicz) wrote:

> I have two SCSI drives: a 120 MB Quantum (1992) and a 540 Seagate (1994).
> Using the german program 'How Fast' I got a maximum transfer rate of
> 1.8MB/s on the Seagate (with 1MB+ files) and 1.2 MB/s on the Quantum.

That's not surprising at all, really. Sounds about right.

Larger drives, especially the newer ones, almost always have faster
average access times than do similar yet smaller capacity drives.

-Hutch- @ Fair Dinkum Tech

1448. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504251634.AA00737@ilmen.lanl.gov>
Source record: 166914

In a previous article, kim@dksoft.ping.dk (Kim Andersen) wrote:

>In <9504211403.AA05820@ilmen.lanl.gov> Hutch wrote:
>
>>However... I DO care when you start calling Atari developers stupid and
>>try to blame them for the current and future state of the Atari market.
>
>Thats just because you don't (or wont) understand me.

What is there to misunderstand? You called Atari developers stupid.

> Unlike others i don't try answer for other people.

Unlike others I don't stereotype people and I avoid insulting them.

>If there isn't a market for Falcon software, then give me one good
>reason for saying there is a market for ST/TT software ?

I never said there is NO market for Falcon [specific] softare. My claim
is that there is a -larger- market for ST/TT software than there is for
Falcon-specific software. For some reason (gut feeling? voodoo?), you
seem convinced that there is a larger installed user base of Falcons out
there than the older ST/STe/TT machines. I disagree, and base my opinion
on the percentage of recorded sales to and warranty registration cards
received from users of both camps (data from myself and other IAAD
members). The older units far outnumber the F030. Facts, not conjecture.

>>> I'll get my PC one of these days.
>>
>>I wish you would quit threatening us and just DO IT!
>
>So now i'm threatening you Hutch ? In what way ?

In the same way that our old friend Roger does (two peas in a pod?).
You both keep telling us how you are going to buy a PC some day and be
done with the Atari because of this or that complaint. Sorry, but that
sounds a lot like a threat from a little kid who didn't get his way.

>You don't give a damn in anyway, so why do you feel a threat.

Wrong again. If I didn't care I would just ignore your incessant
ramblings. Oh, only that I -could- just ignore you. What bliss. ;-)

-Hutch- @ Fair Dinkum Tech

1449. Re: Falcon monitor switchbox

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <798822224snz@chowgar.demon.co.uk>
Source record: 166915

In article <3ni6to$7cn@sphinx.Gsu.EDU>
gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) said:-

>It might be better to get a NEC Multisync monitor, capable of both RGB
>and VGA displays. Or Commodore's Multisync for Amigas. Too many monitors
>= too much hassle =-(. It's not difficult to make a switch box, or even
>to build a RGB/VGA switch into Atari's own VGA adapter. The German
>(great!) magazine ST-Computer published the instructions some time ago.
>Maybe someone can post them here, too?
>
>Just be CAREFUL... It's not difficult to build a Falcon-monitor adapter
>yourself, but one has to build it exactly right. One wrong joint, and
>BANG! If you're unlucky..
>
>Greetings,
>Tommi

It probably would be better to buy a new monitor but as I've got both here I thought I may as well put them to some use. If somebody could post the circuit diagram here I'd be very grateful.

Cheers.

--

Simon Moore

smoore@chowgar.demon.co.uk

1450. GEM Spool FTP site (ver 3.3?)

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: renfro@bnr.ca
Message-ID: <3njlc6$2uu@crchh615.bnr.ca>
Source record: 166916

Could someone please direct me to an FTP site with the latest version
of GEM Spool, which I think is ver. 3.3? I need to give this a try
and as I understand it I need the latest version to work with Geneva.

Thanks,
Randy

PS - You can also email me at r.hoekstra1@genie.geis.com

1451. Re: TKR (Crazy Dots) by email ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: uch435@ux9.hrz.uni-dortmund.de
Message-ID: <3njdro$akj@nx2.hrz.uni-dortmund.de>
Source record: 166917

Tas (v892250@si.hhs.nl) wrote:
: Does anyone know if TKR (the maker of the Crazy Dots graphics card) can
: be reached via e-mail ?

: Greetings, Luc (v892250@si.hhs.nl)

Yes - Helge Riis has a Compuserve Adress.
Please e-mail me, I will sort it out, since I have it not with me now.

Jens

--

Jens Cardinal
Uni Dortmund, Germany uch435@ux9.hrz.uni.dortmund.de

1452. Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: jahronch@koptss03.delcoelect.com
Message-ID: <3nj89q$dh8@kocrsv08.delcoelect.com>
Source record: 166918

Mr. Small is, apparently, not working with the Spectre product anymore.

Would he be willing to post the software sources?

What about selling the sources to a company or individual? How much?

1453. Re: Re^2: Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504251621.AA00734@ilmen.lanl.gov>
Source record: 166919

In a previous article, sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) wrote:

> Hendr!K, come again, I have just dnloaded COMA280, and you say its no longer
> supported..

Since when does the mere existence of a piece of software on the boards or
give proof that it is still being supported? There is a LOT of stuff out
there for download that the authors have long ago abandoned.

-Hutch- @ Fair Dinkum Tech

1454. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199504250619.a38682@ms.maus.de>
Source record: 166920

In article <72d_9504230011@tor250.org>, Jeff Thomas
(Jeff.Thomas@balmybeach.gryn.org) wrote:
> I suspect someone will need to write some custom drivers for the Iomega ZIP
> drive because it comes in two configurations. One is a SCSI connection,
> which might be alright if you use a LINK or something. The other version
> of the drive will connect through the parallel port, and has a pass through
> so that a printer can still be hooked up to the computer through the same
> port.

Why would anyone with Atari hardware buy a drive with a *parallel*
interface? Buy the SCSI version and use it with the existing drivers...

1455. Re: CGM files

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <3njctg$r2u@ccshst05.cs.uoguelph.ca>
Source record: 166921

Simon Moore (smoore@chowgar.demon.co.uk) wrote:
: Does anybody know of a program that can view CGM (computer graphics metafile)
: format ?

I may not be completely correct on this, but CGM is a form (probably a
superset) of GEM metafiles. I once tried importing a GEM metafile from
EasyDraw) into WordPerfect on a PC, and to my surprise it worked.
WordPerfect thought it was a CGM file, but hey...

So, a possible answer to your problem may be to use a GEM drawing program
such as Kandinsky. GEMview handles GEM metafiles as well.

THeo

1456. TGZ files ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <798778156.0@mettav.exnet>
Source record: 166922

Hi to all

I know this is one of those questions that have been asked a million times before ,but what do I need (progam name) to unarchive *.tgz (TAR ZIP?) files ? Also if its a TTP the most common paramters to pass to it to get a standard uncompress to the source directory would help.

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

1457. Re: Falcon Games List

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: popemerlin@delphi.com
Message-ID: <pS68Bts.popemerlin@delphi.com>
Source record: 166923

Hi,

Remember to add Substation, Hollywood Hustler and things like Boom(demo)
and other PD titles.

See the thread Substation - more info for more info.

Phin

1458. Substation-more info

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: popemerlin@delphi.com
Message-ID: <pSz8pDm.popemerlin@delphi.com>
Source record: 166924

Substation

Storyline
In 1996, Mitushi Industries, a small Japanese industrial group, is researching alternative energy sources. What they come up with is so unbelievable it might just be possible.

Three years later, Mitushi's 'IEE' (Inside Earth Energy) base Substation at 2500 metres below sea-level provides Japan's two largest cities with all their power needs.

June 6th 2004, 11.15am: Contact with Substation is lost. In panic, Mitushi's Board of Directors pay the U.S. government an unknown amount of money to lease an 'M.E.M' (Multi-Environment Marine) to find out what has happened.

Visuals
SubStation is an incredible action game in which the player moves freely in an extremelyfast real-time gouraud-shaded 3D world. The screen refresh rate for the 3D world alone is an amazing 25fps (frames per second) in a resolution of 320*160 using 3 bitplanes.

The 3D system is a state of the art development solution written by Mikael Emtinger and Oskar Burman, and will make Substation one of the most technically advanced games ever to appear on the STE or Falcon.

Gameplay
Substation runs on any Atari STE 1Mb or Falcon with RGB or VGA monitor. Your cha
racter is controlled either using the keyboard or Jaguar PowerPad. You can run, walk, strafe, pick up items, choose between a great number of weapons, open doors, access elevators between the different sublevels and even strafe, rotate, run and fire your gun at the same time, giving you total control of your actions!

DD Audio
To further increase the horrifying atmosphere in Substation, Tord Jansson (responsible for the amazing sound routines in Obsession) developed a special sound effect system called DD Audio (Distance & Direction) which enables you to hear where monsters are lurking. The combined effect of foggy colours and pit-pat of tiny monster feet from the far left will give you nightmares....

MIDI-Link
By utilizing the link capabilities of Substation, you can play against other humans in special combat levels using the MIDI ports. Up to four players can take part in a game, either by forming two teams, or every man for himself... In MIDI-Link Mode you gain credits for which you can buy extra ammo, first-aid kits, food or new weaponry.

Scheduled Release Date : May 1st 1995
Price : 24.95GBP (UK)
26.95GBP (Europe)
29.95GBP (Rest of the World)

Available from : MERLIN
PO Box 77
Stroud
Glos
GL6 9YD
U.K.
Telephone : 01452 770133
Fax: 01452 770133

or EMAIL orders : POPEMERLIN@DELPHI.COM
Credit Cards only. Cheques/Cash/Postal Orders must be sent.
All Payment must be in Sterling.

Hope this helps.
Sorry for the mistake in the setting halfway through but the 80 character thing gets a bit confusing.

Phin

1459. Re: Zero-5 demo

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: popemerlin@delphi.com
Message-ID: <pwydB-t.popemerlin@delphi.com>
Source record: 166925

Ian Taylor <Ian_Taylor@a2w.maus.sub.org> writes:

>Unfortunately there is no automatic demo, documentation or email
>address so I don't know what more I get after paying the 25 pounds
>sterling for the full version. I'm tempted.

Hi,

We sell Zero-5 and can tell you that you get a great deal more for your
27.95GBP (extra postage to Denmark) and take credit cards.

Zero - 5 ,the full version, has over 15 missions with more on their way.
It also includes the option to have your own picture digitised into the game
and used as your pilot's picture.

The game is great fun and plays for a long time.

If you do want to order it, you can email us your details to POPEMERLIN@DEL
PHI.COM.

We will send it out the same day as the order is received.

Phin

1460. Re: Verdict on Atari World Please?

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0s3sk9-000CBvC@black.csi.cam.ac.uk>
Source record: 166926

In article <D7JLI3.Bu2@bath.ac.uk>, ma2ljg@bath.ac.uk (L J Greenhalgh) wrote:

> Can we have some programming tutorials which cover complex
> issues, not just the usual opening a window kind of thing.

Doug Little said on NeST that he was planning on writing something about
programming the DSP (assuming Vic agreed of course)

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Speed kills. Use microsoft Windows **

1461. SM 147 For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: malay@reston.unisysgsg.com
Message-ID: <D7LGqH.LsJ@reston2.reston.unisysgsg.com>
Source record: 166927

Make a reasonable offer which includes shipping.

Bob Malay

--
//
/ /
/ Robert M. Malay Unisys Corporation /
/ Government Systems Group /
/ 12010 Sunrise Valley Drive /
/ Reston, VA 22091 /
/ /
/ malay@reston.unisysgsg.com /
/ 703.620.7750 /
/ /
//

1462. Re: HD for atari 1040ste?

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDZSBGBGUP@galaxy.teuto.de>
Source record: 166928

In <9504181322.AA04402@ilmen.lanl.gov> Hutch wrote:

>If it is only the mechanism itself, then you can do much better (such as
>a new Quantum 730Mb 3.5" LPS SCSI for $259 from various dealers).

The Lightning 730 is a great drive. Fast. And the Parity-Jumper does work on
this one, unlike some of the smaller drives, e. g. LPS270/540S.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1463. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDZSBGBJUP@galaxy.teuto.de>
Source record: 166929

In <djs.798208461@gen-off-3> David Stevenson wrote:

>hutch@ilmen.lanl.gov (Hutch) writes:
>>Er... not that it really matters in the long run but considering how many
>>more ST/STe/TT machines are in existance compared to Falcons, why do you
>>think this was a stupid idea? I would have done likewise.

>It doesn't matter how many "exist". It's how many are "in use" by people
>still spending money on their Ataris. That's what counts.

Quite right. But the number of ST/STe/Mega/MSTe/TTs still in use is larger
than the number of Falcons out there. And _that_ counts.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1464. Re: FOR SALE: NEW 540MB Quantum HD in ICD FA-ST C

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDZSBGBMUP@galaxy.teuto.de>
Source record: 166930

In <Up-FDSVDCVE@ttgk.textlitho.nl> Gert van der Knokke wrote:

>In <9504171935.AA04095@ilmen.lanl.gov> Hutch wrote :
>>But I wouldn't have a Samsung drive at -any- price! :)
>Well, do you have any substantial evidence that Samsung drives are bad ??

Not necessarily, but I would stick with Hutch on this one.

It is a matter of personal preference, I guess. I would never buy a Japanese,
Korean, whatever-Asian car, too.

>The VCR they produce are known for their quality and fair price, some of

Are they? Dunno, I'd rather stick with my Panasonic S-VHS :-)

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1465. Re: Barracud, was Re: TT Specs?

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FDZSBGBPUP@galaxy.teuto.de>
Source record: 166931

In <3n8dkg$lvr@epsilon.qmw.ac.uk> D.Bhabuta wrote:

>: And ATM a cute lil' easterbunny is sitting on my lap ...
>Hey Hendrik..I think you need to go and see a psychiatrist and Optician. :-)

Yo Danny,

perhaps it was someone dressed up as an easter-bunny ;-)?)

[rude awakening]

Nah, it was only a dream ...

Hendr!K

1466. Re: HELP!!! ST in the recording studio

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D7M4F8.B3L@cix.compulink.co.uk>
Source record: 166932

> 3) Simply turning the monitor, and especially the computer on, adds
>line noise to the mix. I've tried using an outlet strip that filters noise
>but it doesn't seem to do any good. Is there any other way to eliminate this
>problem?

You could try ferrite rings and loop the wires through them - its a classic
way of getting rid of radio frequency interference.

Steve

1467. Re: scsi on falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: trek@ihgp6z.ih.att.com
Message-ID: <D7Loz0.7nu@ssbunews.ih.att.com>
Source record: 166933

In article <1242rcain@nest.demon.co.uk>,
Roger Cain <rcain@nest.demon.co.uk> wrote:
>On 22 Apr 95 Peter wrote::
>
> PK> Question: is it true that SCSI drives operate slower on a Falcon
> PK> than on other computers? And if so, why?
>
>A statement phrased in such a general way can't possibly be true.
>
>For a given SCSI drive it's performance on various computers will be
>determined by:
>
>1.SCSI bus data rate.
>2.Efficiency of disk driver.
>3.Efficiency of operating system file utilities.

and lets add 4) Interleave
to the list. Wayne

There are many things that could make them appear to be slower. People
here can tell you how close they have managed to get their scsi drives
to the maximum stated throughput rates and then you might have a rough
gauge as to the truth or falsehood of the question.
Wayne Booth
>
>Without knowing all the details it's impossible to say but the user can
>usually only influence 2) and I have heard that the Hushi driver is the
>fastest on the Falcon
>
>Roger
>rcain@nest.demon.co.uk
>
>
>--

1468. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <p65-JFq.mindbomb_bbs@delphi.com>
Source record: 166934

Dennis McGuire <mcguired@moose.erie.net> writes:

> The Iomega Zip drive is selling for $199 US at any Mac mail order
>place. The cartrdiges are $19.95 or 10 for $149. I haven't seen the
>parallel port version of the Zip drive actually available anywhere yet,
>but it's supposed to be on itss way shortly.

I saw this drive in the Macwarehouse catalog, has anyone got it up an working
on an ST w/Link? Normally I'd have bought it by now, but the last drive I
got (a 540 Lacie Joule) wouldn't converse with my old ST :}

Anyone got a ZIP...?

mindbomb_bbs@delphi.com

1469. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995Apr25.200137.42271@cobra.uni.edu>
Source record: 166935

In article <9504200312238843@equinox.org>, joseph.reed@equinox.org (Joseph Reed) writes:
> HAH!
>
> You have been duped my friend! You have been duped into...
>
>
> A) Thinking that more memory consumption=more power
> B) 1/2 meg systems aren't inet capable
>
>
> The only reason power mac/pc/fill in the blank systems have programs
> that are so huge, is because of lousy programming practices, it takes
> the avg visual c programmer 1K to do what an ASM programmer can do in
> 1/4K. Plus, a friend of mine managed to inet connect an atari 520st to
> the inet. that's genius
>

The Programs are also a lot more powerful, DAH! Ever use WordPerfect, Word
5.1? ClarisWorks 3.0 puts AtariWorks to shame and demands alot less on system
resources. At least we have choices according to our needs.

Was your friend able to access the graphics as well?

So how is Wing Commander on the ST?

>
>
> ==
> = What? me use a proc made by IBM and Apple, wouldn't that =
> = be 2 strikes against it already? =
> ==
> = LINUX x86/68K/MIPS/ALPHA The choice of a GNU generation! =
> ==
> = avatarwm@towne.sat.tx.us -or- joseph.reed@equinox.org =
> ==

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

1470. Re: Linux ST

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: peterw@io.org
Message-ID: <3nk96e$87h@pinch.io.org>
Source record: 166936

mwegner@dial.illinois.net wrote:

> I didn't realize Linux was available for the ST... where might I be able to
> FTP it from??

>(any direct mail can be sent to ben Kamen c/o
> mwegner@dial.illinois.net)

> - Ben Kamen

me too

peterw@io.org

```
/ 7
/_( Peter Weinzettl
|_| Fandom Paradise, The Shop For Modern Rock
|_| Toronto, Ontario, Canada
|_|
|_| /\ Email: peterw@io.org
/\|=|/ / WWW: http://www.io.org/~peterw
\ |_| /
) _ \ If all the world's a stage........
/ |_| \ ......... I need a more guitars!
/ -=-o /
\ /~\_/
\/
```

1471. Re: HELP!!! ST in the recording studio

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: Stephen Haynes <mountainair@delphi.com>
Message-ID: <Ju3dJZm.mountainair@delphi.com>
Source record: 166937

Stevie Lunchmeat <smiller@joule.elee.calpoly.edu> writes:

>> 1) Can putting the monitor between two speakers (they're about 4 1/2
>>feet apart) harm the monitor? I've noticed a bend develope on the edge of
>>the screen image but am not sure if it's related to the placement of the
>>monitor.

Placing the monitor between your speakers can damage the monitor permanently as stated previously, it also may be the source of your line noise. Where is your monitor cable running ? Keep these things as far apart as possible.

As far as the line noise goes, search out the source of the noise itself. Quiet often it is only compounded by the computer. If you have rack gear, isolate all pieces. Wooden rails are the best solution but there are alternatives.

I guarantee that your computer is not magically creating noise in all your gear. More likely that one piece is not happy with the ground of some other piece and the Atari was the last straw. These grounding problems start often in the MIDI flow and then travel thru the rack rails.

Nylon washers and screws are a good alternative to wooden rails and make sure the rack cases are not touching. Good luck.

1472. Re: SubStation - Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: Patrik Sanfridsson <z94patsa@isy.liu.se>
Message-ID: <3ni5ce$5qi@newsy.ifm.liu.se>
Source record: 166938

AFAIK, no demo yet, but there's an intro and some screenshots to be found on STacken BBS (+46-142-19331).

Patrik Sanfridsson 1st year student in Computer Engineering
t94patsa@und.ida.liu.se Linkoping Institute of Technology, Sweden
z94patsa@isy.liu.se http://www.edu.isy.liu.se/~z94patsa

1473. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3ni3j1$6lo@sphinx.Gsu.EDU>
Source record: 166939

sinclap2954@cobra.uni.edu wrote:

: BZZZT. First off, the PC first came out in 1981. Second, I could say that the
: Falcon is 80's technology. Third, the PowerMac has hundreds of native apps
: that will leave the Falcon at the starting gate. Fourth, the Falcon's
: installed base is less than the Jag, so how can you say that people love it.

Oh, boy! Are you trying to say that people don't love Rolls Royces, or
Ferraris because there are more Fords on the road ;-) ..?

This is getting better all the time !

: Whats an Eagle?-> You see the public does not know or care. Where can I touch
: an Eagle? The Medusa 060 is not available to me down the street and would
: exceed the cost of a PowerMac 8100!

Are you the people who don't know, nor care?
Many people here know quite well, and even more want to know more =-) !

: > : Mac OS is fine whats wrong with your?
: >
: Really, My OS blazes whats wrong with yours? GEM is a pathetic joke. Has the
: look and feel of GEOS on the C64. My OS is plenty of stable with extensions and
: performs well at file sharing something you cant do with your GEOS OS with
: ease!

Your words confuse me: first something is wrong with mine.. My what?
And the next moment your OS blazes what is wrong with mine - again. Very
interesting, indeed! Do you mean: what is wrong with _my_ operating
system? Only the doctors can tell that. But you must be right: MacOS
really affects my brain. It sometimes creates me a strange desire to get
me a sledgehammer, and a twelvepack of beer... Very strange.

GEM is a pathetic joke, isn't it? Bravo! That's the first time ever I
hear such a comment. But if your words are true, then GEOS must be pretty
nice ;-)

: Know but advocating a dead platform is dead wrong. So how is Mosaic and
: Netscape on the Falcon?

How will Mac be in the future? Some people in the industry forecast Apple
very hard times.. Even "death". Those people may be wrong, but... You
never know. Besides, I'm glad you're not my doctor. You'd put me into
grave alive without a second thought. You know, nobody would sacrifice
lots of money and effort to build Atari-clones in Germany, if this was a
"dead platform", would they? You should know the Germans better...
They're stone-hard business people. If they think Atari-compatibles have

a future, I'm not the first one to say they're wrong.

: > Just for curiosity: why do you still hang around in Atari areas, when you
: > apparently can't stand our attitudes ;-) ? Want the last word? You made
: > your decision, but it was yours alone. Hope you're happy with it, but
: > I hope you don't just want to quarrel or boast. You may wonder why, but
: > we don't really envy you any more than you envy us. This arguing about
: > Falcon vs Mac isn't worth arguing, after all.. Different computers!

: when there is misinformation directed at the platform I use, its my business.
: It's not roses in the ST/Falcon world

It's not roses anywhere - as long as we have MicroShit with us. And
speaking of misinformation... What it is you're giving here? What makes
you think you can tell us "hey, guys: did you know you don't exist!
You're dead!" - and at the same time think that every criticism toward
Mac is "misinformation" ? Think about that, too.

Greetings,

TH

1474. Re: Falcon monitor switchbox

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3ni6to$7cn@sphinx.Gsu.EDU>
Source record: 166940

Phil Hodgkins (phodgkins@cix.compulink.co.uk) wrote:
: In message <798663822snz@chowgar.demon.co.uk>, smoore@chowgar.demon.co.uk said:

: >Has anybody got an RGB and a VGA monitor hooked up to their Falcon ?

It might be better to get a NEC Multisync monitor, capable of both RGB
and VGA displays. Or Commodore's Multisync for Amigas. Too many monitors
= too much hassle =-(. It's not difficult to make a switch box, or even
to build a RGB/VGA switch into Atari's own VGA adapter. The German
(great!) magazine ST-Computer published the instructions some time ago.
Maybe someone can post them here, too?

Just be CAREFUL... It's not difficult to build a Falcon-monitor adapter
yourself, but one has to build it exactly right. One wrong joint, and
BANG! If you're unlucky..

Greetings,
Tommi

1475. 32 MHz for Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3ni9ae$99i@sphinx.Gsu.EDU>
Source record: 166941

How do those cheap Falcon accelerators work? I think I heard someone mention that it's possible to get the 32 MHz frequency rather easily from Falcon's motherboard. Is is possible, anyway, to make a similar accelerator as "Power-Up", etc. at home ..?

Can anyone give exact instructions?

What about PAK 68/3 on Falcon ?

It would also be very useful to raise the bus speed to 18 or 20 MHz. Some accelerators do this - but how..? Any chance to do it yourself?

Thanks for info/help !

TH

1476. Jekyll on Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3ni8kd$90n@sphinx.Gsu.EDU>
Source record: 166942

Has anyone managed to get the excellent JEKYLL/HYDE telecomms program to work on Falcon..? If so, what version and how? I couldn't get the program to make a connection between two Falcons.

Any wiser people there =-) ?

Thanks for help!

Tommi

1477. Re: Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: Anthony Jacques <jacquesa>
Message-ID: <3ni9gt$40m@m1.cs.man.ac.uk>
Source record: 166943

mbaffoni@skat.usc.edu (Michael Baffoni) wrote:
>In article <3me2nm$e08@turing.fwi.uva.nl>,
>M. Dekker <mdekker@fwi.uva.nl> wrote:
>>iagaw@cluster1.urz.uni-halle.de wrote:
>
>>:Can anyone tell me, when UDS will release theyr Doom-clone (I think the
>>:name was Substation) for the STE and Falcon?
>
>>will it run only on an STE or also on my STfm?
>
> I want to know if it will run on my TT...and my Nova card! If I'm
>gonna buy Doom, I want it at least the same quality as the PC, but it would
>be acceptable if it were like the Jaguar port - half resolution, but at
>32k color. Hmmm...640x480x32k colors sounds fun...slow but fun... :).
>Although, if they follow the Jag. port, I hope they remember to put the music,
>levels, etc. back in.
>

My guess is that it wont work on the TT as it'll use the BLiTTER.

Also, PLEASE stop calling it a Doom clone. It is nothing like Doom, in that it uses a completely different way of drawing - shaded, but not T-mapped. The gamplay element may be similar, but the word "clone" implies that it looks similar as well...

<Rant mode off>

STF said that there was not going to be a Falcon only version. Anyone know if this is true?

See ya

Anthony

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"Its not supposed to be funny, its supposed to be true" - A maths lecturer
---

1478. Re: Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3nia5f$49i@m1.cs.man.ac.uk>
Source record: 166944

Why is it that Netscape tells you that its failed to send things, when it has actually done it?!?!?!?

Hmmm...

Anthony
--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"Its not supposed to be funny, its supposed to be true" - A maths lecturer
---

1479. OASIS

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <7d1_9504261352@tor250.org>
Source record: 166945

```
P > This is an announcement for a new package comming for the
P > Atari range of computers called OASIS. OASIS is a GEM based
P > off-line reader replacing the complete set of AtariNos
P > off-line utilities, the only items retained are the NOS
P > on-line software and the DEMON.TOS batch file launcher.

This sounds interesting. Is this software designed to work only
with DEMON, or will you be able to configure it for use with any
Internet server?

... ebius tagline. This is a moebius tagline. This is a mo ...
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
```

1480. MagiCMac demo

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <7d2_9504261352@tor250.org>
Source record: 166946

W > Is the actual MagiCMac demo in German? I managed to look at
W > the MagiCMac Q & A executable and didn't understand one bit of
W > it as it was in German. Unfortunately, the Mac emulator which
W > I was using crashed when running the demo, I think MagiCMac
W > need system 7 which the emulator doesn't support.

yes, the demo is in German; hopefully someone at System
Solutions will release an English demo of it. The program available
now from SS is fully in English.

And yes, it does require System 7 - it also requires a minimum
of 8 megabytes RAM, 350 mB hard drive, and a 68030 processor on a
Macintosh.

BTW, wouldn't it be easier just to run the Atari version of
MagiC on your computer :). You ARE running an Atari, aren't you?

... Captain's Excedrin Headache #587 - Wesley Crusher
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

1481. Re: FOR SALE: NEW 540MB Quantum HD in ICD FA-ST Case

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950425.171551.33@powerslv.demon.co.uk>
Source record: 166947

In message <9504171935.AA04095@ilmen.lanl.gov> Hutch wrote:

> In a previous article, bstract@wam.umd.edu (Lost) wrote:
>
> > Hutch wrote:
> : >Those are good prices, but I would -never- try to compare either a
> : >Samsung or a Seagate drive with the high quality Quantum mechanisms.
> >
> >Actually, I use a Quantum for my ST, and a Seagate on my IBM... I
> >haven't noticed one or the other being *better*... Each has performed as
> >well as the other... Hutch, I trust your judgement, as you seem to be one
> >of the more intelligent people in this group, but I would disagree with
> >you on this...
>
> "More intelligent?" Nyah, just a bit older than the average Atarian. My
> senility is sometimes mistaken for wisdom. ;-)
>
> I will admit that Seagate hard drives do seem to be a bit more rugged
> than they used to be. Many 'old timers' can surely relate a few horror
> stories about trashed Seagate drives and the old 'stickion' problem that
> seemed to be a Seagate patent secret a few years back. :) But, those new
> Seagate Barracuda units seem to be doing pretty good in that I haven't
> heard any complaints about them that I can recall. Even so... I still
> prefer Quantum mechanisms over Seagate but that's just -my- preference.
>
> But I wouldn't have a Samsung drive at -any- price! :)

I'm with Hutch on this one - first hard drive I ever owned was a 30MB one
from Technomatic which plugged into the 1MHz bus on the Beeb. It had a Seagate
mechanism and came with a free game called "Will the drive start this morning?"
Not an awful lot of fun really - especially if you hadn't backed up in the
last month (but then again, only a fool wouldn't make regular backups :)

Incidentally, 5 of the 6 hard drives distributed round the flat (30MB-420MB)
are Connor or Quantum mechanisms (the sixth is in the A4 and we haven't
the guts to start dismantling portables) and we've had no problems at all
except for a slightly noisy fan on my MiniS which SS say they'll fix if I
bring it in - except if I did that, I'd really need to back the drive up
and I can't afford any more SyQuest carts right now.

--
Cheers __
| /\ |\ |
\/ \/ | \|

1482. SDS

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950425.165716.35@powerslv.demon.co.uk>
Source record: 166948
Cross-posted to: comp.sys.atari.st,comp.music

Can anybody point me to an SDS FAQ or answer a couple of queries I've got. I've been trying to hack out the format from the raw dumps and a couple of mentions made in old back issues of SoS but I've as yet been unable to work out the following:

How is the 7bit encoding done - I've not yet found out how this works, tho' I've tried a few possibilities.

How is the packet checksum calculated (CRC? Adds mod 256?)

How does the data in the first packet (apparently header and format rather than sample) work - what's there and how's it encoded.

I'm asking because I'm currently in the middle of writing an S01 companion and while Akai were very helpful (thanks go out to all at Haslemere) in providing S01 (& S1000) sysex specs, the IMA want money for the SDS specs (technically MIDI v1.0 r3.3) and I'd rather not fork out if I can avoid it.

TIA for your time, bandwidth and disk space.

--
Cheers __
| /\ |\ |
\/ \/ | \|

1483. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950425.172631.82@powerslv.demon.co.uk>
Source record: 166949

In message <9504172053.AA04260@ilmen.lanl.gov> Hutch wrote:

> In a previous article, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:
>
> >My Falcon runs Calamus SL as fast as any 486 PC runs PM or Ventura - or
> >a 68040 Mac runs whatever publishing software.
>
> Wow! That's a pretty strong claim there, Tommi. Would you be willing to
> submit to some kind of comparison testing? I don't own Calamus SL any
> longer and honestly I just don't remember it being quite THAT fast.
>
> Hey, If the Falcon's 16MHz 030 can outrace a 486-100DX4 PC or a 40MHz
> 68040 Mac in identical dtp tasks, then that really IS saying something.
>
> And if Calamus SL on a Falcon030 is that good, the world should know!

Personally, I'd find this easy to believe - the OS overheads imposed by TOS &
GEM are way lower than those of either S7 or (esp.) Windoze. I haven't seen
VP5 yet but if it's running at a speed even comparable to old versions
running under DOS/GEM without needing vastly more powerful hardware then Corel
must be related to some deity.

ObRidiculousPower: for Ventura-esque DTP (ie books, theses etc) at REAL speed
try FrameMaker running on an fast SparcStation.
Unfortunately, I left that lab, but the memory still
lingers.

--
Cheers __
| /\ |\ |
\/ \/ | \|

1484. Re: Digital Recording

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950425.164641.29@powerslv.demon.co.uk>
Source record: 166950

In message <3msqbk$8u5@umbc8.umbc.edu> GoZeR GoZeRian wrote:

> Hey all,
>
> Right now I'm using a 520st, 1Mb RAM,w/ 20 Mb HD for just basic MIDI
> sequencing and I was wondering if there was any software around to do
> actual digital recording.

Yup - Cubase Audio and a Yamaha CBX-D5. Gonna cost you serious bucks tho' -
the CBX-D5 is a very sexy and very expensive (and very late :) standalone
D2D recorder with, AFAIR, the equivalent of 2 SPX900s thrown in (to help
justify the price?) and all the fancy tricks you could want to perform in
the digital domain at your (virtual) fingertips.

--
Cheers __
| /\ |\ |
\/ \/ | \|

1485. Re: Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: Anthony Jacques <jacquesa>
Message-ID: <3ni9g8$40m@m1.cs.man.ac.uk>
Source record: 166993

mbaffoni@skat.usc.edu (Michael Baffoni) wrote:
>In article <3me2nm$e08@turing.fwi.uva.nl>,
>M. Dekker <mdekker@fwi.uva.nl> wrote:
>>iagaw@cluster1.urz.uni-halle.de wrote:
>
>>:Can anyone tell me, when UDS will release theyr Doom-clone (I think the
>>:name was Substation) for the STE and Falcon?
>
>>will it run only on an STE or also on my STfm?
>
> I want to know if it will run on my TT...and my Nova card! If I'm
>gonna buy Doom, I want it at least the same quality as the PC, but it would
>be acceptable if it were like the Jaguar port - half resolution, but at
>32k color. Hmmm...640x480x32k colors sounds fun...slow but fun... :).
>Although, if they follow the Jag. port, I hope they remember to put the music,
>levels, etc. back in.
>

My guess is that it wont work on the TT as it'll use the BLiTTER.

Also, PLEASE stop calling it a Doom clone. It is nothing like Doom, in that it uses a completely different way of drawing - shaded, but not T-mapped. The gamplay element may be similar, but the word "clone" implies that it looks similar as well...

<Rant mode off>

STF said that there was not going to be a Falcon only version. Anyone know if this is true?

See ya

Anthony

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"Its not supposed to be funny, its supposed to be true" - A maths lecturer
----

1486. Re: scsi on falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: jack@aurora.carleton.ca
Message-ID: <D7KzoD.H79@cunews.carleton.ca>
Source record: 166994

For those interested in SCSI performance on a Falcon:
I have two SCSI drives: a 120 MB Quantum (1992) and a 540 Seagate (1994).
Using the german program 'How Fast' I got a maximum transfer rate of
1.8MB/s on the Seagate (with 1MB+ files) and 1.2 MB/s on the Quantum.
The newer Seagate also performed much better with smaller files propably
due to the faster seek times.

The only problem seems to be that I can't copy files bigger than 4MB
as I get device not recieving data errors. Is this a problem with the OS
copy routines? I've heard that this problem might be solved with Kobold
though as I only have the demo version I cannot test this out.
Has anyone else had this problem and/or found a fix?

(the problem persists even in 640x200x2 on an RGB monitor.)
Everything seems to work OK with the IDE drive though...

** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

1487. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3niaqj$7n7@news.iesd.auc.dk>
Source record: 166995

In article <3n4nmk$a3c@usenet.INS.CWRU.Edu>, sxp17@po.CWRU.Edu (Sanjay Parker) writes:
>
> Along these same lines, it has been my PERSONAL (read- limited) experience
> that those who own higher ended machines (especially the Falcons) are the
> ones who are actually buying products for their computers. I had a second
> hand 520 ST for three years without acquiring ANY new software- I used it
> only for sequencing, and bought some second hand programs here and there.
> I didn't understand why all the software cost more than I paid for my
> hardware.
>
> Now, I have a Falcon, and I am STARVING for new software. Case in point- I just
> bought PinBall Dreams at the ACE show. I don't really care for pinball,
> but just wanted to see the newest game for my Falcon, and support the
> companies that made it possible. People who have the newer machines are
> the ones who are spending the money. Most Falcon owners
> I know have CD-ROM drives and decent size hard drives, and are on the
> lookout for new products. In contrast, I know many people who have 520 or
> 1040 ST's, and they are collecting dust in a closet somewhere.
>
> The Falcon hardware is definitely capable of competing with other platforms
> for a few years to come (especially with 3rd part add-ons) . . .
> The software, although scarce, is quite good
> actually. I still have reservations about recommending Falcons to my
> friends (who are definitely interested), because they must 'hunt' for
> support. . . but for the right persons, the Falcon is ideal.

Just my words :-)

I have exactly the same exsperience. Falcon owners (and some TT owners) I know, are
the ones whos actually interested in buying new hard&software for their machines.
Personally I also bought PINBALL DREAMS (great pinball) and in addition I've bought ISHAR,
ISHAR III (extremely nice graphics), LLAMAZAP and STARDUST (a winner!).
And I think I`m going to buy SUBSTATION (even though it's only an STe game) and
OBSESSION-Falcon version (when it's finished).
Other Falcon-owners that I'm frequently talking to also bought some games and some
productivity software.
We Falcon-owners bought Falcons to _upgrade_ and use enhanced (and faster) software
and hardware, and therefore we're also trying to support it by buying the things we find
interesting.
I also know some ST owners, and they`re absolutely 'boring` to say it least, they
are definitly not the ones that are buying new things, they mostly try to get a copy
of some software somewhere. And they're not ones whos supplying any new "waves" in our
local computerclub.
Actually the Falcon-owners work quite close with PC and AMIGA owners in the club, because
the Falcon-owners kind of feel more aquinted with the other modern users.

We often exchange graphics, 8, 12 or 16 channel music modules, programming exsperience etc.etc. And yes, CD-rom on Atari is definitly Falcon! :-)

Keep Cool and Flying...

ChainXOR...

1488. Re: TKR (Crazy Dots) by email ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: koehne@troja.informatik.uni-dortmund.de
Message-ID: <3nibo9$p04@fbi-news.informatik.uni-dortmund.de>
Source record: 166996

In article <D7JEx9.25M@si.hhs.nl>, v892250@si.hhs.nl (Tas) writes:
|> Does anyone know if TKR (the maker of the Crazy Dots graphics card) can
|> be reached via e-mail ?

You can't reach them directly but some members of them are reachable in the
MAUS-Net.

Bye

...Patrick

1489. Re: TKR (Crazy Dots) by email ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: koehne@troja.informatik.uni-dortmund.de
Message-ID: <3nibv7$pdm@fbi-news.informatik.uni-dortmund.de>
Source record: 166997

```
In article <3nibo9$p04@fbi-news.informatik.uni-dortmund.de>,
koehne@troja.informatik.uni-dortmund.de (Patrick Koehne) writes:
|> In article <D7JEx9.25M@si.hhs.nl>, v892250@si.hhs.nl (Tas) writes:
|> |> Does anyone know if TKR (the maker of the Crazy Dots graphics card)
|> can
|> |> be reached via e-mail ?
|>
|> You can't reach them directly but some members of them are reachable in
|> the
|> MAUS-Net.

Subscribe to the newsgroup maus.sys.atari.hardware and ask there again....

Bye

...Patrick
```

1490. Re: Persistence of Vision (SLOW!!)

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3nic3m$394@percy.cs.bham.ac.uk>
Source record: 166998

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>David Stevenson (djs@jet.uk) wrote:
>: rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>
>: >I was running POV last night on my 4mb Falcon with FPU. However after
>: >waiting 3 hours it still hadn't finished.
>: Silly question; are you rendering at 4x3 or 4000x3000?
>I was running in 640*480 * 256 colours!!!

What size *picture* where you producing, not what size display! ;-)

Where you anti-aliasing?

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

1491. Falcon Games List

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2f9caa36_Sven.Bornemark@p56.dada.ct.se>
Source record: 166999

Hi Rod,

> Right I think its about time we actually tried to compile a list
> of Falcon only or enhanced games, so here goes (you'll notice
> there isn't many)
>
> Towers II
> Llamazap
> Robinsons Requim
> Ping 2000
>
> Does anyone know of any others?

Sure:

Golden Island
Oxyd 1 (VGA version)
Oxyd magnum! (VGA version)
Shocker II (VGA version)
N.o.B.I. Brainstorm (in VGA mode)
N.o.B.I. Racing (in VGA mode)

All German. All great!

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

1492. WHAT IS MAGICMAC ??

Newsgroup: comp.sys.atari.st
Date: 1995-04-25 00:00:00 UTC
From: sanskrit@techunix.technion.ac.il
Message-ID: <D7L3ww.6A@discus.technion.ac.il>
Source record: 167000

Basically the question is What is Magic Mac ? I have NO clue
Thanks
--

GREETINGS !!!
THIS IS MY SIG FILE !!

1493. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3nle3n$63a@banaan.fwi.uva.nl>
Source record: 166751

i0080108@ws.rz.tu-bs.de wrote:

:Phil Hodgkins (phodgkins@cix.compulink.co.uk) wrote:
:: In message <1995Apr22.110242.42098@cobra.uni.edu>, sinclap2954@cobra.uni.edu said:
:
:: >Your opinion. WWW improves by the month , year and so on.
: ^^^^^^^^^^^^^^^^^^^^^^^^
:You are sure about that?
:Look at the S/N-Ratio!
:When it started we had about 50% Noise,
:now we have about 99% Noise (and increasing)
:
:Today WWW is a collection of GIF at your mouseclick,
:It is impossible to get information without knowing exactly where
:to find it.
:
:: BTW I use a PC at work, and hate the thing - I made sure it was a 33 Mhz
:: 486SX with a 256k cache and a video acc just so that it was fast enough
:: not to drive me nuts, as you know Windows is SLOW.

why did you insist on having such a slow 486? at least you should get
a 486dx2/66. and 8mb ram of course. Windows is slow indeed. I HATE
windows.

:
:Try Linux :-)

indeed. prepare to get more ram as the 8 you probably have(at most) is
only just enough.
Linux with 4Mb is as slow as Windows, I guess, certainly on such a sluggish
486 as you have.

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

1494. Re: Persistence of Vision (SLOW!!)

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3nm4jp$mq2@bs33n.staffs.ac.uk>
Source record: 166752

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: I was running POV last night on my 4mb Falcon with FPU. However after
: waiting 3 hours it still hadn't finished.

: I selected box.pov (from the level 1 screens). My other settings
: were 2100k buffer and no multitos.

: Is it normal for it to be this slow?

I've never used it myself however I suspect that if the version you had
didn't take advantage of the 030 or FPU then it wouldn't benefit from
being run on a Falcon.

Richard

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

1495. Re: Thing

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: stinformer@chatlink.com
Message-ID: <3nmi4h$7qi@chatlink.com>
Source record: 166753

Arno Welzel (aw@zaphot.augusta.de) wrote:
: In <FDOWAHALUP@galaxy.teuto.de> Hendrik Mylius wrote:

: HM> In <FDHSDGAVUP@zaphot.augusta.de> Arno Welzel wrote:
: HM>
: HM> >Or you can try Thing - the version, wich was tested by ST Computer,
: HM> >was the _very first_ release 0.24(!) The current version is 0.31
: HM> >... and there is an english version available too - just email me :)
: HM>
: HM> What a shameless plug, Arno ;-) The author himself doin' some ads.
: HM>
: HM> Go stand in the corner for a while :-))

: I will do so ;-) But my intentions was only to inform the English
: speaking world, that there is an english version too and that a im
: still working on this project.

: Cu...

: --
: Arno Welzel (aw@zaphot.augusta.de)
WHAT IS THING... Never heard of it...
Please edify...
"Keep on Keepin' On"
Rod MacDonald @ ST-INFORMER on GEnie
[stinformer@chatlink.com]

1496. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: stinformer@chatlink.com
Message-ID: <3nmiqt$8b7@chatlink.com>
Source record: 166754

Kim Andersen (kim@dksoft.ping.dk) wrote:
: In <199504170617.a10862@wi2.maus.de> Julian Reschke wrote:

: >>Rumors is known to be Heidleberg causing the delay. I think they demanded
: >>an ST/TT release before the Falcon release... Totally stupid!!
: >
: >Rumors are just that: rumors. Application Systems Heidelberg decided not
: >to wait for the Falcon version, so that the release for other systems
: >wouldn't be delayed any *further*.
: >

: Perhaps you're right. But there should never have been a ST/TT version
: before a Falcon version.

: Greets
: Kim

: --
: /---\
: | DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
: \---/
Oh Contraire... there is a greater population of ST/TT machines than
anything else. If MagiC is as smart a marketer as they should be, go for
the largest segment of machines first. Get some sales, then continue
development for other segments of the market. They are just being smart
about things.. Give them some credit... Falcon development will take
place as funds permit.. who knows, and advance order on your part might
even speed things up.

"Keep on Keepin' On"
Rod MacDonald @ ST-INFORMER on GEnie
[stinformer@chatlink.com]

1497. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Apr26.152548.268@genrad.co.uk>
Source record: 166755

In article <a5a_9504231806@tor250.org>,
Dan.Dreibelbis@balmybeach.gryn.org (Dan Dreibelbis) writes:

] Well, Darek Mihocka, the developer of GEMulator for the PC (and a
] Microsoft employee), thinks that Windows 3.1 and 3.11 are an
] inelegant joke, and that Windows '95 (that even in the final beta is
] experiencing major problems) will prove to be an even bigger joke if
] and when it's EVER released. (He does think the best PC operating
] system is Windows NT).

I hope Bill Gates doesn't read this newsgroup or you may have put
Darek out of a job :-)

Paul

1498. Re: Falcon DSP modem?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Apr26.153934.269@genrad.co.uk>
Source record: 166756

In article <199504170301.a20709@iz.maus.de>, Ole_Pahl@iz.maus.de (Ole Pahl) writes:

>PH>I don't know what typical processor commercial modems use, but if it's
>PH>more powerful than a 56001 at 32MHz it must be quite something!
>
>ZyXEL uses 2 TMS320 DSPs in their 19k2 modems which aren't as powerful as
>56001s by far, I think.
>

Depends which 320s really Ole. The TMS320C80 is a monster of a DSP!
What number comes after the TMS320? Some of them are floating point, probably
significantly more powerful than a 56001 (though I've never used the TI
range of DSPs, I went to a TI seminar where they showed them all off)

Paul

1499. Re: st fan question

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Apr26.151145.266@genrad.co.uk>
Source record: 166757

In article <D7IKMo.FE9@sdf.saomai.org>,
ekl@sdf.saomai.org (Evan Langlois) writes:

>There is a small device available now, used in portable coolers and
>portable heaters. It's a freon-less system. In fact, it doesn't
>contain any moving parts. Its a tiny device, about as long as the
>a large IC (smaller than the mc68k).
>
>I'm not sure how it works, but you apply DC power to it. If you
>connect it one way, it gets very hot - reverse the wires and it
>gets very cold. I was wondering if anyone knew about these litt;e
>devices - glue one to the CPU and another to your hard disk and
>you won't need any annoying fans.

These are Peltier effect devices. In fact one side gets hot and the
other side gets cold. (you can't do one without the other at constant
pressure! Where would the energy go?)

It would be possible to do this, and I've seen it done before on a
large ASIC that got hot. But they're quite expensive for the big ones, much
more than a small fan. The problem remains, as I mentioned previously, that
the part you want to cool is the part that is most susceptible to a rise
in temperature, and without knowing that (only the designers would have any
idea) you don't know which part to cool. The CPU may be fine even when a lot
hotter than it normally runs. Some other chip may die at 100 degrees. Who
knows?
Leave the fan!

Paul

1500. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Apr26.152152.267@genrad.co.uk>
Source record: 166758
Body handling: HTML body converted to readable text

In article <3nednt$18lc@rover.ucs.ualberta.ca>,
dhohenst@gpu2.srv.ualberta.ca (Doug Hohenstein) writes:

> I just got a 68882 FPU (math coprocessor) put in my Mega STE. Now
>what? What software is out there that makes use ofthis troublesome
>little chip?

Hmmm. I think you've done this the wrong way round. Should be:

<>

Paul

1501. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504261332.AA01473@ilmen.lanl.gov>
Source record: 166759

In a previous article, wizzo@connexus.apana.org.au (Jared Jeavons Quinert) wrote:

> Supposedly these will cost $450 by the time they reach us in Australia.
> Can anyone tell me what would be involved in ordering one from the US?
> Mainly concerned about any taxes, and likely shipping costs.

I think A$450 would be a little steep, even considering Australia's high
import taxes and all that rubbish. Shipping wouldn't be that much (<$20)
but you would be much better off to ask your own Australia Post about
the tax/duty situation as no one in the US would have any idea on that.

Considering these things are selling like hotcakes to Mac owners, why
not check around some Mac dealers down there to see what they reckon?

-Hutch- @ Fair Dinkum Tech

1502. Re: HSMODEM and MiNT, how?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: dsb@cs.duke.edu
Message-ID: <3nm88e$lvq@duke.cs.duke.edu>
Source record: 166760

From the Holy Book of <avg.798895015@news.cwi.nl>
as spake by avg@cwi.nl (Annius Groenink) :

>I recently succeeded in getting MiNTnet and a SLIP line to my
>UNIX box running! (finally, after 6 months or so... :-)

Welcome. I just set up MiNTnet myself (though without as much
difficulty), and am working on an X setup.

>Now I would like to get 115200bps from my TT's Serial 2 port
>rather than the poor 19200 I am currently running SLIP on;
>otherwise using the TT as an X terminal will be annoyingly
>slow.
>
>I tried HSMODEM, and it works fine on plain TOS; but with
>MiNT there is a problem; run the patches before MiNT, and
>MiNT throws them out;

Are you sure about this? That's exactly where all of the MiNTnet
documentation indicates HSMODEM should be.

I'm inclined to believe that the conflict is not between HSMODEM and
MiNT, but HSMODEM and the TT. I know I've been having a fair amount of
trouble with HSMODEM on my new TT, running the same version as on my
MSTe, under the same MiNT version (1.12 bog standard).

>(by the way, can someone do something about this behaviour?
> it is _so_ immensely dense---I mean even a row of bombs
> is more informative, and it doesn't require you to press
> a key before you realize that you need to reboot)

I agree that a more informative error message would be helpful, but I
suspect that at the low level at which this is happening, even MiNT is
having difficulty figuring out exactly what went wrong.

>Shouldn't the HSMODEM patches be included in MiNT, together
>with a flag that enables the high speeds, much like what
>Linux does?

Are the HSMODEM sources available? If so, I'll get right on it.

>If someone is reading this far, would anybody know where
>to get 'xhost'? Running X on my 6 meg TT is fine, except
>that the second x terminal runs out of memory... Running
>plain X and doing the rest from my Linux/486 would be very
>nice, but without an access control utility I don't get
>very far... (connection to X display refused).

Get phlem.ph.kcl.ac.uk:/pub/atari/MiNT/X11/Clients/clients2.tgz. It
should be in there.

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

1503. Re: FILE/ITEM Selectors..

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: stinformer@chatlink.com
Message-ID: <3nmf45$4n8@chatlink.com>
Source record: 166761

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: >Well untill one of you come up with some of the better features
: >that UIS III has I am staying with it...
: >
: >Like up to 4 columns of files, all otheres only have 1...!!!
: >
: >29 File (user-definable) extension mask's, what do the otheres have 4..!!!
: >
: >10 Directory user-definable paths..
: >
: >Selectable display font..
: >
: >Can find size of group of files/directories..
: >
: >
: >UIS III is not PD, its full Commercial, I don't even know if there is a Demo..
: >
: >The other problem is most of the other File Selectors are writen in 'C' and
: >are very large like 170k, UIS III is only 34k and the ACC to call it is only
: >423 bytes.....
: >
: >
: >So can any one write a good File selector that is better than UIS III, not just
: >in one or 2 ways but all ways and works in all Atari resolutions.....

: Instead of answering each item - let's just say that the above is a load of
: nonsense, as I'm sure most readers of this message would realise.

: ------------------------------
: Ofir ogal@cix.compulink.co.uk
: ------------------------------
I don't believe it is a "load of nonsense". If you have ever used "our"
product you would know how slick it is. We have had comments from really
nice, to Outstanding. Frankly, I don't use my desktop for anything but
booting up, and have not found a reason to NOT use UIS.III for everything
in file management, except launching programs. This UIS.III is still
supported and is in version 3.32. Contact A&D Software thru ST Informer
Magazine for any more details.
"Keep on Keepin' On"
Rod MacDonald @ ST-INFORMER on GEnie
[stinformer@chatlink.com]

1504. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: stinformer@chatlink.com
Message-ID: <3nmh0d$6t8@chatlink.com>
Source record: 166762

Tommi Pekka Hietavuo (gs01tph@panther.Gsu.EDU) wrote:
: Kevin W. Dolorico (kwd9152@is2.nyu.edu) wrote:

: : once again time to upgrade. All instincts were pointing towards the
: : Falcon...

: : ...but logic told me that the 030 was outdated already... and the PPC was
: : the future of non-Intel-compatible based computers out there. If I

: What does it matter, if 030 is outdated - if it works? As most people
: admit (those, who have used both Ataris, Macs and PCs), Atari OS doesn't
: require nearly as much horsepower as Mac's System 7.x or PC's Windows
: does. You can use Calamus SL on a 8 MHz, 4 Mb ST quite well (I know,
: becouse at my home university the school magazine is done like that..).
: But try the same on Mac Plus, PageMaker and System 7? No hope. Or
: PageMaker on a 386-16MHz/4Mb? Ridiculously slow.

: I just can't understand, why so many people out there just look at some
: _numbers_ ("030 is outdated, so Falcon is too..) instead of the true
: performance of the system... My Falcon runs Calamus SL as fast as any
: 486 PC runs PM or Ventura - or a 68040 Mac runs whatever publishing
: software. This is no surprise to TT-users, who know it's true. Neither is
: it any surprise to Falcon-owners. TOS is superior in speed compared to
: System 7. So, what does it help if you get a faster computer - if a
: heavy operating system makes your software run just as fast or slowly as
: before? Macs file operations, e.g. are hopelessly slow compared to a
: simple 520ST with TOS 1.4.

: : My ultimate decision was to get the PowerMac 6100/66/DOS compatible
: : package. I worked in a Mac-based computer lab for a semester, and
: : learned a lot about Macs. They offered more ease of use than the
: : PC(obviously) and actually, even more than the ST! Everything about the
: : Mac feels professional. It didn't feel like playing with a toy. I

: Here I must strongly disagree. The more I've used Macs, the less I like
: them. As most people tend to think that I'm the one of us who's biased,
: I'll have to tell you, why:

: I like to have control over my computer and its programs. Mac "thinks" a
: lot for its user; does lots of things without warning you, or at least
: without giving you much or any alternatives. Those decisions Mac does,
: aren't always, or even very often the ones I'd have done myself. Is Mac
: smarter than me, then? Maybe. Some of you may think so. I blame the
: extreme simplifying of everything; it makes a computer easy to use, but
: at the same time limits you. I'm happy that you like System 7 - but for
: my taste it's far too slow and limiting. It has its nice sides, too -

: can't argue that!

: Despite that some of you never understand what I mean (because you think
: in other way, and have different ideas of using computer), I too often
: find myself cursing: "this machine is STUPID!!!". Well, sometimes I'm
: that too (who isn't?) - but honestly, I haven't got that feeling ever
: using TT, Falcon, or other Atari models.

: I hope you understand this point of view, instead of thinking that I just
: love to be biased and nasty towards you Mac-users =-). I don't. There
: are some people around who think that "now, when Atari is dead, we all
: should upgrade to the next, logical alternative: Mac!". Those people seem
: to think that it's only natural to like Mac at least as much as one liked
: his or hers Atari. Everybody loves Mac, some people think! And if
: somebody doesn't like it, he's a bit dim, envious, or just queer ;-) !
: That all is nonsense. We speak of two very different computers. Mac is
: better than Atari in many aspects. But so is Atari better than Mac in as
: many. Neither is superior to another as whole. I think, everybody should
: use whatever one loves to use. Especially, when Atari community is quite
: far from dead... There are lots of great programs available, CD-ROMs,
: etc. What else do we need? Pentium-Falcon for power freaks ?

: : finally can view pictures in MORE than 256 colors(on my ST...well, it
: : took hours viewing gifs, and days viewing JPGS) :)... Ah, glorious
: : color. :)

: Falcon isn't bad at that, either. With DSP especially JPEG-pictures load
: in seconds. I don't think it's fair to compare ST and 6100 today ;-) ?

: : 16-bit audio with sampling facilities built in doesn't hurt either.
: : I know... in order to run more powerful applications, you need more ram.
: : Well... a lot of the software I now use is really a lot more powerful!
: : I couldn't even imagine a Photoshop equivalent running on the ST/TT. I
: : guess it could be possible on the Falcon, but not on anything else w/o
: : expensive non-standard graphics cards.

: I guess you haven't used Chagall, DA's Picture, or Calamus SL lately? And
: where are Mac-equivalents to Selectric, E-Copy, STalker, or Apex Media?

: : Only the diehard hackers and wanna-be hackers are still using the STs.
: : :) Perhaps there are also some musicians who don't know any better using
: : their STs. :)

: Aren't you a bit *too* proud of your PowerMac ;-) ? I'm glad that you're
: so satisfied with your computer. But so am I with mine; I guess neither
: of us would exchange computers with each other. And why should we?
: Well, I'm not a musician (at least, not now) - and wouldn't consider
: myself as a hacker, either. And I don't think you use a "better"
: computer ! Just different, and a good one.

: : Well... I don't know if Atari is working on any new hardware, but I
: : definitely think they should consider developing a new version of TOS
: : that would work on the upcoming PowerPC multiOS-platform that

: : Motorola/IBM/Apple have been collaborating on to combat Intel's
: : monarchy(Anarchy, imho)...

: Not a bad idea.

: : I don't know if I made a point or not, but just remember that if you're
: : on an ST with under a meg and without a hard drive, you're really missing
: : out on a lot!... you're simply not... INTERNET capable. :)

: You're right! That's why the solution is... Falcon ;-) !

: : One last thing... you need CUSeeMe. Video Conferencing over the
: : internet... and it can't be done with an ST. Low end machines simply
: : don't have the power.

: And most Macs don't have a DSP, nor a Blitter.

: : Basically... if you're running on a 68000 processor, really, it's time to
: : upgrade(unless you're just doing Midi). :) For under $1000, you could
: : own a Performa 475, based on an 040... you'd need to spend another $320
: : for a total of 12 megs of ram, though...

: Please! I enjoy using Falcon - and get frustrated using Macs. So, unless
: I'm stupid and biased person, there's no point in changing your living
: workhorse. And when you do, the best alternative for most Atarians might
: be Falcon. It's as fun as an ST, but much more powerful.

: : For around the same price, you could get a decent 486/66 system if you
: : want to choose the harder route of adjusting. Of course you could still
: : take all your old software with you if you buy the GEMulator.

: That sounds already pretty desperate. PC is good for gaming, but... Well,
: I won't say more !

: : Don't fight the funk. Walk away... and that's my word for today.

: ...And after a second thought: why not stay ?
: You might face a brighter day !
: ;-)

: Greetings,

: TH
Whoa... to each his own... If I get a bigger stick, does that mean that I
should be unhappy because the kid next door gets a bigger stick... I
think not, I should just be happy to be happy, discontent is not part of
my belief system.
So for all you Atari folks who are happy to be Atari folks...
"Keep on Keepin' On"
Rod MacDonald @ ST-INFORMER on GEnie
[stinformer@chatlink.com]
Enjoy your happiness, whatever computer you use.

1505. ATARI 1024ST w/color monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: brislenn@aol.com
Message-ID: <3nmrdc$kr@newsbf02.news.aol.com>
Source record: 166763

I have an Atari 1040ST with color monitor available for sale. System is in perfect working order and has had very little use over the years. It comes with a small OKIMATE Color printer, ribbons, paper. I still have the original boxes and manuals. I have no software or hard drive. If you are interested, I'll take the highest offer received by 15 May, payment to be made by Cashiers check, COD, or money order. Offer must include estimated shipping from Orlando, Florida to your location. This is a great offer if you want the system. Everything is in like new condition.

Reply to: Brislenn@AOL.com

1506. Re: st fan question

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199504261614.a21144@iz.maus.de>
Source record: 166764

EL>There is a small device available now, used in portable coolers and
EL>portable heaters. It's a freon-less system.

It's called Peltier element.

EL>glue one to the CPU and another to your hard disk and you won't need
EL>any annoying fans.

Nope. It gets very cold on one side and very hot on the other, so the
CPU cooling will be OK, but I think you won't enjoy a melting plastic
housing. :-)

cu...Ole

Ole_Pahl@iz.maus.de AmPR: DK1LP@DB0HES.#SLH.DEU.EU

1507. Re: Fax software needed

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: stinformer@chatlink.com
Message-ID: <3nmido$7um@chatlink.com>
Source record: 166765

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: In article <D6yn5B.8EJ@cix.compulink.co.uk>, dcohen@cix.compulink.co.uk ("Daniel Cohen") writes:
: >In message <1995Apr11.213417.21926@bradford.ac.uk>,
: >S.P.Taylor@bradford.ac.uk said:
: >
: > > CoMa - very good, supporting FAX classes 2 and 2.0. about 40 UKP to
: >
: >CoMa is available in a demo version, which only sends about one-sixth of
: >a page; still, useful for trying it out. Using it on my USR Sportster, I
: >found that, though my faxes arrived OK, they finished with a time-out,

: CoMa is Keyware. its a full version, but when you register it you get
: keys to unlock it...

: To me its far to dear for a Shareware products...

: >Straight Fax sounds nice, but I would not get it until it supports class
: >2.0 properly; I don't think that has a demo version, though.

: Not as good as CoMa from what I have found out, but I don't know all
: the new features of 2.2, I have the list for 2.1 but not for 2.2,
: can any one help...????

: **
: * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
: * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
: **

If someone can contact the author of COMA, I would be interested in
printing a review of the product in its full version of course. Sorry I
come to the topic so late, but have just recently gotten onto internet to
see what is happening. Glad to meet you all. Again, need to have the
author make contact to see if we can run a printed review of the product.
Experienced users could give us a hand with a review of the product as
well.
Thanks for any help provided by the Atari Community in getting this
review into print.

"Keep on Keepin' On"
Rod MacDonald @ ST-INFORMER on GEnie
[stinformer@chatlink.com]

1508. Re: Atari Web Pages new home!

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: "Michael H. Smith" <msmith@alder.jf.intel.com>
Message-ID: <3nm6gl$h3u@news.jf.intel.com>
Source record: 166766

> Basically, the PC and mac sections are used the most at HENSA. Because
> of this, the Atari and Amiga sections may close as they are not seen
> as viable/educational type machines by the funders.
>
> If the Atari section is being used a lot, then it will stay...simple
> as that. We have a review coming up in a couple of months, and we have
> to provide stats of useage over the next month....and I want to show
> that the Atari section is used...which I know it is, but not as much
> as the PC or mac.
>

If the Atari sections on HENSA are shutdown, will the archives be
transferred to another system?

Perhaps the lack of usership on the Atari sections are due to the
time restrictions that (I'm not sure about now) were imposed.

I find it difficult to get on to Hensa, even with a browser.

Michael

1509. Re: re: read write atari st disks on pc?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: "Michael H. Smith" <msmith@alder.jf.intel.com>
Message-ID: <3nm6m9$h3u@news.jf.intel.com>
Source record: 166767

```
> IU> disks. Does anyone here have
> IU> any suggestions? I'm also looking for a Atari ST utility to read and
> IU> write DOS disks.
>
> What's the prob? Have you tried it? In most respects the disk formats are
> completely compatible. The best formula is to format the disks on the PC.
> Otherwise there are a number of formatters for the ST which put in the bits
> that the PC is particular to.
> >
The user needs at least TOS 1.04 to format and correctly
read DOS compatible disks.

Otherwise, I believe UISIII provides a way to format a DOS disk.
But it may not allow you to read it back.

Michael
--
```

1510. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: stinformer@chatlink.com
Message-ID: <3nmjka$ah0@chatlink.com>
Source record: 166768

Hutch (hutch@ilmen.lanl.gov) wrote:
: In a previous article, kim@dksoft.ping.dk (Kim Andersen) wrote:

: >2B could have chosen to develope Magic for the Falcon [and] they could
: >have made an ST version as well, (if they really needed the money).

: Hahahaha... what Atari developer does NOT need the money? :)

: >THATS how anyone else would have developed software, if they cared ofcouse!

: If they cared? About what? As a business they care about being successful.

: >If there isn't a future at all, then it really doesn't matter what machine
: >anyone is developing for.

: Bingo! The light dawns. But of course there is a future... it's just not
: likely to be the one people (Atarians) would prefer. ;-)

: >Okay Hutch, perhaps it's time you tell us how many Falcon owners is out
: >there, cause you sound like you got the number ?

: No, of course I don't have THE number of Falcon owners. No one does (even
: though I think I've got a good idea). But it shouldn't take a rocket
: scientist to estimate there are more ST/STe/TT machines in use than there
: are Falcon030's. Ask others for their opinion, if you wish. I don't care.

: However... I DO care when you start calling Atari developers stupid and
: try to blame them for the current and future state of the Atari market.

: I use the term 'IMHO' frequently in my posts. I suggest you do the same.

: -Hutch- @ Fair Dinkum (really tiring of this idiotic thread) Tech

Hutch... I notice that Dorothy just clicked her heels together and is
back in Kansas. The fairy tale is over... Good luck to developers who
have to seek out every Atari corner of opportunity to just stay even...
For A&D Software, UIS.III, Universal NETwork, MegaCheck2, Spelling
Sentry, WinterTree Thesaurus, GramSlam, Grammar Expert, Beginners MIDI,
Tax Wizard II+, etc, etc. I hope we can find the hiding buyer as
successfully as in the past. Pablo Paint soon to ship...

"Keep on Keepin' On"
Rod MacDonald @ ST-INFORMER on GEnie
[stinformer@chatlink.com]

1511. MS-DOS/ST disk format differences...

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HPT8U598RMAIDPR6@SNYONEVA.CC.ONEONTA.EDU>
Source record: 166769

Hi all:

As a former ST and Falcon owner for many years I'm well aware of most
of the differences between ST and MS-DOS disk formats.

However, I'm not sure about one thing:

I remember reading somewhere (one of the Abacus books?) that the ST
uses 5 sectors per a FAT while MS-DOS uses 2 sectors per a FAT.
It is because of this difference that some ST disks even with MS-DOS
boot sectors have trouble being recognized by some PCs.

Is this correct?

Please direct all replies to my e-mail address as I don't get to read
this group as often as I'd like. Thanx in advance.

Ari

1512. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3nm9hg$mbe@golem.wcc.govt.nz>
Source record: 166770

] >No need to kid anyone. You obviously don't know enough about PC's.
]
]
] I think the problem is that Atari users have been spoilt with a simple
] computer, and now find it to hard to upgrade to a Real PC....
]
] To the average Atari user PC clones are to hard for them....!!!

They shouldn't be, they're only this way due to badly designed architecture and poorly thought out and primitively coded operating system (or OS Shell in Windoze case). OS/2 is the only redeeming feature of the lot, it's the only OS for the PC that has anything going for it, if only they'd make the interface a little less gaudy.

I don't think people appreciate being called stupid roger, so stop making generalisations.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

1513. Re: Case for peripherals?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: VanMil@mindlink.bc.ca
Message-ID: <69633-798958145@mindlink.bc.ca>
Source record: 166771

>In article <69616-798947702@mindlink.bc.ca> you wrote:
>: Have it, done it, works good.....Email me for suggestions.

> Great! This will really, really help me and save some cash. ;-)
>Any ideas or anything would be a great help, as I really don't have
>enough experience with hardware to even guess... Thanks!
> --Lunatic

>: Ben van Mil

>: VanMil@Mindlink.bc.ca

To which Ben writes:

I have a Medium tower case for my 1040 STF external hardware which includes the A and B floppy (the A drive from the case), two hard drives that I have mounted, the Host adapter and the connectors on the back of the case for Serial and parallel outputs, I as of yet do not have a CD-Rom but that may not be to far off. On top of the case I have a External 14.400 Fax/Modem as I prefer to see the lights move.

Just a few details on the Case itself, really to job is not that bad to do although it looks rater major, just in short, ALL the ST hardware except the keyboard are inside the case, I took the case of the ST and cut it along the groove just above the F-keys, and repeated this on the bottom section, this gives me the freedom of moving the keyboard anywhere on my desk without the mass of cables on the back of the standard ST case. I really suggest you do this, it is not that much more work and it really adds to the job !!!!!

These are the things to look (out) for,

- The case you should look for has to be a medium case, 19"High x 16"Deep x 8.75"Wide, this case is NOT the standard Med. case, the case to look for should have the extra 2" next to the 5 1/4 drive bays, this is important because this is where the ST Motherboard is going to sit. The 16" deep is important because to make it easy on the installation you can keep the ST output connectors on the inside of the case rather then making extensive cutting work on the rear of the case, after this you can just bring the Par. en Ser. connectors to the rear of the case, all except for the monitor cables stay on the inside!

- I use the PC power supply for the Power feed to the ST motherboard and all the other hardware, this works just fine!

- My case has 4 removable drive-bay covers and 2 fixed locations for a total of 6 place to mount equipment.

- I wired the Reset switch from the rear of the st to one of the momentary pushbuttons you can find on the front of the Tower case, this is so that you reset the ST with out having to search for the little button.

- The SCSI link runs from the Host adaptor to each of the 2 Hard drive and in your case to the CD-Rom and the Tape backup.

- As said before I cut my ST case to a reduced size and extended the cable between the keyboard and the ST Motherboard by a additional 30", this takes a bit of soldering but works fine, and it is cheaper then getting the ST kit for this, and it works the same, and almost looks the same too, you retain the Power light and drive A light normally found on the ST case.

- The other hardware I have mounted in the Tower is the Ram expansion board (lots of room) and the PC-Speed board for Emulation of a PC, again, lots of room!!!!

I think I did the whole job for around $150.- This is for some hardware, cables and some connectors, one tricky part came in where I had to remove and replace with a longer cable the soldered connection to the ST Motherboard for the A drive, if you do not simply extend this cable to a extension it requires a brave person the Un-solder the fixed connector from the ST Motherboard.

Anyway, these are a few pointers to the conversion of the Standard ST case to a ST-Tower case, it may take a bit of work but you will like the results!!!!!!!!!!!!!

Email me if you have questions.

Ben Van Mil.

1514. MSTE {16 Mhz} 4 Meg Ram FS

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: mayolc@ucunix.san.uc.edu
Message-ID: <3nm9vi$hvv@ucunix.san.uc.edu>
Source record: 166772

For sale:

Atari Mega STE with 4 Meg of Ram for $399, and you pay shipping.

Also for Sale is a Cannon BJ 10ex inkjet Printer, that prints at 360x360 Dpi for $150

Zoom Vfdx 2400 Modem with Fax class 1 & 2, Caller ID and VOice Mail $59 including STalker 3 comm software.

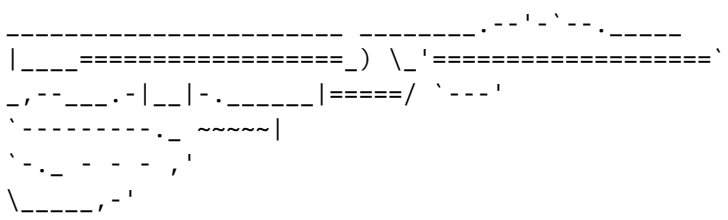
And finally an External Floptical drive with 5 Disk [of 21 Meg each, some loaded with lots of software] external supply and ICD Link and cable [a plug an go unit], it also reads HD disks, for $199.

Migraph Hand Scanner with Touch up and OCR Jr. software $69

Nova VME plus 16.7 Million colors card with True Paint, and Prism Paint 2 will sell for $300. Also a 15" Monitor SVGA low radiation up unlimited number of colors Multiscan Compudyne for $250 [practically new]

For any of the item above you pay the shipping. All items will sell in box with manual etc.

Interested? Mail me at mayolc@ucunix.san.uc.edu



1515. Mste and other stuff For Sale...

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: mayolc@ucunix.san.uc.edu
Message-ID: <3nma6t$ig3@ucunix.san.uc.edu>
Source record: 166773

For sale:

Atari Mega STE with 4 Meg of Ram for $399, and you pay shipping.

Also for Sale is a Cannon BJ 10ex inkjet Printer, that prints at 360x360 Dpi for $150

Zoom Vfdx 2400 Modem with Fax class 1 & 2, Caller ID and VOice Mail $59 including STalker 3 comm software.

And finally an External Floptical drive with 5 Disk [of 21 Meg each, some loaded with lots of software] external supply and ICD Link and cable [a plug an go unit], it also reads HD disks, for $199.

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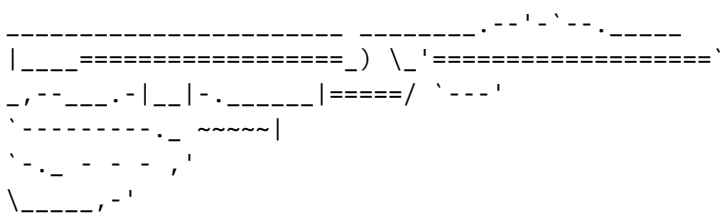

1516. MSTE & other stuff FS

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: mayolc@ucunix.san.uc.edu
Message-ID: <3nmam2$jq8@ucunix.san.uc.edu>
Source record: 166774

For sale:

Atari Mega STE with 4 Meg of Ram for $399, and you pay shipping.

Also for Sale is a Cannon BJ 10ex inkjet Printer, that prints at 360x360 Dpi for $150

Zoom Vfdx 2400 Modem with Fax class 1 & 2, Caller ID and VOice Mail $59 including STalker 3 comm software.

And finally an External Floptical drive with 5 Disk [of 21 Meg each, some loaded with lots of software] external supply and ICD Link and cable [a plug an go unit], it also reads HD disks, for $199.

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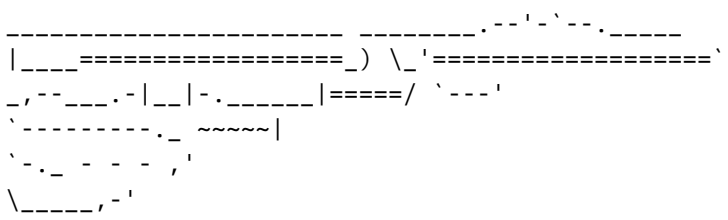
Interested? Mail me at mayolc@ucunix.san.uc.edu



1517. FS: MSTE & other stuff

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: mayolc@ucunix.san.uc.edu
Message-ID: <3nmbvu$p2u@ucunix.san.uc.edu>
Source record: 166775

[No readable article body recovered]

1518. FS: mste & other stuff

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: mayolc@ucunix.san.uc.edu
Message-ID: <3nmc2t$pb2@ucunix.san.uc.edu>
Source record: 166776

For sale:

Atari Mega STE with 4 Meg of Ram for $399, and you pay shipping.

Also for Sale is a Cannon BJ 10ex inkjet Printer, that prints at 360x360 Dpi for $150

Zoom Vfdx 2400 Modem with Fax class 1 & 2, Caller ID and VOice Mail $59 including STalker 3 comm software.

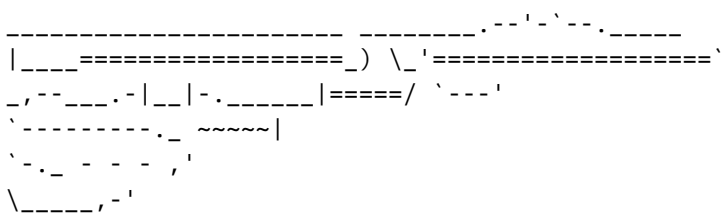
And finally an External Floptical drive with 5 Disk [of 21 Meg each, some loaded with lots of software] external supply and ICD Link and cable [a plug an go unit], it also reads HD disks, for $199.

Migraph Hand Scanner with Touch up and OCR Jr. software $69

Nova VME plus 16.7 Million colors card with True Paint, and Prism Paint 2 will sell for $300. Also a 15" Monitor SVGA low radiation up unlimited number of colors Multiscan Compudyne for $250 [practically new]

For any of the item above you pay the shipping. All items will sell in box with manual etc.

Interested? Mail me at mayolc@ucunix.san.uc.edu



1519. FS: MegaSTE & other stuff

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: mayolc@ucunix.san.uc.edu
Message-ID: <3nmlkm$4ap@ucunix.san.uc.edu>
Source record: 166777

For sale:

Atari Mega STE with 4 Meg of Ram for $399, and you pay shipping.

Also for Sale is a Cannon BJ 10ex inkjet Printer, that prints at 360x360 Dpi for $150

Zoom Vfdx 2400 Modem with Fax class 1 & 2, Caller ID and VOice Mail $59 including STalker 3 comm software.

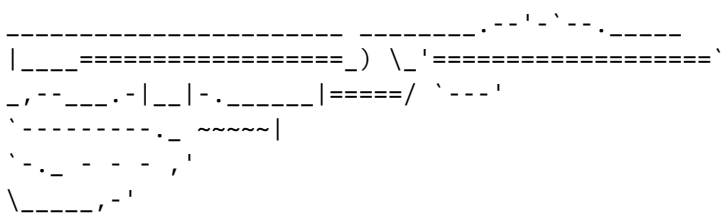
And finally an External Floptical drive with 5 Disk [of 21 Meg each, some loaded with lots of software] external supply and ICD Link and cable [a plug an go unit], it also reads HD disks, for $199.

Migraph Hand Scanner with Touch up and OCR Jr. software $69

Nova VME plus 16.7 Million colors card with True Paint, and Prism Paint 2 will sell for $300. Also a 15" Monitor SVGA low radiation up unlimited number of colors Multiscan Compudyne for $250 [practically new]

For any of the item above you pay the shipping. All items will sell in box with manual etc.

Interested? Mail me at mayolc@ucunix.san.uc.edu



1520. FS MSTE & more

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: mayolc@ucunix.san.uc.edu
Message-ID: <3nmlqo$54s@ucunix.san.uc.edu>
Source record: 166778

For sale:

Atari Mega STE with 4 Meg of Ram for $399, and you pay shipping.

Also for Sale is a Cannon BJ 10ex inkjet Printer, that prints at 360x360 Dpi for $150

Zoom Vfdx 2400 Modem with Fax class 1 & 2, Caller ID and VOice Mail $59 including STalker 3 comm software.

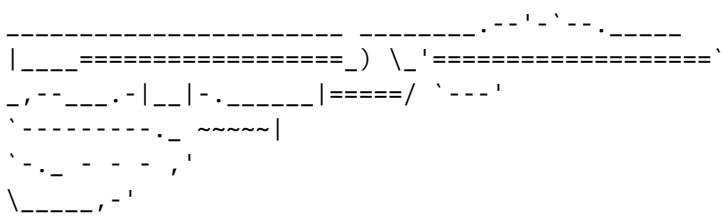
And finally an External Floptical drive with 5 Disk [of 21 Meg each, some loaded with lots of software] external supply and ICD Link and cable [a plug an go unit], it also reads HD disks, for $199.

Migraph Hand Scanner with Touch up and OCR Jr. software $69

Nova VME plus 16.7 Million colors card with True Paint, and Prism Paint 2 will sell for $300. Also a 15" Monitor SVGA low radiation up unlimited number of colors Multiscan Compudyne for $250 [practically new]

For any of the item above you pay the shipping. All items will sell in box with manual etc.

Interested? Mail me at mayolc@ucunix.san.uc.edu



1521. MSTE for sale

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: mayolc@ucunix.san.uc.edu
Message-ID: <3nmlsr$5ik@ucunix.san.uc.edu>
Source record: 166779

For sale:

Atari Mega STE with 4 Meg of Ram for $399, and you pay shipping.

Also for Sale is a Cannon BJ 10ex inkjet Printer, that prints at 360x360 Dpi for $150

Zoom Vfdx 2400 Modem with Fax class 1 & 2, Caller ID and VOice Mail $59 including STalker 3 comm software.

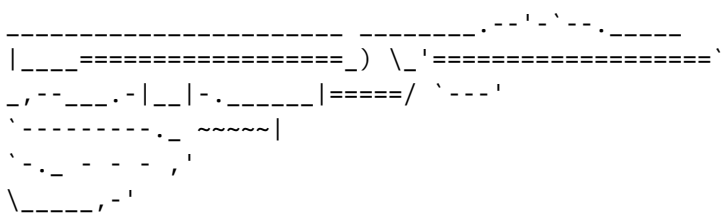
And finally an External Floptical drive with 5 Disk [of 21 Meg each, some loaded with lots of software] external supply and ICD Link and cable [a plug an go unit], it also reads HD disks, for $199.

Migraph Hand Scanner with Touch up and OCR Jr. software $69

Nova VME plus 16.7 Million colors card with True Paint, and Prism Paint 2 will sell for $300. Also a 15" Monitor SVGA low radiation up unlimited number of colors Multiscan Compudyne for $250 [practically new]

For any of the item above you pay the shipping. All items will sell in box with manual etc.

Interested? Mail me at mayolc@ucunix.san.uc.edu



1522. FS MegaSTE & more

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: mayolc@ucunix.san.uc.edu
Message-ID: <3nmns9$ltt@ucunix.san.uc.edu>
Source record: 166780

For sale:

Atari Mega STE with 4 Meg of Ram for $399, and you pay shipping.

Also for Sale is a Cannon BJ 10ex inkjet Printer, that prints at 360x360 Dpi for $150

Zoom Vfdx 2400 Modem with Fax class 1 & 2, Caller ID and VOice Mail $59 including STalker 3 comm software.

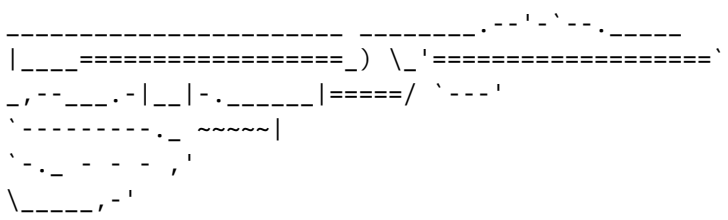
And finally an External Floptical drive with 5 Disk [of 21 Meg each, some loaded with lots of software] external supply and ICD Link and cable [a plug an go unit], it also reads HD disks, for $199.

Migraph Hand Scanner with Touch up and OCR Jr. software $69

Nova VME plus 16.7 Million colors card with True Paint, and Prism Paint 2 will sell for $300. Also a 15" Monitor SVGA low radiation up unlimited number of colors Multiscan Compudyne for $250 [practically new]

For any of the item above you pay the shipping. All items will sell in box with manual etc.

Interested? Mail me at mayolc@ucunix.san.uc.edu



1523. Re^2: Falcon accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: richard.guziewicz@genesis8.frmug.fr.net
Message-ID: <8A82374.00AD002553.uuout@genesis8.frmug.fr.net>
Source record: 166781

Greetings from sunny Corbarieu, Michael!

YES, I'm a user interested in /Power without the Price/ concept hardware for the Falcon. An accelerator in that catagory would be interesting, as would many other pieces of hardware.

The thing is, how can small-time developers come up with low prices if they have no hope of high volume sales. Does anyone out there really believe that Ataris will _ever_ again be sold in the same numbers as in the 80s? The market has changed a great deal. Many, if not most kids are going through school exposed to a PC environment. Do you expect them to suddenly switch platforms to a machine that has basically no decent marketing, no service, and only confidential software development?

--- JetMail 0.99beta18
* Origin: Walden Pond (FidoNet 2:320/107.18)

1524. Re: Robinson's Requim Tro

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: richard.guziewicz@genesis8.frmug.fr.net
Message-ID: <8A82380.00AD002554.uuout@genesis8.frmug.fr.net>
Source record: 166782

In a message of 14 Apr 95, Mss wrote to All :
M> Does anybody know where to find the resin tree on the first climate?
M> I'm completely stuck there, but I have once found it. I have already
M> got the feathers, and the egg, and I presume that you will need the
M> resin to make a bow.(????)

If I remember correctly, the resin tree is located at the end of a canyon in the Southwest corner of environment 1, south of the entrance to environment 2. Where did you get the egg and feathers from? To make a bow, all yyou need are some branches and string.

--- JetMail 0.99beta18
* Origin: Walden Pond (FidoNet 2:320/107.18)

1525. FOL

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: richard.guziewicz@genesis8.frmug.fr.net
Message-ID: <8A824F9.00AD002555.uuout@genesis8.frmug.fr.net>
Source record: 166783

```
In a message of 22 Apr 95, Rod Mccall wrote to All :
RM> ============================================================
RM> Name: Richard Guziewicz
RM> Falcon 030 4/420
RM> email address: 2:320/107.18@fidonet.org
90:800/1.18@nest.ftn
51:901/1.18@atarinet.ftn
RM>
RM> Mainly used for: running my business: wordprocessing, accounts, DP.
RM>
RM>
RM> ============================================================

--- JetMail 0.99beta18
* Origin: Walden Pond (FidoNet 2:320/107.18)
```

1526. Re: Railroad Tycoon on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FD1PFJUSUP@dksoft.ping.dk>
Source record: 166784

In <3ni7t9$85s@sphinx.Gsu.EDU> Tommi Pekka Hietavuo wrote:

>Does the above mentioned game run on Falcon? Does it need Backwards
>-program in order to run?
>

Yep, you need backward 2.7 or 2,8

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

1527. Re: Magic for Falco

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FD1PFJUVUP@dksoft.ping.dk>
Source record: 166785

In <9504241445.AA00359@ilmen.lanl.gov> Hutch wrote:

>
>My 'romantic' spirit wants to agree with you but like they say, 'reality
>bites.' :) In the real world simply saying "no" when businesses make an
>unpopular decision doesn't usually help us get the job done nor will we
>convince the business decision makers to change their minds to suit us.

Then what do you suggest we do Hutch ?

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

1528. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FD1PFJUYUP@dksoft.ping.dk>
Source record: 166786

In <3nfut0$4sl@brachio.zrz.TU-Berlin.DE> Peter Kellogg wrote:

>Hey, folks, I am a Falcon owner, too, and sure enough I'm eagerly
>waiting for Magic for Falcon, but do you think the quarrel about
>B&B, ASH, TTs, STs, etc is all that productive? Let's just do what
>we Atarians are experienced in: wait and see.

Sorry mate. I've just ran out of patient.

>
>I'm convinced the Falcon version is going to be the hit of the year,
>IMO.
>

What year do you suggest ?

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

1529. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FD1PFJVBUP@dksoft.ping.dk>
Source record: 166787

In <199504240617.a38608@ms.maus.de> Julian Reschke wrote:

>>Perhaps you're right. But there should never have been a ST/TT version
>>before a Falcon version.
>
>Why? Just to make you happy, because you only have a Falcon?
>

Wrong pal. I got 3 STE's and a Falcon, (plus an very old ST). I don't need
anything new for my STE, but i sure need it for my Falcon. Thats the reason
why i bought it.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

1530. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199504262027.a21201@iz.maus.de>
Source record: 166788

JR>Why would anyone with Atari hardware buy a drive with a *parallel*
JR>interface?

I think it wouldn't even work because of the missing handshaking lines
of the Atari ST printer port. Most of the PC printer port devices use
the handshaking lines instead of bidirectional data lines because there
aren't many cards w/ bidirectional D0-D7.

cu...Ole

Ole_Pahl@iz.maus.de AmPR: DK1LP@DB0HES.#SLH.DEU.EU

1531. Re: Falcon Games List

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3nldi3$fcu@dux.dundee.ac.uk>
Source record: 166789

Paul Hills (hillsp@genrad.co.uk) wrote:
: In article <798820886.5@cs.york.ac.uk>, (Andrew Hague) writes:

: >Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: >: Right I think its about time we actually tried to compile a list
: >: of Falcon only or enhanced games, so here goes (you'll notice
: >: there isn't many)
: >
: >: Towers II
: >: Llamazap
: >: Robinsons Requim
: >: Ping 2000
: >
: >Ishar, Ishar II and Ishar III use the extra colours and the enhanced audio
: >system of the Falcon.

: Surely there's not much point without a brief review of each one. I
: wouldn't buy one just because it's on a list. Where to get it and how much
: would be useful too.

Ok, sounds a good Idea to me, its a bit difficult for me though as
all I own is Towers II.

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1532. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3nlbba$gqv@golem.wcc.govt.nz>
Source record: 166801

In article <djs.798737923@gen-off-3>, djs@jet.uk (David Stevenson) writes:
>djs@jet.uk (David Stevenson) writes:
>>alfasoldt@aol.com (Al Fasoldt) writes:
>>>> [Roger Shepp
>I just checked back through the thread; it was me you were quoting, not
>Roger the Cabin-Boy.

>And, if you're Beta testing, didn't you also find that window colours come
>up wrong? Didn't you also find that it frequently bombs if you go into
>the "gadgets" dialogue twice?

From what I think I read on GEnie, Al got into a lot of hot water for not
finding all the bugs in Neo 4...

If you use the Icon Editor you get major problems with memory fagmentation,
Neo 4 was far to clumbersum for me, as I stated I stoped using it after
a few days....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1533. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3nlav3$gqv@golem.wcc.govt.nz>
Source record: 166802

In article <3ngarj$gge@newsbf02.news.aol.com>, alfasoldt@aol.com (Al Fasoldt) writes:
>> [Roger Sheppard:] NeoDesk 4 bombs when 7 windows are closed at once...
>
>Come now, Roger. I've been beta-testing all versions of Neo 4 from the
>start. This hasn't happened here.

Well Al that is not my posting, it was a follow up to one of mine...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1534. Re: FILE/ITEM Selectors..

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3nlc4n$9n7$1@perth.DIALix.oz.au>
Source record: 166803

Hendrik Mylius (neptune@galaxy.teuto.de) wrote:
: In <D768tu.F3n@cix.compulink.co.uk> "Ofir Gal" wrote:
: [Loads of Rogers drivel snipped]

: >Instead of answering each item - let's just say that the above is a load of
: >nonsense, as I'm sure most readers of this message would realise.

: What should one expect from that one certain lad from down-under :)

: Bye.
: /Hendr!K/

Hendrik, don't class this as a flame BUT.... Most think of 'down-under' as AUSTRALIA..... N.Z. can not be classed as Australia, if it was and I knew that a certain person (Roger Ramjet !!) lived in 'my' country, I'd emigrate....

Regards
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

1535. Re: Linux ST

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3nlnk3$rcs@news.iesd.auc.dk>
Source record: 166804

In article <3n9fkq$6qp@spruce.cic.net>, mwegner@dial.illinois.net writes:
>
> I didn't realize Linux was available for the ST... where might I be able to
> FTP it from??
>
> (any direct mail can be sent to ben Kamen c/o
> mwegner@dial.illinois.net)
>
> - Ben Kamen

LiNUX doesn't run on the ST/STE. Only machines with a 68030 CPU with 68882 FPU
or better (ie. Falcon/TT/Medusa/Eagle).
If your ST has a 68030 card installed with FPU, it should run though.

You can ftp it from `ftp.cnam.fr`, I don't know if all files are there, but
there are at least some.

Keep Cool and Flying...

ChainXOR...

1536. Re: Upgrading 1040ST ram - how?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.146.000A5360@ti.com>
Source record: 166805

In article <3nkru2$e5r$2@mhade.production.compuserve.com> BobR <76702.1466@CompuServe.COM> writes:

>will hold the expansion RAM and interface circuitry. Most of these are of the
>"solderless" variety which means they use various bizarre methods of connecting
>to the existing circuitry, very few of which are completely reliable.

IMHO, it is realiable.
I have used the solderless Eversham 4Meg upgrade for years now. My 520ST
motherboard uses a surface mount MMU and Eversham provided a adapter (an
inverted socket) for that.

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com | ||| 486DX33 8Mb 210M HDD
MCI Email: 4673356@mcimail.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1537. Re: Falcon Games List

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3nlo59$rcs@news.iesd.auc.dk>
Source record: 166806

In article <D7FxHn.K7o@cix.compulink.co.uk>, phodgkins@cix.compulink.co.uk ("Phil Hodgkins") writes:
> In message <3n0abc$rtf@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk said:
>
> There are Falcon versions of Ishar 1 and 2 using 256 colours.
>
> Phil.
>
>

And ISHAR 3 too using 256 colors.

Keep Cool and Flying...

ChainXOR...

1538. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.147.000A574D@ti.com>
Source record: 166807

In article <3nks3a$e5r$3@mhade.production.compuserve.com> BobR <76702.1466@CompuServe.COM> writes:

>>What software is out there that makes use ofthis troublesome little chip?
>DynaCADD is the only one I'm certain about.. there may be a few others, but
>I can't think of any...

Also I think there is a version of CombatZone that uses the FPU.

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com | ||| 486DX33 8Mb 210M HDD
MCI Email: 4673356@mcimail.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1539. Re: no programmers left?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504261341.AA01486@ilmen.lanl.gov>
Source record: 166808

In a previous article, mdekker@fwi.uva.nl (M. Dekker) wrote:

> Is this group dead? Are there no more atari programmers?

Nah, it's just that the need/utility of a group such as this one was over estimated, IMHO. Most programming questions are -still- being posted in comp.sys.atari.st.tech even though they belong here. There just isn't enough traffic to justify both groups, IMHO.

-Hutch- @ Fair Dinkum Tech

1540. Re: WHAT IS MAGICMAC ??

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: tt@muc.de
Message-ID: <tt-2604951426040001@tempel.muc.de>
Source record: 166809

In article <D7L3ww.6A@discus.technion.ac.il>,
sanskrit@techunix.technion.ac.il (HA KR) wrote:

> Basically the question is What is Magic Mac ? I have NO clue

It makes many Atari program run on a Macintosh (currently, only on Macs with a 68030 or 68040 CPU -- not on PowerMacs yet). Generally, programs that run under MagiC on an Atari and that do not access hardware registers directly (like the sound chip or the MFP) will run with MagiCMac on the Macintosh - at the full CPU speed of the Mac's CPU.

German version comes from Application Systems Heidelberg, in the UK it is distributed by Computer Systems (those who also sell NVDI).

Thomas

1541. Re: TGZ files ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.145.000A1AEB@ti.com>
Source record: 166810

In article <798778156.0@mettav.exnet> Graham.Irvine@mettav.exnet.com (Graham Irvine) writes:

>I know this is one of those questions that have been asked a million times

You're right!

>before ,but what do I need (progam name) to unarchive *.tgz (TAR ZIP?) files ?

That's tared and then zipped, but by using gzip not the normal zip. I think they may be the same but I don't know. I heard that Gzip gives slightly better compression than Zip.

>Also if its a TTP the most common paramters to pass to it to get a standard
>uncompress to the source directory would help.

To uncompress use: gzip -d filename.tgz
Then use tar to untar it: tar xvf filename

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com | ||| 486DX33 8Mb 210M HDD
MCI Email: 4673356@mcimail.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1542. Re: Zero-5 demo

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: diehl@r-node.io.org
Message-ID: <3nlfbj$2dm@ionews.io.org>
Source record: 166811

: The game is great fun and plays for a long time.

What machine does this game run on? It just bombs on my Mega ST4.

--

```
_____________________________ _________________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

1543. b'lox!

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1297dbrewood@nest.demon.co.uk>
Source record: 166812

In a message of 26 Apr 95 Roger Sheppard.. (0) wrote to All :

RS> I think the problem is that Atari users have been spoilt with a
RS> simple computer, and now find it to hard to upgrade to a Real PC....
RS> To the average Atari user PC clones are to hard for them....!!!

To put it plainly 'Bollox' Roger. I use the Falcon at home and the 486 DX at work, and both are good machines. I can do things on the Falcon I can't do on the PC and vise versa.

The Falcon can easilly beat the PC of graphics manipulation using Apex Media, and the PC can beat the Falcon on communications (once set up correctly).

The PC's at work suffer from incompatabilities between hardware/software, the the net used quite often fails occasionally. The Falcon has never let me down yet, and it all links together perfectly.

Basically it's horses for courses, you've now a confirmed PC type guy, and I'm willing to live on the edge with my Falcon. You are happy that way, so am I. Therefore why not leave off slagging off Atarians and go join some PC newsgroups.

It seems to me that you just stay around in this group to spout off and annoy people.

Sorry I had to write the above Roger, but I'm sick to death of you winding me (and I suspect others) up.

Daron Brewood - NeST Coordinator - 90:90/0.0@NeST.Ftn
- UseNet: dbrewood@cix.compulink.co.uk
- dbrewood@nest.demon.co.uk

--

1544. Re: 520ST questions.

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: VanMil@mindlink.bc.ca
Message-ID: <69636-798963479@mindlink.bc.ca>
Source record: 166813

Seems like you have a lot of questions, to say that the Computer is capable of absolutly Nothing is maybe being a bit to negative towards the little animal.
However if you want to run Linux it may be time that you need to do a bit more homework as I doubt if this little puppy can preform the task you ask from it.

Question, Why Linux ?????

BVM.

1545. Re: Recovering data from floppy on ST

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: VanMil@mindlink.bc.ca
Message-ID: <69637-798963794@mindlink.bc.ca>
Source record: 166814

Like many other Computer formats the ST has a series of Un-delete utilities, they however only work if the disk has not been writen to yet after the files you want to recover have been deleted, to write to a disk would destroy the information you are trying to recover!!

To do this one simply Un-deletes or Recovers files from a menu, and thats it!

Let me know if you need help finding one of these programs!

BVM.

1546. Re: Falcon Games List

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: schmerl@ist.flinders.edu.au
Message-ID: <3nkn9i$123c@otho.cc.flinders.edu.au>
Source record: 166815

My dumb newsreader wont let me include the file, but go to

http://www.mcc.ac.uk/~dlms/Falcon/falgames

It has a list of lots of things about games and *21* falcon
specific games...it may not be quite current, but it's
pretty informative as it tells what games will and wont work,
and how they work (using backwards etc)

~50% run no prob
~25% run with ST emulator
~25% dont run :(

Skip

1547. CD-ROM driver help needed

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <930_9504270037@tor250.org>
Source record: 166816

```
L > I just got a CD-ROM for my Falcon and I'm trying to install
L > METADOS2 to see if the drive is going to work. While AHDI
L > recognizes the drive, METADOS.PRG complains about the drivers
L > in \AUTO\BOOT\ not being installed. CONFIG.SYS is in the AUTO
L > folder, but I don't understand what is supposed to look for
L > CONFIG.SYS and install the drivers- apparently METADOS
L > doesn't.... or does it? Oh and by the way, I did modify
L > CONFIG.SYS so that it will look for SCSI device 0, the CD-ROM.

One thing you could do - ditch METADOS2. Pick up a copy of
ExtenDOS Professional and use that as your CD-ROM driver program
instead - it's way more stable and easier to set up. I know of more
people who use this program to access their CD-ROM drives than
METADOS, including a few Falcon owners. Plus Roger Burrows of
Anondyne Software offers excellent customer support.

... CONFUSED? Call COUNSELLOR TROI! 1-900-NCC-1701; $1.95 per min.
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
```

1548. PD games recommendations

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: Andrew.Oyama@balmybeach.gryn.org
Message-ID: <932_9504270037@tor250.org>
Source record: 166817

Can anyone recommend a PD game worth playing? What are your favourites
amongst our ST public domain...whether shareware or freeware? Either,
arcade type or stragedy shootem ups, D&D etc...
--
| Fidonet: Andrew Oyama 1:250/422
| Internet: Andrew.Oyama@balmybeach.gryn.org

1549. Re: CD-ROM driver help needed!

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: lamarth@delphi.com
Message-ID: <Zqxfxtw.lamarth@delphi.com>
Source record: 166818

Julian Reschke <Julian_Reschke@ms.maus.de> writes:

>PLEASE read the documentation:
>
>---
>MetaDOS 2.50
>?These are the essential elements to get any SCSI CD ROM drive going on
>?an Atari TT or to use an `Atari CDAR 504' CD ROM on an Atari with
>?ACSI port. It does NOT support SCSI drives connected to an ACSI
>?port. It does NOT support the Atari Falcon030 at all (in these
>?cases, you'll need third-party drivers). You may use it 'as is', don't
>?expect any updates.

Well it would've been nice if they included the documentation with it :(
The copy I had had NO documentation whatsoever.

David

1550. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD1IDEBFUP@galaxy.teuto.de>
Source record: 166819

In <3n2bv8$fj@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>>>And for a outdated machine and a Buged OS who are you trying to kid...
>>The PC is also an outdated machine and the OS (Windows) has more bugs than

>Come now Ofir, please compare Apples with Apples, for what I have seen of DOS
>6.xx and Windows it leaves Ataries OS for dead, even John Townsend stated that.

So what? My MegaSTE serves me well. Better than the bloody PC at work.

>If PC machines are that bad why do they sell so well, and why have most other
>platforms have droped by the way side, Facts can't lie....

Roger, you are so incredibly *STUPID*.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1551. DISCOVERY CARTRIDGE, anything new ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: sanskrit@techunix.technion.ac.il
Message-ID: <D7nFDL.Jur@discus.technion.ac.il>
Source record: 166820

I had purchased a DISCOVERY CARTRIDGE from HAPPY computers many many years ago. I bought it basically to convert mac disks to spectre format disks. It's been years since I've used my ST, and I was wondering if any improvements ever happened for the cartridge ?

Thanks

--

GREETINGS !!!
THIS IS MY SIG FILE !!

1552. Re: TGZ files ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798912609@gen-off-1>
Source record: 166821

wongck@ti.com (William Wong) writes:

>To uncompress use: gzip -d filename.tgz
>Then use tar to untar it: tar xvf filename
Or, with MiNT and a proper GNU tar, use
gtar xvfz filename
to uncompress and de-tar in one step.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1553. Re: MagiCMac (was: emulator for the mac?)

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD1QEEBKUP@galaxy.teuto.de>
Source record: 166822

In <djs.798301063@gen-off-3> David Stevenson wrote:

>And for some reason the "thousands of colours" display on my Mac is
>15-bit, not 16. This is native mode, not specific to MagiCMac. Any
>idea what they did with the other bit?

Could that be used for the alpha-channel?

E. g. masking out portions of a picture, to add live-video later on. Or chroma-keying?

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1554. Re: "doom" clone - here i

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: artoj@mits.mdata.fi
Message-ID: <3nm1g4$jhk@prime.mdata.fi>
Source record: 166823

```
c> > Owners of PC's will be diappointed with SubStation, but considering that
c> > modern PC's are 10-20 times faster than a STE/Falcon (according to the
c> If they use the DSP in the Falcon, they would be able to achieve the same
c> speeds as PC's. The DSP is about 12 times faster than the 68030 in 3D texturemap
c> calculations.
c> Just look at TOWERS II.

I agree that it would be faster if DSP would be used! But I think so
would Towers II. Do you know for sure that Towers II uses DSP to
calculate texturemappings etc.? I know Towers II uses DSP to play
musics but I doubt it uses DSP to calculate texturemapping.
I doubt it because it's not that fast. Wolfenstein 3D is about
the same speed on 386sx/16MHz as Towers II is on the Falcon.
But great game that Towers II, can the Iron Golems be killed?

---
* Kivi 1.36? *
```

1555. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3nm180$jqv@sphinx.Gsu.EDU>
Source record: 166824

Kim Andersen (kim@dksoft.ping.dk) wrote:
: In <FDTPEABZUP@galaxy.teuto.de> Hendrik Mylius wrote:

: HM> >I can get a Full Pentium for that price and with CD Rom and with Monitor..
: HM> Go ahead, buy one and get lost forever.
: HM> >And for a outdated machine and a Buged OS who are you trying to kid...
: HM> As if the combination of MessDOS and WindoZe would've less bugs. ROTFL.

: Come on Hendrik.. At least there is alternatives, which is one thing we
: can't say on our Atari. And have you btw. ever heard of OS/2 ? I guess not
: otherweise you wouldn't be trying to flame Roger like that.

: HM> Whom ary YOU trying to kid?

: No need to kid anyone. You obviously don't know enough about PC's.

Is this an Atari area, or what ? It seems like we have more and more
ex-atarians, current PC/Mac users, or whatever, telling us how great
computers PC and Mac are. As if we didn't already use them both;
somebody at work, somebody at school, somebody at home...

I think, most of us know quite enough of PCs not to want to own one.
What's so strange with that? Or should Mac-users remind PC-users of what
they're missing, and vice versa?

I'm myself writing this on a PC right now - and boy, I miss my Falcon and
its decent telecomms programs like Connect ;-) ! This machine sucks. But
it's all I have here. Owning both an Atari and a PC, I should know?

But then again, somebody will come and say: "hey, jerk: you must own some
ancient PC - come n' get a real PENTIUM with WINDOWS 95 and ..., and soon
you'll wonder why you ever used something else" ;-) !

: Greets
: Kim

: --
: /---\
: | DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
: \---/

1556. *creative* Atari owners in Stafford

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3nm60l$mq2@bs33n.staffs.ac.uk>
Source record: 166825

I know this is a real long-shot... but are there any people out there who own an Atari of any description and do creative things with it like graphics or programming or music who'd like to get together with me and pool resources ? Follow-up or email me please. (Thats Stafford, England of course!)

Rich

Falcon 030, 4meg, 810meg HD, VGA, RGB, Modem, Digitiser - cool huh? ;)

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

1557. Re: TKR (Crazy Dots) by email ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr26.190805.506@bradford.ac.uk>
Source record: 166826

```
: In article <D7JEx9.25M@si.hhs.nl>, v892250@si.hhs.nl (Tas) writes:
: |> Does anyone know if TKR (the maker of the Crazy Dots graphics card) can
: |> be reached via e-mail ?

If this is the same TKR who dos Junior Office, they are collectively
'100342.1702@compuserve.com'.

--
Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ
```

1558. Re: GEM Spool FTP site (ver 3.3?)

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3nl5hv$9vq@epsilon.qmw.ac.uk>
Source record: 166827

Randy Hoekstra (renfro@bnr.ca) wrote:

: Could someone please direct me to an FTP site with the latest version
: of GEM Spool, which I think is ver. 3.3? I need to give this a try
: and as I understand it I need the latest version to work with Geneva.

GEM Spooler 3.3 is available at HENSA...i get it directly from the UK
support person. :-)

micros/atari/tos/o/o108/gsp33uk.zip
size: 239593

Danny

--
.signature.signature

1559. Re: TGZ files ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3nl5rf$9vq@epsilon.qmw.ac.uk>
Source record: 166828

Graham Irvine (Graham.Irvine@mettav.exnet.com) wrote:
: I know this is one of those questions that have been asked a million times
: before ,but what do I need (progam name) to unarchive *.tgz (TAR ZIP?) files ?
: Also if its a TTP the most common paramters to pass to it to get a standard
: uncompress to the source directory would help.

First use gzip on the file:

gzip -d filename

then use tar:

tar -xvf filename

There is also a package with dtar and ctar knocking about on hensa...use dtar:

dtar filename

gzip, tar, dtar are all available from hensa.

Danny
--
.signature.signature

1560. Re: "doom" clone - here is some more info

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: nino@mips.complang.tuwien.ac.at
Message-ID: <3nlrdf$rj@news.tuwien.ac.at>
Source record: 166829

BobR (76702.1466@CompuServe.COM) wrote:
[...]
: texture mapping graphics can be VERY time consuming.

: An 8bit 6502 which could easily generate a fractal map for a game would
: probably take hours to generate a single screen from DOOM...

I wonder if you've ever seen Alternate Reality (City & Dungeon) on the
8 bit Ataris...

-nino

1561. Re: True Type Fonts

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950426092404.20403B-100000@moose.erie.net>
Source record: 166830

On 26 Apr 1995, Chris Ridd wrote:

> neptune@galaxy.teuto.de (Hendrik Mylius) writes:
> >In <3mg3f3$l2e@percy.cs.bham.ac.uk> Chris Ridd wrote:
> >
> >>> Are there different types of True Type fonts? My friend just
> >>>bought NVDI 3 at the ACE '95 show and it doesn't seem to like the headers
> >>THere's only one kind of TrueType font, but each font differs in the
> >>number of character set encodings stored in the font. eg UNICODE,
> >
> >Could be.
> >
> >>My guess is that the font you tried had a character set that NVDI 3
> >>didn't recognise.
> >
> >Or it was somehow damaged?
>

Well, this is a whole CD worth of True Tyoe Fonts, so I doubt that
they're ALL damaged! :)

1562. *Help!* Need a communications program

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: ttracy@direct.ca
Message-ID: <ttracy-2604950940000001@dyn-127.direct.ca>
Source record: 166831

Hope someone out there can help me...

I'll have to state upfront that I don't know a thing about Atari computers -- however, a good friend of mine would like to use his to log into a standard unix shell account to send/retrieve internet email. I got an external modem for him, and he got a cable from some Atari shop, but they apparently were not very helpful when it came to the issue of a communications program.

What he needs is something very basic: something in the way of a shareware comm program to simply log on and read his mail occassionally.

Any suggestions...?

Please respond via email to me at ttracy@direct.ca

Many thanks in advance...

- Tony

1563. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950426092718.20403C-100000@moose.erie.net>
Source record: 166832

On 26 Apr 1995, Bob BobR Retelle wrote:

> >GUI interface (that NO PC at the time had)..
>
> Er.. no..
>
> The PC *already had* exactly the same GEM interface that was later used on
> the Atari ST. Digital Research was in fact sued by Apple over the "look
> and feel" of GEM on the PC because it was so similar to the Macintosh.
>

Yeah, and all they lost was the Trash Can wasn't it! ;)

1564. Mega STe External Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950426133611.28744C-100000@moose.erie.net>
Source record: 166833

I recently got my son a Mega STe. We tried to move his files
from an old Megafile 30 to the intenral hard disk on the Mega STe, but it
wouldn't recognize the external drive. The Mega STe has a 50 Meg Seagate
at SCSI ID 0 which is running the AHDI hard disk driver. The Megafile was
SCSI ID 3.

Figuring the problem was with the Megafile, I hooked it up to a
1040 STe and moved the files over to my Syquest drive. Well, the Mega
STe doesn't recognize the Syquest either! I normally use the ICD booter,
but AHDI was already on here. When I run IDCHECK, it lists the SCSI ID
of the Syquest, but it says "Unecognized unit".

Any positive advice would be appreciated!

1565. Re: I've got a 520st, now wha

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950426.162129.45@powerslv.demon.co.uk>
Source record: 166834

In message <72c_9504230011@tor250.org> Jeff Thomas wrote:

>
> > I just got an Atari 520st with two floppies and an SC124 mono monitor.
> > It came without disks of anykind, just TOS in ROM. Since this has a
> > MIDI
> > port built into it, I'd like to get something to drive that and do
> > some
> > simple sequencing for me. I plan on getting some tone module of some
> > kind
> > but other than that what else do I need to make this puppy go? Are
> > there
> > any PD word processor/editors orterminal programs out there? Can I
> > get
> > 14.4k out of the serial port? (is it a standard serial port?) Help
> > out a
> > person getting re-aquainted with Atari. (I used to have a 1200XL years
>
> > ago.)
>
> I've been told that to use MIDI you'll really need anywhere from
> 1 to 4 megs of memory. So you'll need to figure out if your 520ST has a
> RAM upgrade.

Most MIDI sequencers will run happily in 1MB of memory as long as you don't have too many TSRs or desk accessories (similar to Mac DAs if that's any help) and since these can often conflict with sequencers due to the latter's requirements for (hopefully) precise control of the hardware. 2MB will give you a little more room, allowing you to run the (rather excellent) NVDI, a software accelerator (yes!) which I, and, I think, many others would wholeheartedly recommend. If you're on a tight budget, the Accompanist or Alchemie are both excellent shareware sequencers, or, if money's no object, go for Cubase or Notator Logic (from Steinberg and Emagic respectively) which are immensely powerful, reasonably easy to use and absolute industry standards, which means that they'll be around for a few years yet. Incidentally, the latter two programs are modular in design, so if memory is tight, frills <g> such as the score editor need not be loaded.

As far as checking the amount of memory goes (as the previous poster mentioned), can I take this opportunity to, once again, blow the trumpet of the rather wonderful (and free at an FTP site near you) FCopy III, which will format and backup your disks (in all sorts of weird and wonderful configurations, including directly DOS-compatable) and will also show you how much memory you have fitted. If you have less than 1MB then get an upgrade - prices over here are approx. UKP35 for an add-in board with

2*256KB SIMMs on it. If you've got an STe (you were rather unclear here)
then just pick up 2*256KB 100ns or better SIMMs (over here approx. UKP10).

--
Cheers __
| /\ |\ |
\/ \/ | \|

1566. PPP connection

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: mkoepp@earth.execpc.com
Message-ID: <3nm1vb$g6f@homer.alpha.net>
Source record: 166835

I have a standerd 1040ST w/1meg ram. Is there a program out there that will let me use the PPP connection here at Exec PC? I have D/L a program called Herm_114 but it looks like it is to be used as a ftp site. I saw the grafx on my cousins Mac with the PPP account and the were awesome not to mention it was alot easier to use than the shell account that I am currently using.
Thanks

mkoepp@execpc.com
Michael Koepp
Pewaukee Wisconsin

1567. Re: Zero-5 demo

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: frank@tachyon.demon.co.uk
Message-ID: <798931590snz@tachyon.demon.co.uk>
Source record: 166836

In article <3nlfbj$2dm@ionews.io.org>
diehl@r-node.io.org (Eric March) said:-

>: The game is great fun and plays for a long time.
>
>What machine does this game run on? It just bombs on my Mega ST4.

Zero-5 is STe and Falcon only, not STFM I'm afraid :(

Cheers,
Frank.

--

##
Frank Charlton : ST Format Reviews Editor
frank@tachyon.demon.co.uk
Frank.Charlton@adlib.centron.com
NeST : 90:100/407 AtariNet : 51:6/304
FishNet : 777:400/6 FidoNet : 2:256/510.2
##

1568. Re: hd for atari 1040ste?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D7ny18.39u@cix.compulink.co.uk>
Source record: 166837

In message <1263rcain@nest.demon.co.uk>, rcain@nest.demon.co.uk said:
> On 24 Apr 95 Roland wrote::
>
> RG> So the SCSI2 will have its own active termination?
>
> That's right. It's built into the device.

Great!

>
> RG> Actually I suppose the real question is - just what *is* active
> RG> termination - and how on earth do I tell it from the passive sort?
>
> Physically I think you can spot an actively terminated device because
> it doesn't have the DIL resistor strips.

Thanks.

:-)

Roland.

@CiX

1569. Re: HD for atari 1040ste?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D7ny1C.3Aq@cix.compulink.co.uk>
Source record: 166838

In message <199504212331.a48339@m4.maus.de>, Peter_Missel@m4.maus.de said:
>rgivan said:
> > I was thinking of getting one of these to replace the 212Mb drive
> > in my TT. However I have read that as it is a FAST SCSI2 device
> > I will need active termination. ATM I use a passive terminator on
>
> This doesn't matter. You can go ahead and replace your old (terminated,
> I suppose) internal drive with a terminated (actively terminated,

Thanks - sounds good.

:-)

Roland.

@CiX

1570. Re: hd for atari 1040ste?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D7ny1E.3BK@cix.compulink.co.uk>
Source record: 166839

In message <3nh891$hl0@blackice.winternet.com>, R.B.Mier said:
>
> > In message <1225rcain@nest.demon.co.uk>, rcain@nest.demon.co.uk said:
> >
> > > On 21 Apr 95 Roland wrote::
> > >
> > > RG> I was thinking of getting one of these to replace the 212Mb
> > > drive RG> my TT. However I have read that as it is a FAST SCSI2
> > > device I RG> need active termination.
> > >
> > > The higher the frequencies passed over the SCSI bus the more
> > > important correct termination is likely to be. However, don't
> >
> > Actually I suppose the real question is - just what *is* active
> > termination - and how on earth do I tell it from the passive sort?

> A SCSI II active terminator looks exactly like a Passive terminator
> but they are normally marked as 'ACTIVE TERMINATOR'.
> Inside is a Voltage regulator that drives an individual 110 ohm

Thanks - I learning fast here!

:-)

Roland.

@CiX

1571. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: dhohenst@gpu2.srv.ualberta.ca
Message-ID: <3nlv2c$130g@rover.ucs.ualberta.ca>
Source record: 166840

I did figure out that the Speedline autotracer for Calamus uses an
FPU. Unfortunately, I can't seem to run Calamus with the FPU!!! It
locks up while loading. I pulled out the PAL chip that tells the
computer an FPU is present, and everything worked great! Except now, I
don't really have an FPU, now, do i?

Is there a problem with the PAL chip? I think I remember hearing
something about troublesome PALs or fixes for them or something.
I downloaded a serialfix program that said int he description that it
also dealt with "the PAL problem". unfortunately, the text on how to fix
it is in German.

==========
Without Questions, there is no Truth. Doug Hohenstein
==========

1572. Re: Germans buying up Obsolete Computer Systems..

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3nm1pf$jqv@sphinx.Gsu.EDU>
Source record: 166841

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
: *** Escom now has Amiga ***

: Well after all this stuff with the Germans and the Falcon,Medusa Eagle
: thing they now have the Amiga...

: Does this meen that Germans don't know how to make and develope Computers..???

No. By buying more Ataris than any other people in the world, the
Germans have shown us that they have a good taste with computers ;-) !

And by developing Medusa and Eagle, they've shown that it's possible to
build Atari-compatible equivalents to Pentiums and PowerMacs. Who needs
such things? We all. And especially the pros who use e.g. Calamus SL.

Cheers!

TH

1573. HSMODEM and MiNT, how?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.798895015@news.cwi.nl>
Source record: 166842
Body handling: HTML body converted to readable text

Hello all.

I recently succeeded in getting MiNTnet and a SLIP line to my
UNIX box running! (finally, after 6 months or so... :-)

Now I would like to get 115200bps from my TT's Serial 2 port
rather than the poor 19200 I am currently running SLIP on;
otherwise using the TT as an X terminal will be annoyingly
slow.

I tried HSMODEM, and it works fine on plain TOS; but with
MiNT there is a problem; run the patches before MiNT, and
MiNT throws them out; run them after MiNT (that is from
MINT.CNF or /etc/rc), and I get the usual friendly MiNT
system crash report, i.e:

Something happened. Press a key for more info.

Fatal error. You must reboot.

(by the way, can someone do something about this behaviour?
it is _so_ immensely dense---I mean even a row of bombs
is more informative, and it doesn't require you to press
a key before you realize that you need to reboot)

Shouldn't the HSMODEM patches be included in MiNT, together
with a flag that enables the high speeds, much like what
Linux does?

If someone is reading this far, would anybody know where
to get 'xhost'? Running X on my 6 meg TT is fine, except
that the second x terminal runs out of memory... Running
plain X and doing the rest from my Linux/486 would be very
nice, but without an access control utility I don't get
very far... (connection to X display refused).

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

1574. Re: Germans buying up Obsolete Computer Systems.

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504261334.AA01476@ilmen.lanl.gov>
Source record: 166843

In a previous article, our very own sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) wrote:

> Just a few words of thought...??

Now THAT would be a nice change of pace!

:)

-Hutch- @ Fair Dinkum Tech

1575. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3nm9qs$mbe@golem.wcc.govt.nz>
Source record: 166844

] From: Dan.Dreibelbis@balmybeach.gryn.org (Dan Dreibelbis)
] Date: 23 Apr 95 11:56:00
] Newsgroups: comp.sys.atari.st
] Subject: ST ahead of its time?
] Lines: 34
]
] S > Atari made a big step backwards when they brought out the ST,
] S > they should have gone for the Mindset Computer that they had
] S > the option on...
]
] Funny, Roger, but from the press I've read from 1985 and onwards
] in a variety of publications over the years I've seen that there
] were a lot of accolades over the fact that the ST was, for its time,
] a very revolutionary computer - better colour than a PC, a stable,

And if it was so crap, then how did the ST win "Computer of the Year"
award in IIRC '89!?

The only reason PC's are "good" (cough, choke, ahem), is that due to
marketing superior to any other platform, they have unfortunately, become
the standard, and therefore have a sh*tload of developers and software
houses producing for them. Most of what is produced is about as
efficient and well designed as the machines themselves, but what do you
expect when the minimum hard-drive size these days is 500Meg+ and you
are expected to have at least a 486-DX 50Mhz....

Even trying to do simple spreadsheeting is quicker on my 8Mhz STe than
a 50Mhz 486 under Windoze, now try and tell me that is how it should
be!?

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

1576. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3nm9v1$mbe@golem.wcc.govt.nz>
Source record: 166845

] Funny the MindSet won a award, the Atari did NOT, so Please make comments o
] thing that you know about..!!....

Bzzzt, wrong..... Computer of the Year award in the late 80's....

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Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

1577. Re: Zero-5 demo

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3nma75$mbe@golem.wcc.govt.nz>
Source record: 166846

] Unfortunately there is no automatic demo, documentation or email
] address so I don't know what more I get after paying the 25 pounds
] sterling for the full version. I'm tempted.

That's what I was wondering, no doc's of any kind.

Also, their spelling leaves a bit to be desired (if I'm paying for something
at least they could get simple things like that correct).

Also, in the last scene, being hit by one of the energy bombs, and being
thrown back in time results in the game crashing after the time-warp
sequence ends. (On a 2.5Meg STe).

Other than that, the sound is good, sequences are well done, gameplay
is good, what more do you need!? (A bit more variety perhaps, but no
doubt it improves in the full version :)

If you've got a 1meg STe or better, check it out!

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

1578. Re: MagiCMac demo

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.150.00107D4B@ti.com>
Source record: 166847

In article <7d2_9504261352@tor250.org> Dan.Dreibelbis@balmybeach.gryn.org (Dan Dreibelbis) writes:

> BTW, wouldn't it be easier just to run the Atari version of
>MagiC on your computer :). You ARE running an Atari, aren't you?

I don't have MagiC.

Nah! I am running a Mac emulator on a 486. Then tried to run the MagiCMac demo on top of the Mac emulator -- neat stuff, no?

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com | ||| 486DX33 8Mb 210M HDD
MCI Email: 4673356@mcimail.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1579. Re: Ishar 2.....help!!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3nm4hf$mq2@bs33n.staffs.ac.uk>
Source record: 166848

Matthew Callier (Matthew.Callier@bbs.dynalynx.com) wrote:
: Hello fellow Atari users! I own the game Ishar 2 and was wondering if
: anyone out there had played the game. The reason I ask is that I cannot
: figure out what to do on the second island, the town. Please let me
: know if you have any answers. How do you like the game?

Coo its been a long time since I've played it... but...
you need to do a few things that include going to the library for the
map to the next island (library is very top right of the map of the town).
You can also buy nice weapons in the town (chaos armour, etc) and you
need some warm coats and gloves and hats from one of the clothes shops.
There is also an animal you should buy... some bird.. I'll dig out out
the players guide tonight and post the info here if you want :)

RiCH

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

1580. Software and Hardware for sale

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <3nmf29$c4s@bigboote.WPI.EDU>
Source record: 166849

I have the following stuff for sale. would like to sell all to one
person at a really nice price(~60), so package offer considered first.
buyer pays shipping on everything.

Transylvania
Spectre 128 cart/GCR disk
Magic Sac + cart. transfer disk, and cables NO BOOT DISK docs
Space Ace docs
Golden Path docs
Road Raider docs
Temple of Apshai Trilogy box,docs
Turbo ST docs
Starglider docs
Airball docs,box
Flight Simulator II box,docs
Music Construction Set box,docs
Skyfox box,docs
Captain Blood docs

Quantum LPS 52 meg SCSI drive, bare

email rhett@wpi.wpi.edu
just got my megaste, very happy!

1581. Re: AVI Problems

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: I am the Owl <chrishinds@delphi.com>
Message-ID: <RC39xF7.chrishinds@delphi.com>
Source record: 166850

<STIRRE31@MAINE.MAINE.EDU> writes:

>I recently downloaded a couple of AVI files as well as an AVI player
>for the Falcon. However, I cannot get it to work. When loading
>an AVI I get a dialog which says, "Fehlerhafte Bildinformation!"
>I figure this is German. What does it mean? Also, has anyone gotten
>AVIs to play on their Falcons? Thanks for any help!

I have gotten very few AVIs to work with the AVI player you mention...
usually I get a dialog box saying something in German. I believe the
phrase you mentioned means "bad image information", although I'm sure I'll
be corrected if wrong.

I think the author means it when calling it a "primitive AVI player".

--chris

1582. VGA, SVGA, what?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3nklm4$n3a@cville-srv.wam.umd.edu>
Source record: 166866
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

This may be a FAQ, but can I use a VGA or SVGA with my 1040STfm?
If so, what additional hardware/software would I need? Unfortunately, I
have a very thin wallet, but whatever I can find, I would use...

--Lunatic

1583. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3nkrpt$ee2@golem.wcc.govt.nz>
Source record: 166867

In article <a5b_9504231806@tor250.org>, Dan.Dreibelbis@balmybeach.gryn.org (Dan Dreibelbis) writes:
>S > Atari made a big step backwards when they brought out the ST,
>S > they should have gone for the Mindset Computer that they had
>S > the option on...
>
> And, pray tell, where is the Mindset NOW? At least, despite the
>fact that the ST isn't as popular as the PC, at least it's a KNOWN
>computer line!

Funny the MindSet won a award, the Atari did NOT, so Please make comments on thing that you know about..!!....

> Wait, I know how you'll reply to this one - "those journalists
>were all snivelling useless teenagers on the dole who were waiting
>for STOS BASIC to be created so they can program insipid little
>games to bring my blood pressure up and write stupid, factless
>spewings disguised as gospel because I'm a bitter grumpy old man
>with no life of his own who wishes I can dump this stupid computer
>because I want to be a mindless sheep who goes all gooey at anything
>with Microsoft in its name. And so's your old man!"

Sound you are talking about your self again....

> Get a life, Sheppard (or get a PC, so you can leave this
>conference and leave us free of your claptrap).

May be you need a brain, but then you will need to find a head to put it in...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1584. Re: TOWERS GAME...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3nksb6$ee2@golem.wcc.govt.nz>
Source record: 166868

In article <Pine.LNX.3.91.950424000017.16041C-100000@moose.erie.net>, Dennis McGuire
<mcguired@moose.erie.net> writes:
>
>
>On 23 Apr 1995, Roger Sheppard.. wrote:
>
>> *** TOWERS GAME ***
>>
>> Please can some one post info regarding both versions
>> of TOWERS I/II , what systems and type of drives they run on...
>
>
>
> Get a Falcon, Roger! You need a REAL computer to run Towers II! :)

What utter drivel...

I will get a computer that works has support and I can get repaired when
needed,that puts the Falcon at the bottom of the list..

One other point the Falcon here has no resale value here....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1585. Re: True Type Fonts

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3nl02v$hb1@percy.cs.bham.ac.uk>
Source record: 166869

neptune@galaxy.teuto.de (Hendrik Mylius) writes:
>In <3mg3f3$l2e@percy.cs.bham.ac.uk> Chris Ridd wrote:
>
>>> Are there different types of True Type fonts? My friend just
>>>bought NVDI 3 at the ACE '95 show and it doesn't seem to like the headers
>>THere's only one kind of TrueType font, but each font differs in the
>>number of character set encodings stored in the font. eg UNICODE,
>
>Could be.
>
>>My guess is that the font you tried had a character set that NVDI 3
>>didn't recognise.
>
>Or it was somehow damaged?

This is also possible. NVDI 3.02 does sth like a CRC check on all the
fonts when it starts. You can disable this by setting a line
FONT_CHECK=0 (or CHECK_FONTS?) in your nvdi.inf file.

But it is still possible to have fonts which pass this check and which
NVDI still rejects for other *unknown* reasons :-(

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

1586. Germans buying up Obsolete Computer Systems..

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3nl0tn$f4b@golem.wcc.govt.nz>
Source record: 166870

*** Escom now has Amiga ***

Well after all this stuff with the Germans and the Falcon,Medusa Eagle
thing they now have the Amiga...

Does this meen that Germans don't know how to make and develope Computers..???

Just a few words of thought...??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1587. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: BobR@cup.portal.com
Message-ID: <137589@cup.portal.com>
Source record: 166871

>GUI interface (that NO PC at the time had)..

Er.. no..

The PC *already had* exactly the same GEM interface that was later used on the Atari ST. Digital Research was in fact sued by Apple over the "look and feel" of GEM on the PC because it was so similar to the Macintosh.

BobR

1588. Re: Verdict on Atari World Please?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798888086@gen-off-1>
Source record: 166872

mnb20@cam.ac.uk (Mark Baker) writes:

>Doug Little said on NeST that he was planning on writing something about
>programming the DSP (assuming Vic agreed of course)
Hurrah!

I look forward to this.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1589. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798888406@gen-off-1>
Source record: 166873

BobR <76702.1466@CompuServe.COM> writes:

>>What software is out there that makes use ofthis troublesome little chip?

>DynaCADD is the only one I'm certain about.. there may be a few others, but
>I can't think of any...
Persistance of Vision, InShape come to mind.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1590. Notator ST

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: slayman@vbs.com
Message-ID: <07805BRNJCCETIPSXLV@vbs.com>
Source record: 166874

I am looking for a C-Lab notator dongle or someone who wants to sell a complete kit (manual, disks, and dongle) v. 2 through 3.1.

Thanks in Advance

Slayman
Slayman

---
* UniQWK v4.02* The Windows Mail Reader

The VINE System Host (804) 978-7182 : V.42bis : Central VA Online!

1591. ED_POV ? How do you edit ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: avsec@westminster.ac.uk
Message-ID: <D7MyL6.33y@westminster.ac.uk>
Source record: 166875

I've just got eb_edpov.lzh and it's running.

How do you make a simple shape appear in the scene ?
All I get is a white square (one side missing) with a diagonal line in it.

Sadly, my French is pretty bad although I can usually make out what is being
said.

Do you need MTOS running or is it optional ?

Cheers,
Phil.

--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk or shore@bbsrc.ac.uk

Atari Falcon030 4mb/120HD/FPU

1592. Re: Are the maus alive?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD1IDEARUP@galaxy.teuto.de>
Source record: 166876

In <3n7tui$id2@brachio.zrz.TU-Berlin.DE> Andre Leistner wrote:

>>I'm subscribing to a few maus.-groups and
>>it seems like my account provider not forwards

>maus.sys.atari.hardware --

About 50 - 80 msg/day, if I might add ;-)

>maus.sys.atari.software 100-150 msg/day

Sometimes one need a good killfile to cope with that group ...

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1593. Re: Falcon Games List

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Apr26.120348.264@genrad.co.uk>
Source record: 166877

In article <798820886.5@cs.york.ac.uk>, (Andrew Hague) writes:

>Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
>: Right I think its about time we actually tried to compile a list
>: of Falcon only or enhanced games, so here goes (you'll notice
>: there isn't many)
>
>: Towers II
>: Llamazap
>: Robinsons Requim
>: Ping 2000
>
>Ishar, Ishar II and Ishar III use the extra colours and the enhanced audio
>system of the Falcon.

Surely there's not much point without a brief review of each one. I
wouldn't buy one just because it's on a list. Where to get it and how much
would be useful too.

Paul

1594. Re: What TOS?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3nk3ss$s28@mailer.fsu.edu>
Source record: 166878

Ian Taylor (Ian_Taylor@a2w.maus.sub.org) wrote:
> Mickey Boyd (boyd@gauss.math.fsu.edu) (boyd@math.fsu.edu) wrote on
> 17.04.95:
>
> >One thing to remember about 2.06 is that due to changes in the way the
> >floppy boot happens on powerup (and to some non-portable bootsector copy
> >protection routines that are quite common), lots of games will not work
> >with TOS 2.05/6. Some TOS upgrade boards allow you to switch between
> >your old TOS and 2.06, which would fix this problem.
>
> Is there a way to patch around this Micky? A lot of people have
> 2.05/2.06 (me included of course) and it is a real pain to find those
> dear old games don't work anymore not to speak of setting up a
> switchable TOS!

I know of no way to patch around this. I have been told that one can load TOS 1.4 from disk and enable the use of some stuff, but that is not going to help much for copy protected games. I do know of some cases where cracked versions of games will work on the MSTE, when the original disks will not.

Oh, there are also some games that will work until they try to do anything with sound (the Spectrum Holobyte flight simulators being the example that springs to mind). You can sometimes get around this by turning the sound off, though silent games are a bit of a drag.

> Someone else has also sugested that it might be the extra memory on
> most STE machines causing problems with old games. I think there is
> patch for this (make1meg?), anyone know where it is?

There is a make512 in /Utilities on atari.archive.umich.edu. I think the 1mb one is on there somewhere as well.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

1595. Re: ST Battletech game HELP

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3nk5qc$s28@mailer.fsu.edu>
Source record: 166879

Doug Yanega (dyanega@denr1.igis.uiuc.edu) wrote:
> Hi. I've acquired some hand-me down software for my 1040 ST, and it
> includes the original disks for "Battletech: The crescent hawk's
> inception" (or some such) but no docs! Two requests: (1) it looks
> interesting, but is this game worth playing? and (2) if so, does anyone
> out there have a copy of the docs they could send me?

I liked this game, though I ruined it for myself by sector-editing a save
game file (hmmm, 9999 credits :-). I sold mine a while ago, so I have no
docs to offer, sorry.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

1596. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950426Z001200.021barheath@heathen.demon.co.uk>
Source record: 166880

In article <apb25.63.0014DAA9@cam.ac.uk>
apb25@cam.ac.uk "Adrian Bridgett" writes:

: Sorry to ask this but I can't see the original release - what has changed from
: v3.01? How do you upgrade in the UK?
:
Try contacting System Solutions (ssolutions@cix.compulink.co.uk) 01753 832212

: Adrian (apb25@cam.ac.uk)
:

--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - 0 0 0 0 0 0 *
| ------------------- ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_____________________| |_____________________| |_____| |_________| |
_________o_o____________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

1597. Re: Spectre GCR vs. Mac SE

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3nk74l$s28@mailer.fsu.edu>
Source record: 166881

L676791@LMSC5.IS.LMSC.LOCKHEED.COM wrote:
> My advice: Get the used Mac SE. My reasons for this are:
> 2) Although I understand that Spectre GCR was very stable on older STs, I have
> experienced problems on my Mega STe, and I have heard from others who also
> have experienced problems with STe's. Mainly, there is a problem with
> reading and writing Mac disks. I and others have found that the only semi-
> reliable way to get Spectre GCR to read and write Mac disks is to format
> a disk in Mac format before launching Spectre GCR application and going into
> Mac mode. Some technical reason for this having to do with differences
> between ST's and STe's that makes Spectre less compatible with STe's
> (although I have heard some say that they had NO problems with Spectre GCR
> on STe's, so you figure!). Also, many people, including myself, had a
> very hard time installing Spectre GCR on their STe.

I have found that as long as I access the floppy drive while in TOS (I just
double-click on drive A to get a directory window) before I run Spectre, it
works fine as a Mac drive. This is on a MSTE4. Weird.

I concur with your advice, BTW. Given the same price, I would go for getting
the SE (I didn't see the original post).

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

1598. ST PD CD-ROM for sale

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: osteele@u.washington.edu
Message-ID: <3nkgao$aek@nntp1.u.washington.edu>
Source record: 166882

```
ST PD CD-ROM
------------
CD-ROM for sale of Atari ST PD disks. Was going to be used commercially but
the ST market fell through. It cost about $350 to produce, will sell for $100
or best offer. Includes the best PD that was ever released for the PC (over
480 megabytes worth).
```

1599. KA9Q

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: Bob Brown <bob@earthlight.co.nz>
Message-ID: <3nkgnh$mhf@celebrian.otago.ac.nz>
Source record: 166883

Hi There,

Just recently, I found a NOS file on disabuse.demon.co.uk and I was reading the documentation for it. I've got a STE with 4 megs available and I wanted to know what files/programs I needed to connect to another remote site using a TCP/IP connection.

I've got the shell program (with ftp, telnet, ping etc). I need to know what the packet drivers are called that I need to get.

Someone help me ... I don't have time to wade through megabytes of document files!

- Bob -

1600. Re: "doom" clone - here is some more info

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3nkdhf$cb4$1@mhade.production.compuserve.com>
Source record: 166884

Umm.. "Fractal Map Generation" and "Texture Mapping" are two *completely*
different things...

"Rescue on Fractulus" used fractal map techniques to generate the actual
physical map of the "world" the game was played in.

"Texture Mapping" involves copying a pre-defined texture (graphics pattern)
onto objects of any shape, at any angle.

Generating a fractal map takes little in the way of CPU resources, while
texture mapping graphics can be VERY time consuming.

An 8bit 6502 which could easily generate a fractal map for a game would
probably take hours to generate a single screen from DOOM...

BobR

1601. Re: Help, FAT erased.

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3nk64m$s28@mailer.fsu.edu>
Source record: 166885

Tom Thomason (tom.thomason@fpc.ct.se) wrote:
>
> There's a program called Diamond Back 3 which will allow you to save out
> the boot sector info as a separate file so that the above problem can be easily
> solved.

DB3 might include such a program, but the one you really want comes with
Diamond Edge. It is called Diamond Mirror, and it closely resembles
Norton Image. You can configure it to run on every boot, once a day, etc.
It saves out (and can restore) your bootsector, partition info, FATs, etc.
Diamond Edge can use this info to make undeleting files much more reliable.
I copy the mirror files onto my boot floppy once a week or so (and both before
and after a defragg), in case of total disk failure.

I highly recommend Diamond Edge. Good stuff.

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

1602. FS: Digidesign Sound Tools for Mega ST

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: drichard@execpc.com
Message-ID: <3nkfnu$6v3@homer.alpha.net>
Source record: 166886
Cross-posted to: comp.sys.atari.st,fr.comp.sys.atari

For Sale: Digidesign Sound Tools system for Atari Mega ST. Note, this system REQUIRES a Mega ST because the DSP board plugs directly onto the Mega ST's bus. I paid over $2000 for this system, and am asking $450 or best offer. It's in very good condition and comes with original manuals, etc. If you're unfamiliar with the system, here's what it does:

The Digidesign Sound Tools system is a hard disk digital audio recording, playback, and editing system. It can be used for mastering CD's, tapes, etc. or for editing digital audio. The system I'm selling consists of the following 3 components:

1) DAT I/O digital interface for doing direct digital audio I/O (entirely in digital domain) from DAT, Mini Disc, DCC, or a CD player that has digital output. It has both AES/EBU and S/P DIF ins/outs. This is a separate box with cable that plugs into the DSP processor described below.

2) The Sound Tools DSP, a Motorola 56001 DSP processor on a 'card' that plugs onto the Mega ST bus. This processor speeds up DSP functions, and allows things like realtime EQ during playback.

3) The Sound Designer II software. This is the software that drives the hardware described above. In addition to recording and playing back digital audio it includes cut and paste editing, scrub editing, EQ, waveform redraw, normalization, regions and playlists, fades and gain changes, smoothing, mixing of sound files, sample rate conversion, and time compression/expansion.

In addition to the components described above I also have final beta copies of the Digidesign MasterList software (For putting together a Master List of several songs with timing, blank space, etc. for a CD or tape).

If interested in this system please reply via Email to drichard@execpc.com.

Thanks,

Dean

1603. Re: Credits for Video Project

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3nk6q3$s28@mailer.fsu.edu>
Source record: 166887

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
>
> Video Supreme was given away on a cover disk a while back (ST Review
> disk) and it worked well on my Falcon, ok so its nothing as good as Scala
> on the Amiga and can only handle ST LOW pictures, but it should work for
> basic video titling needs (ie, read -very- basic).

Do you know what issue, by any chance?

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

1604. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: wizzo@connexus.apana.org.au
Message-ID: <3nkd8l$6ac@studioweb.com>
Source record: 166888

Dennis McGuire (mcguired@moose.erie.net) wrote:

: On 20 Apr 1995, Jeff Thomas wrote:

: > The drive itself is light weight and can be easily be carried around with
: > laptops. The price is around $300, and the 100 meg cartridges cost about
: > $25.

: The Iomega Zip drive is selling for $199 US at any Mac mail order
: place. The cartrdiges are $19.95 or 10 for $149. I haven't seen the

Supposedly these will cost $450 by the time they reach us in Australia.
Can anyone tell me what would be involved in ordering one from the US?
Mainly concerned about any taxes, and likely shipping costs.

Thanks,

Jared

1605. Re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3nkeat$cb4$2@mhade.production.compuserve.com>
Source record: 166889

Re: relative speeds of emulations...

Umm.. except that the PCSpeed IBM emulator on an ST was essentially an IBM computer on a board.. that is, you plugged an IBM computer into your ST, and the IBM software ran on the IBM computer. The ST was being used for the I/O only (screen, keyboard, etc..)/.

The GEMulator on the IBM emulates the ST in software.. that is, the IBM computer has to run the 68000 code by converting it all to 80x86 code before execution.

If you were to use the same trick as the PCSpeed did, ie: put an ST into your IBM (as indeed another ST emulator product does), the speed would be far greater.

In other words, it's not the superiority of the hardware or architecture that makes emulation on the ST faster, it's the type of emulation being used.

BobR

1606. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3nknrp$dhk@golem.wcc.govt.nz>
Source record: 166890

In article <FDUMEIVIUP@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:
>In <FDTPEABZUP@galaxy.teuto.de> Hendrik Mylius wrote:
>
>
>No need to kid anyone. You obviously don't know enough about PC's.

I think the problem is that Atari users have been spoilt with a simple
computer, and now find it to hard to upgrade to a Real PC....

To the average Atari user PC clones are to hard for them....!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1607. Re: Upgrading 1040ST ram - how?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3nkru2$e5r$2@mhade.production.compuserve.com>
Source record: 166891

Re: Upgrading memory in a 1040ST

Unfortunately upgrading the memory in a 1040STfm is NOT easy, nor particularly reliable once upgraded.

There are no easily done "unplug a chip and replace it with bigger chips" kind of expansion available. You need to install some kind of "upgrade board" that will hold the expansion RAM and interface circuitry. Most of these are of the "solderless" variety which means they use various bizarre methods of connecting to the existing circuitry, very few of which are completely reliable.

(Atari simply did not design these computers to be expandable.)

The very BEST way to expand the memory in one of these machines is to buy a 1040STe computer and put the old one in the closet... seriously.

The 1040STe uses industry standard SIMMs for its memory, and those ARE "plug and play" easy to upgrade. It also comes with TOS 1.6 already installed, has improved graphics and sound, and other minor improvements.

I don't know what the market for used STes may be like in NZ, but I bought a 1040STe a year ago, already upgraded to 4 Megs, for US$125.

The old 1040ST can be used as a backup system, or sold for whatever you can get for it...

BobR

1608. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3nks3a$e5r$3@mhade.production.compuserve.com>
Source record: 166892

>What software is out there that makes use ofthis troublesome little chip?

Unfortunately not the answer you wanted to hear, but there is almost NO software
that uses the FPU..

DynaCADD is the only one I'm certain about.. there may be a few others, but
I can't think of any...

BobR

1609. Re: re^2: magic & falcons?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3nknh7$dhk@golem.wcc.govt.nz>
Source record: 166893

In article <FDUMEIUZUP@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:
>In <1184dbrewood@nest.demon.co.uk> Daron Brewood wrote:
>
>>Yep, one day though.....
>
>I'm starting to doubt 8)
>
>I'm not trying to convince anyone that the PC is good.. It's just damn
>easier to get software, (read, support), insted of this Atari thing. But
>as far as the Atari goes, i've stopped hoping for anything. With programmers
>and software distributers like 2B and Heidleberg, it's waste of time hoping
>for anything.

The same here, no English version of Pheonix, Script III, Signum III,
Tempus and there HDU was never converted...

If the Atari platfor is that good why are these great programs not
out in English versions....

A number of German software houses have droped that Atari and it looks like
very few are left...

Nearly all my Atari friends here have gone the PC clone way here, no point in
getting a Falcon here as you could never get it fixed, and the resale value
is zero....

>Greets
>Kim
>
>
>--
> /---\
>| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
> \---/
****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1610. Re: Upgrading 1040ST ram - how?

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: bericd@bri.hp.com
Message-ID: <D7Mu5G.1Ky@bri.hp.com>
Source record: 166894

Ole Pahl (Ole_Pahl@iz.maus.de) wrote:
: In <FDVQDBVAUp@stingray.manawatu.gen.nz>,
: richard@stingray.manawatu.gen.nz (Richard MORRIS) wrote:

: RM>How hard/easy is it to upgrade the memory in my 1040ST?

: If you have an STE you have to buy 4 1MBit*8 or 1MBit*9 SIMMs.

On the other hand if you have an STFM, STF, ST etc you can use the
Marpet Xtra Ram board which plugs on top of the shifter and MMU and
takes SIMMS. This can take you up to 4MB.

Beric..

1611. Anyone using Ghostlink-Help Please

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: mmcinnis@biddeford.com
Message-ID: <3nlnff$6dv@noc1.portland.net>
Source record: 166895
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm trying to get Ghostlink to work between my 1040st & 486. With the ports setup as described in the docs and the computers connected with a null modem cable..nothing happens when I try to open the drive icon on the ST, it locks busy until I abort with contorl/shift/alt.
Is there any extra configuration required on the PC side other than running PCslave and setting the baud rate & port? Any help would be greatly appreciated. Thanks!

Regards,
Michael

Michael S. McInnis Sound Designer/Composer/Audio Editor
Michael McInnis Productions 207-775-3362
Portland, Maine U.S.A mmcinnis@biddeford.com

1612. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: i0080108@ws.rz.tu-bs.de
Message-ID: <3nl6fr$16n@ra.ibr.cs.tu-bs.de>
Source record: 166896

Phil Hodgkins (phodgkins@cix.compulink.co.uk) wrote:
: In message <1995Apr22.110242.42098@cobra.uni.edu>, sinclap2954@cobra.uni.edu said:

: >Your opinion. WWW improves by the month , year and so on.
^^^^^^^^^^^^^^^^^^^^^^^^^^
You are sure about that?
Look at the S/N-Ratio!
When it started we had about 50% Noise,
now we have about 99% Noise (and increasing)

Today WWW is a collection of GIF at your mouseclick,
It is impossible to get information without knowing exactly where
to find it.

: BTW I use a PC at work, and hate the thing - I made sure it was a 33 Mhz
: 486SX with a 256k cache and a video acc just so that it was fast enough
: not to drive me nuts, as you know Windows is SLOW.

Try Linux :-)

--
Axel Kielhorn

The blue wizard

i0080108@ws.rz.tu-bs.de

1613. Re: CGM files

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <798890230snz@chowgar.demon.co.uk>
Source record: 166897

In article <3njctg$r2u@ccshst05.cs.uoguelph.ca>
thopman@uoguelph.ca (Theodore L Hopman) said:-

>Simon Moore (smoore@chowgar.demon.co.uk) wrote:
>: Does anybody know of a program that can view CGM (computer graphics metafile)
>: format ?
>
>I may not be completely correct on this, but CGM is a form (probably a
>superset) of GEM metafiles. I once tried importing a GEM metafile from
>EasyDraw) into WordPerfect on a PC, and to my surprise it worked.
>WordPerfect thought it was a CGM file, but hey...
>
>So, a possible answer to your problem may be to use a GEM drawing program
>such as Kandinsky. GEMview handles GEM metafiles as well.
>
>THeo
>

Thanks Theo, I'll give it a try.

--

Simon Moore

smoore@chowgar.demon.co.uk

1614. Re: Re^2: Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Apr26.133252.1881@cathy.ijs.si>
Source record: 166898

In article <FDWQBCBOUP@galaxy.teuto.de>,
Hendrik Mylius <neptune@galaxy.teuto.de> wrote:
>Wouldn't spend a penny on CoMa if I were you.
>
>Not being supported any longer. Has problems with serial ports other than
>Modem1. Sometimes dufficult to set up.
Huh? CoMa 2.80 came out just a week ago. I haven't had any problems setting
it up, and it uses hsmod drivers for it's access to ports, so it shouldn't
have any problems with alternative ports.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

1615. Re: Chameleon

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3nlc65$lq7@bs33n.staffs.ac.uk>
Source record: 166899

Simon Moore (smoore@chowgar.demon.co.uk) wrote:
: Could somebody please let me have the number for the Chameleon BBS.

: Cheers.

01454 881095

Very nice board indeed, well worth supporting...

RiCH

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

1616. Re: Falcon Games List

Newsgroup: comp.sys.atari.st
Date: 1995-04-26 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3nlfbu$lvs@bs33n.staffs.ac.uk>
Source record: 166900

Jack Kitowicz (jack@aurora.carleton.ca) wrote:
: Ishar II
: Ishar III?
: Transarctica
: Zero 5
: Pinball Dreams
: Stardust
: Steel Talons

Add to this :-

Ishar I
Obsession Falcon version (should be coming soon I hope)
Bubble Bobble Falcon (out VERY soon)
Llamazap
Dino Dudes (Humans)
Killing Impact
Les Dinosaurs
Moon Speeder
SubStation (not Falcon only, but...)
Lasers & Men (s/w)

plus there are a few others.. quite a few shareware ones I missed out too

RiCH

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

1617. Re: HD for atari 1040ste?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD2SFDAPUP@galaxy.teuto.de>
Source record: 166601

In <D7CxHz.9CG@cix.compulink.co.uk> "Roland Givan" wrote:

>In message <9504181322.AA04402@ilmen.lanl.gov>, hutch@ilmen.lanl.gov said:
> > as a new Quantum 730Mb 3.5" LPS SCSI for $259 from various dealers).
>I was thinking of getting one of these to replace the 212Mb drive in my
>TT. However I have read that as it is a FAST SCSI2 device I will need
>active termination. ATM I use a passive terminator on the end of my SCSI

IIRC, the LT730S comes actively terminated. So that shouldn't be too much of a
problem.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1618. Geneva vs. MagiC

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD2VCEAPUP@galaxy.teuto.de>
Source record: 166602

In <ftn_2.203.203.15$fidonet.org_2f9777cf_Tom.Thomason@fpc.ct.se> Tom Thomason wrote:

> HM> Geneva isn't available in Germany ATM, and it doesn't run with MiNT. But

> When correctly configured, Geneva should automatically hand over to MINT
>when it can't handle the multi-tasking for a program on it's own.

Should, ought, or actually _does_?

BTW, is it possible to but Geneva into ROMs as it can be done with MagiC?

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1619. Re: scsi on falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD2VCEASUP@galaxy.teuto.de>
Source record: 166603

In <D7KzoD.H79@cunews.carleton.ca> Jack Kitowicz wrote:

>1.8MB/s on the Seagate (with 1MB+ files) and 1.2 MB/s on the Quantum.
^^^^^^^

That's about as fast as a Falcon can do. The NCR SCSI-chip could go faster,
but the DMA is the limiter here.

>The only problem seems to be that I can't copy files bigger than 4MB
>as I get device not recieving data errors. Is this a problem with the OS

Could this be one of the problems related to the 16 mhz-clock?

>copy routines? I've heard that this problem might be solved with Kobold

Dunno, but doesn't sound plausible to me.

Which driver are you using? AHDI 6.061 was especially modified, to cope with
these kinds of problems in certain Falcons (SCSI-transfers made slower).

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1620. Re: TKR (Crazy Dots) by email ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD2VCEAVUP@galaxy.teuto.de>
Source record: 166604

In <3nibo9$p04@fbi-news.informatik.uni-dortmund.de> Patrick Koehne wrote:

>|> Does anyone know if TKR (the maker of the Crazy Dots graphics card) can
>You can't reach them directly but some members of them are reachable in the

Bzzz, wrong guess ;-)

TKR have a CI$-account:

100342.1702@compuserve.com (Helge Riis)

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1621. Re: Mega STe External Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950427231916.12024B-100000@moose.erie.net>
Source record: 166605

On 27 Apr 1995, Tae Kyun Kim wrote:

Did that! The internal is SCSI 0, the Megafile is SCSI 3. The
Syquest is in a case with another hard drive. They are SCSI 1 and 2.

> You have to change the device id of the external hard drive. Gotta open
> it up, and all...
>
> Dennis McGuire (mcguired@moose.erie.net) wrote:
>
>
> : I recently got my son a Mega STe. We tried to move his files
> : from an old Megafile 30 to the intenral hard disk on the Mega STe, but it
> : wouldn't recognize the external drive. The Mega STe has a 50 Meg Seagate
> : at SCSI ID 0 which is running the AHDI hard disk driver. The Megafile was
> : SCSI ID 3.
>
> : Figuring the problem was with the Megafile, I hooked it up to a
> : 1040 STe and moved the files over to my Syquest drive. Well, the Mega
> : STe doesn't recognize the Syquest either! I normally use the ICD booter,
> : but AHDI was already on here. When I run IDCHECK, it lists the SCSI ID
> : of the Syquest, but it says "Unecognized unit".
>
> : Any positive advice would be appreciated!
>
>
>
>

1622. Re: Case for peripherals?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3nomt0$hdm@cville-srv.wam.umd.edu>
Source record: 166606
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Thanks for all the help from all you guys, as now I may have
money for other stuff... I can hope...

--Lunatic

1623. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D7owzE.91t@news.hawaii.edu>
Source record: 166607

Doug Hohenstein (dhohenst@gpu2.srv.ualberta.ca) wrote:
: I just got a 68882 FPU (math coprocessor) put in my Mega STE. Now
: what? What software is out there that makes use ofthis troublesome
: little chip?

I am pleased to say that Phoenix II from Lexicor supports the 882. Ray
trace rendering gets a serious kick in the pants thanks to the co-processor.

I'll let you know if I think of anything else...

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Falcon030 - STacy - Portfolio - 2600 - Lynx - Jaguar - 400 - 800 - 130 XE

1624. PD games recommendations

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <057_9504280209@tor250.org>
Source record: 166608

AO> Can anyone recommend a PD game worth playing? What are your
AO> favourites amongst our ST public domain...whether shareware or
AO> freeware? Either, arcade type or stragedy shootem ups, D&D
AO> etc...

Running in which resolution?

If in monochrome, I'd definitely recommend SLATRIS (an excellent TETRIS clone), OXYD, SHOCKER II, SUPER BREAKOUT, and NO LIMIT II (maybe not as nice as OBSESSION, but it's the only pinball simulation that runs in monochrome that I know of!). Oh, and WORMMANIA.

If in colour, definitely LLAMATRON 2112 and REVENGE OF THE MUTANT CAMELS, and what I've seen of TOWERS.....

... I'm terribly sorry - I thought you was circus midgets!
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

1625. Available support?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3nonev$hdm@cville-srv.wam.umd.edu>
Source record: 166609

I keep hearing people like Roger talk of the unavailability of support for Atari stuff. I haven't had any problem that someone on this Newsgroup hasn't been able to help with. It's nice having a computer system whose users seem to care about each other... It's nice having a system that can divide... ;-)
Just my $0.02

--Lunatic

The opinions expressed herein are expressed herein.

1626. FOLLOWUP: St in the recording studio

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: mcwilliams@wmich.edu
Message-ID: <1995Apr27.035715.30839@wmichgw>
Source record: 166610

ST folks,

Thanks, everyone, who answered my original post. It's great to have
a group like this around when you need information. I'm following everyone's
recommendations in regards to monitor placement.
One followup question however: Does a monitor magnetized by speakers
like mine has been, have some ability to repair itself if put in the proper
place? Does it have a degausing strip around the parimeter of the screen?
Or will it have to have service?

Thanks everyone,
This group is great.

Brian

re

1627. Re: Persistence of Vision (SLOW!!)

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3nnul6$68v@dux.dundee.ac.uk>
Source record: 166611

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: : I was running POV last night on my 4mb Falcon with FPU. However after
: : waiting 3 hours it still hadn't finished.

: : I selected box.pov (from the level 1 screens). My other settings
: : were 2100k buffer and no multitos.

: : Is it normal for it to be this slow?

: I've never used it myself however I suspect that if the version you had
: didn't take advantage of the 030 or FPU then it wouldn't benefit from
: being run on a Falcon.

The version I used was the 030 TT/Falcon version.

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1628. re: case for peripherals?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1317rcain@nest.demon.co.uk>
Source record: 166612

On 27 Apr 95 Lost wrote::

L> From: abstract@wam.umd.edu (Lost)
L> Perhaps a FAQ, but does anyone know if I can use a standard PC
L> case with ST peripherals? (Hard drive,CD-ROM,Tape Drive) This would
L> save me a lot of money, as internal units are cheaper than
L> externals... If not, what other options do I have to hold internal
L> SCSI devices? Thanks in advance!

Of course you can! This is a well known strategy for ST users who have a deskful of cables. If you get a big enough case you can even transfer the ST motherboard into it.

You can pick up used PC cases with big (200w) power supplies and cabling very cheaply. Just make sure you count up the number of 5.25" and 3.5" peripheral bays you want.

Roger
rcain@nest.demon.co.uk

--

1629. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FD2SDBUVUP@dksoft.ping.dk>
Source record: 166613

In <3nm180$jqv@sphinx.Gsu.EDU> Tommi Pekka Hietavuo wrote:

>Is this an Atari area, or what ? It seems like we have more and more
>ex-atarians, current PC/Mac users, or whatever, telling us how great
>computers PC and Mac are. As if we didn't already use them both;
>somebody at work, somebody at school, somebody at home...
>
>I think, most of us know quite enough of PCs not to want to own one.
>What's so strange with that? Or should Mac-users remind PC-users of what
>they're missing, and vice versa?
>
>I'm myself writing this on a PC right now - and boy, I miss my Falcon and
>its decent telecomms programs like Connect ;-) ! This machine sucks. But
>it's all I have here. Owning both an Atari and a PC, I should know?
>
>But then again, somebody will come and say: "hey, jerk: you must own some
>ancient PC - come n' get a real PENTIUM with WINDOWS 95 and ..., and soon
>you'll wonder why you ever used something else" ;-) !
>

Nobody told you to own an PC. I personally don't give a damn what computer
you're using. But when person like Hendrik try to tell others about his
experiences with a PC, then people, who know better, are entitled to correct
this. Even though it's an Atari newsgroup.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

1630. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FD2SDBUYUP@dksoft.ping.dk>
Source record: 166614

In <FD1IDEBFUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM> >If PC machines are that bad why do they sell so well, and why have most other
HM> >platforms have droped by the way side, Facts can't lie....
HM>
HM> Roger, you are so incredibly *STUPID*.
HM>

Perhaps if you just answered his questions Hendrik, you would be correct
in calling him stupid. But leaving a statement like this, without any answer
is making you even more stupid. Did you ran out of arguments or did you
as usual just didn't have anything better to say ?

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

1631. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FD2SDBVBUP@dksoft.ping.dk>
Source record: 166615

In <3nknrp$dhk@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>>No need to kid anyone. You obviously don't know enough about PC's.
>
>
>I think the problem is that Atari users have been spoilt with a simple
>computer, and now find it to hard to upgrade to a Real PC....

Nah, i doubt that. It's very easy to "upgrade" (i prefere Not to call it
a real upgrade), to a PC.

>
>
>To the average Atari user PC clones are to hard for them....!!!
>

I also doubt that, cause it's easyer to get help. But ofcouse, you need to
change a few thngs from your daily work.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

1632. re: germans buying up obsolete computer systems..

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1318rcain@nest.demon.co.uk>
Source record: 166616

On 27 Apr 95 Tommi wrote::

TP> From: gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo)
TP> Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
TP> : *** Escom now has Amiga ***
TP>
TP> : Well after all this stuff with the Germans and the Falcon,Medusa
TP> Eagle : thing they now have the Amiga...
TP>
TP> : Does this meen that Germans don't know how to make and develope
TP> Computers..???
TP>
TP> No. By buying more Ataris than any other people in the world, the
TP> Germans have shown us that they have a good taste with computers ;-)
TP> !
TP> And by developing Medusa and Eagle, they've shown that it's possible
TP> to build Atari-compatible equivalents to Pentiums and PowerMacs. Who
TP> needs such things? We all. And especially the pros who use e.g.
TP> Calamus SL.

And just look at all the innovative and high-quality software which comes
out of Germany.

Roger
rcain@nest.demon.co.uk

--

1633. re^2: falcon owners list

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1325dbrewood@nest.demon.co.uk>
Source record: 166617

In a message of 27 Apr 95 Requiem (0) wrote to All :

R> : NeST, not Nest Phil........ Please....
R>
R> Err why not join the Faclon FacTT File too? Surely thats a better
R> option considering they already have a large installed user-base and
R> Colin does a grand job of running it all.

I'm already in the FFF Richard, and work together with them to get the files and information across the nets, we even have a N.FALCON.FACTT_FILE echo dedicated to them. Both Colin and Kevin are close friends.

As a matter of interest NeST is now at least 30% bigger than any other ftn nets around, covering 18 (19 really) countries.

We of course have a corresponding membership which far outstrips the FFF if you want to count numbers.

Daron - dbrewood@nest.demon.co.uk

--

1634. Re: TKR (Crazy Dots) by email ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: Volker_Ricke@hh2.maus.de
Message-ID: <199504280033.a13508@hh2.maus.de>
Source record: 166618

T>Does anyone know if TKR (the maker of the Crazy Dots graphics card) can
T>be reached via e-mail ?
T> Greetings, Luc (v892250@si.hhs.nl)

Hi,
try "helge_riis@ki.maus.de".
He works at TKR and is their Atari supporter.

bye, Volker

1635. Re: Linux ST

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199504272131.a21240@iz.maus.de>
Source record: 166619

In <1995Apr24.102219.25668@rhrk.uni-kl.de>, seimet@rhrk.uni-kl.de (Uwe Seimet) wrote:

US>with at least a 68030 CPU and an FTP.

Doesn't it work w/o Internet access? ;-) You need an FPU...

cu...Ole

Ole_Pahl@iz.maus.de AmPR: DK1LP@DB0HES.#SLH.DEU.EU

1636. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199504272133.a21241@iz.maus.de>
Source record: 166620

In <1995Apr24.101921.25427@rhrk.uni-kl.de>, seimet@rhrk.uni-kl.de (Uwe Seimet) wrote:

US>This is nonsense because you cannot use the DSP to make the operating
US>system faster. The DSP is limited in its range of applications to
US>funtions that profit from special features of a DSP directly.

For mathematical routines it can also be used as a 2nd processor. Some months ago I've heard somebody is writing a LHarc version with DSP support.

cu...Ole

Ole_Pahl@iz.maus.de AmPR: DK1LP@DB0HES.#SLH.DEU.EU

1637. Re: MagiCMac demo

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: alan@aybee.demon.co.uk
Message-ID: <799009882snz@aybee.demon.co.uk>
Source record: 166621

Dan.Dreibelbis@balmybeach.gryn.org (Dan Dreibelbis) writes:

> And yes, it does require System 7 - it also requires a minimum
>of 8 megabytes RAM, 350 mB hard drive, and a 68030 processor on a
>Macintosh.
> ==
>
Could I ask a dumb question?
I'm more familiar with the PC and my Atari, so.., which Mac's
can run system 7 and have the 68030, and thus are capable of running
MagicMac?
I have read of current models which are suitable, but it is more likely
that owners may be selling their older Macs, my only interest would (at first)
be as an alternative to buying a Falcon. So which ? (LC's II's or SE etc)

==========Ta Alan.

--
****
| Alan Baker |
| alan@aybee.demon.co.uk |
| 48/PO139QP (RoyalSnail) |
| +44 (0)1705 529099 |
****

1638. Re: Recovering data from floppy on ST

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: Bob Brown <bob@earthlight.co.nz>
Message-ID: <Pine.SUN.3.91.950427230551.3077C-100000@earthlight.co.nz>
Source record: 166701

On 27 Apr 1995, Philip Fitzpatrick wrote:

> A friend of mine is in a bind and I hope someone can help. She accident-
> ally threw away some documents which were on a floppy disk. She has an
> Atari 520 ST with no hard drive. Is there a data recovery program out
> there which she could use to get the doc's back. Thanks.

If you mean 'threw away' as in 'deleted' then the short answer is yes,
providing that she has not saved any other files on the disk. There is a
small program called UNDELETE.TTP (which I got with ST-Knife from an ST
Format mag) which will undelete the file. If you want a copy of this
program, email me, as i'm sure people wouldn't appreciate lots of
UUENCODED stuff in here :-)

If she 'threw' the disk away ... then the only solution may be to type
the documents back in again!

-=-=-=

1639. Re: Read write Atari ST disks on PC?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: Bob Brown <bob@earthlight.co.nz>
Message-ID: <Pine.SUN.3.91.950427231528.3077E-100000@earthlight.co.nz>
Source record: 166702

In article <3n8tkj$a83@tribune.usask.ca>, Shannon Wegner <wegner@duke.usask.ca> says:

> I've asked this question in the PC groups and didn't get much help, so I
> thought I'd try here. I'm looking for a DOS program that will read and
> write Atari ST DD disks. Does anyone here have any suggestions? I'm also
> looking for a Atari ST utility to read and write DOS disks.

If you format a double density disk on an ST (720K), it should be
compatible with the PC format. The same goes, but it will not work for
1.44MB disks 'cos of the different surface media etc. There is a wee
desktop accessory somewhere called 'Diamond Format' which will write a PC
compatible boot sector to a standard 80 track 9 sector ST disk which I
assume make it PC compatible.

I'm not sure of the validity of this statement, but I don't think
standard ST's can format PC compatible disks!

-=-=-=

1640. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: bericd@bri.hp.com
Message-ID: <D7p0Jv.DLD@bri.hp.com>
Source record: 166703
Body handling: HTML body converted to readable text

Paul Hills (hillsp@genrad.co.uk) wrote:
: In article <3nednt$18lc@rover.ucs.ualberta.ca>,
: dhohenst@gpu2.srv.ualberta.ca (Doug Hohenstein) writes:

: > I just got a 68882 FPU (math coprocessor) put in my Mega STE. Now
: >what? What software is out there that makes use ofthis troublesome
: >little chip?

: Hmmm. I think you've done this the wrong way round. Should be:

: <>

True,

Progs I have that use the FPU:

Kandinsky - GEM vector drawing package (SHAREWARE)
CBZone - Battlezone clone (PD)
Epic - Superb Graphic game - autodetects FPU on bootup (COMERCIAL)

there may be more - I am still checking through my collection.

Most language compilers have FPU libraries to speed up math. Lattice
C has it as a standard compiler option. Most raytracers and the like
also use FPUs if found, although I have never tried them.

Beric..

1641. Re: Upgrading 1040ST ram - how?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: bericd@bri.hp.com
Message-ID: <D7p06J.C5F@bri.hp.com>
Source record: 166704

BobR (76702.1466@CompuServe.COM) wrote:
: Re: Upgrading memory in a 1040ST

: Unfortunately upgrading the memory in a 1040STfm is NOT easy, nor particularly
: reliable once upgraded.

I beg to differ on both these points...

: There are no easily done "unplug a chip and replace it with bigger chips" kind
: of expansion available. You need to install some kind of "upgrade board" that
: will hold the expansion RAM and interface circuitry. Most of these are of the
: "solderless" variety which means they use various bizarre methods of connecting
: to the existing circuitry, very few of which are completely reliable.

I have had an Xtra Ram board in my Atari for about a year now and
have had NO TROUBLE since then. It plugs ontop of the Shifter and MMU
and has worked fine since I put it in there.

: (Atari simply did not design these computers to be expandable.)

True - but there are ways.

: The very BEST way to expand the memory in one of these machines is to buy a
: 1040STe computer and put the old one in the closet... seriously.

How much is an STE ?

How much is a Marpet Xtra Ram board ? about 20 UKpounds unpopulated.

Think again!

I bought the board with 4 x 1MB simms for 99 UKpounds. This is the
same price you are going to pay for 4 x 1MB simms to put in your STE.
(These prices are all NEW from shops - you can pick up simms cheap
second hand!)

: The 1040STe uses industry standard SIMMs for its memory, and those ARE "plug
: and play" easy to upgrade. It also comes with TOS 1.6 already installed, has
: improved graphics and sound, and other minor improvements.

The Xtra Ram board takes Simms also.

: I don't know what the market for used STes may be like in NZ, but I bought a
: 1040STe a year ago, already upgraded to 4 Megs, for US$125.

Beric..

1642. re: verdict on Atari World please?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: A.G.Haigh-Hutchinson@bradford.ac.uk
Message-ID: <1995Apr27.090340.27959@bradford.ac.uk>
Source record: 166705

Dear Ofir,

Having been saddened at the demise of ST Review, I was very glad to see it was being replaced....I used to have a subscription to it....and this was passed on to STF - but I don't like STF !!!

Have read, consumed, and generally absorbed AW - I sent for a subscription, and am cancelling the STF one as soon as I start receiving AW.

The superlatives are many; you know how good it is -- god help the opposition!

That's all

Adrian G Haigh-Hutchinson

MEGA ST 4, 2 FDD, 0 HDD (but working on it)...

KEEP UP THE BLOODY GOOD WORK -- WE NEED IT !!!

1643. Re: SDS

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: bs@Sparcy03
Message-ID: <BS.95Apr27141653@Sparcy03>
Source record: 166706
Cross-posted to: comp.sys.atari.st,comp.music

Hi,

you can find information on sds at the following sites:

List of FTP sites supporting MIDI Sample Dump Standard (SDS)
==========

---

alf.uib.no

Directory: /pub/sds

This site contain SDS related programs (MS-DOS) and documentation. Also
includes samples. This is the official site for the SDX programs.

---

ftp-ls7.informatik.uni-dortmund.de

Directory: /pub/samplevision

This site contain about 14MB of SampleVision stuff (might be on the move).

---

sweaty.palm.cri.nz

Directory: sds

This site contain SDS related programs (MS-DOS) and samples. Also includes
Emax stuff.

==========

If you know of any other SDS related sites, or any info in this list is not
correct, send message to: K.Gjerde@uib.no.

==========

[alf.uib.no:/pub/sds/doc/sds_site.lst]

Barthel Steckemetz
Zentrum fuer Paralleles Rechnen, Universit"at zu K"oln
Weyertal 80
D-50931 K"oln

email: bs@zpr.uni-koeln.de
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--
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fax: +49 221 470 5160

1644. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3nnm7h$97@golem.wcc.govt.nz>
Source record: 166707

In article <3nm9v1$mbe@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (steve wells) writes:
>] Funny the MindSet won a award, the Atari did NOT, so Please make comments o
>] thing that you know about..!!....
>
>Bzzzt, wrong..... Computer of the Year award in the late 80's...

Yes some crummy UK Mag, the Mindset Won the Design Council Award of New York, the ONLY COMPUTER TO DO SO..!!!!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1645. Re: TOWERS GAME...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D7ouoL.4xt@sci.kun.nl>
Source record: 166708

In <3nksb6$ee2@golem.wcc.govt.nz> sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) writes:

>One other point the Falcon here has no resale value here....

These days it's rather naive to think *any* computer has resale value.
If I'd bought the `top of the line' PC two years ago (which was
something like a 468DX2-66), this system is now the *smallest* one our
local PC store has in stock. You can argue about the power of the
newer PC systems versus that of the Falcon, but you can't argue that
the `rate of decay' of PC's is *awful*. Personally I find it much
less irritating to have to wait five minutes to download the latest
and greatest software as opposed to buy it in the shops, that to see
the `top' system I bought yesterday being dropped today.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

1646. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950427092335.17137D-100000@moose.erie.net>
Source record: 166709

On 27 Apr 1995, Roger Sheppard.. wrote:

> In article <3nm9v1$mbe@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (steve wells)
writes:
> >] Funny the MindSet won a award, the Atari did NOT, so Please make comments o
> >] thing that you know about..!!....
> >
> >Bzzzt, wrong..... Computer of the Year award in the late 80's...
>
>
> Yes some crummy UK Mag, the Mindset Won the Design Council Award of New York,
> the ONLY COMPUTER TO DO SO..!!!!!!

Yes, and those awards are based on appearance, not capability.
So, if you want the prettiest computer of 1985 (or whenever!) you can
probably pick one up pretty cheap these days. But don't complain about
the dearth of dealers or software! Your closest dealer is probably in
New Zealand.

1647. Re: HSMODEM and MiNT, how?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <3no70v$ekr@irzr17.inf.tu-dresden.de>
Source record: 166710

In article <avg.798895015@news.cwi.nl>, Annius Groenink <avg@cwi.nl> wrote:

> I tried HSMODEM, and it works fine on plain TOS; but with
> MiNT there is a problem; run the patches before MiNT, and
> MiNT throws them out; [...]

As far as I understand the issue, this is not true. MiNT uses the
HSMODEM routines to some extent (to the same extent any non-HSMODEM-
aware program would use it, i.e. the routines sitting in the BIOS
trap). However, MiNT doesn't directly use HSMODEM ``callbacks.''

> Shouldn't the HSMODEM patches be included in MiNT, together
> with a flag that enables the high speeds, much like what
> Linux does?

This would be ideal. However, this would require (a) the HSMODEM
sources to be free, and (b) that someone would be willing to rewrite
them into a new serial driver for MiNT.

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

1648. ST Keyboard for Sale (UK)

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: Alan Gauton <ag@spd.eee.strath.ac.uk>
Message-ID: <Pine.SOL.3.91.950427154055.2415A-100000@humpback>
Source record: 166711

I have an old ST keyboard kicking around at home, which I replaced
because the joystick port broke.

The symptoms are that whenever you play a game requiring the joystick,
there is effectively a permanent up-press on the joystick, eg playing
Kick-off your player automatically runs up the pitch, and he won't come
down :-).

The mouse port works fine, and the keyboard itself is still perfectly OK.

If anybody in the *UK* is interested, make me an offer by e-mail.

AG
--

Alan Gauton Tel +44-(0)141-552 4400
Signal Processing Division ext. 2686
Dept. of Electronic and Electrical Eng. Fax +44-(0)141-552 2487
University of Strathclyde E-Mail ag@spd.eee.strath.ac.uk
Glasgow G1 1XQ http://www.eee.strath.ac.uk/~ag/

1649. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: proche@isis
Message-ID: <3noein$1cv@imag.imag.fr>
Source record: 166712

In article <3nknrp$dhk@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) writes:
|> In article <FDUMEIVIUP@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:
|> >In <FDTPEABZUP@galaxy.teuto.de> Hendrik Mylius wrote:
|> >
|> >
|> >No need to kid anyone. You obviously don't know enough about PC's.
|>
|>
|> I think the problem is that Atari users have been spoilt with a simple
|> computer, and now find it to hard to upgrade to a Real PC....
|>

Oh yes ? And what is a real PC ? A computer which requires one config.sys for every application ? A computer where you must use bad tricks to avoid the 640Ko memory limitation due to a 15 year-old OS ? A computer where you must spend days and days to detect a single bug because of the graphical interface programming abberation ? Oh, and is it 1 computer or 0.99999999 computer ?
Moreover, Roger, where have you seen that GOOD products were the BEST sold ??????
If only people paid more attention to quality rather than ads and marketing...
You're just another sheep, Roger, so go to browse on the grass and stop your stupid bleating.

Pascal.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

1650. Re: TKR (Crazy Dots) by email ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0s4Vyt-000CCnC@black.csi.cam.ac.uk>
Source record: 166713

In article <3nibo9$p04@fbi-news.informatik.uni-dortmund.de>,
koehne@troja.informatik.uni-dortmund.de (Patrick Koehne) wrote:

> |> Does anyone know if TKR (the maker of the Crazy Dots graphics card) can
> |> be reached via e-mail ?
>
> You can't reach them directly but some members of them are reachable in the
> MAUS-Net.

I thought you could send email to maus addresses by sending to

user.name@XX.maus.de

where XX is the code for the maus site.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Speed kills. Use microsoft Windows **

1651. Re: Falcon Owners List

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0s4Vot-000CBsC@black.csi.cam.ac.uk>
Source record: 166714

In article <3ng2d6$1cc@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) wrote:

> If this origanisation [FFF] would like to publish its list on the net
> then I'm sure a lot of people would be very grateful. :) I know
> I would.

They don't distribute it unencrypted, mostly to satisfy the data protection act. An encrypted archive (members can 'phone Kev or Colin for the code) used to be distributed in the 90_FFF fileecho on NeST (I think it's on a Fanfiles fileecho now instead) I don't think it is currently on the internet but I'm sure it could be put on there.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Speed kills. Use microsoft Windows **

1652. Re: PD games recommendations

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2704951720220001@ngalm099.gal.nt.com>
Source record: 166715

In article <932_9504270037@tor250.org>, Andrew.Oyama@balmybeach.gryn.org
(Andrew Oyama) wrote:

> Can anyone recommend a PD game worth playing? What are your favourites
> amongst our ST public domain...whether shareware or freeware? Either,
> arcade type or stragedy shootem ups, D&D etc...

I can recommend World conquest, a world war strategy game.
Registering gets you a scenario editor.
Good support too.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

1653. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504271450.AA02013@ilmen.lanl.gov>
Source record: 166716

In a previous article, kim@dksoft.ping.dk (Kim Andersen) wrote:

In <FDXJBIAWUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM>Hey, you could even dump backwards compatibility, then (which would be
HM>totally stupid, as it cuts your prospective market down to about 10%)

KA>What makes you say bakcward compatibility is lowering your profit. Thats
KA>stupid!

No, Kim. The only thing stupid here is your inability to read what Hendrik
wrote. He said it would be stupid if you -dumped- backward compatability.

You love to argue so much you even argue with those that -agree- with you! :)

-Hutch- @ Fair Dinkum Tech

1654. Re: no programmers left?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504271447.AA02010@ilmen.lanl.gov>
Source record: 166717

In a previous article, hutch wrote:

>In a previous article, mdekker@fwi.uva.nl (M. Dekker) wrote:
>
>> Is this group dead? Are there no more atari programmers?
>
>Nah, it's just that the need/utility of a group such as this one was
>over estimated, IMHO. Most programming questions are -still- being
>posted in comp.sys.atari.st.tech even though they belong here.

Ooops! My reply was meant to go to comp.sys.atari.programmer only.

The original message I was responding to was evidently crossposted to
multiple newsgroups. I wish people would stop doing that. <sigh>

-Hutch- @ Fair Dinkum Tech

1655. Problems with TeX HELP!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: fvkampen@cs.vu.nl
Message-ID: <D7p58q.BIA.0.-s@cs.vu.nl>
Source record: 166718

Hello,

I am trying to use TeX with my MiNT/X11 setup but I have the following
problem: The CTEX prgram (Gem) takes care ofthe %format line at the beginning
of the TeX file. In MiNT however I just type tex file.tex at the command line.
It refuses to do anything with LaTeX!! How do I get TeX to use the LaTeX
package?

And How do I set the XDVI fontpath ok to use xdvi along with TeX?
(I have to convert the .dvi files with dos2unix to view them, is this normal?)

Greetings, and many thanx in advance

Florentijn
--
+---+
| Florentijn van Kampen fvkampen@cs.vu.nl ppp24.pm.cs.vu.nl |
| http://www.cs.vu.nl/~fvkampen Bavo Music Lab. We Compose The Future... |
+---+

1656. Re: falcon owners list

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <m0s4VIC-000CCsC@black.csi.cam.ac.uk>
Source record: 166719

In article <3nnq6f$p6s@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk
(Requiem) wrote:

> : In a message of 24 Apr 95 Phil Hodgkins (0) wrote to All :
>
> : PH> Or why not join NeST or another Atari network, there are several
>
> Err why not join the Faclon FacTT File too? Surely thats a better option
> considering they already have a large installed user-base and Colin does
> a grand job of running it all.

Phil's original message suggested that you should join both.

NeST is much better for atari users than usenet IMO. Possibly not as
useful but a lot more fun. And there's a Falcon FacTT file area on
there...

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mettav.exnet.com
/ \\/ \\ ark Baker
/ \\ \\ ** Speed kills. Use microsoft Windows **

1657. ST/MS-DOS floppy format differences...

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HPU2TD9SVMAIDPQ0@SNYONEVA.CC.ONEONTA.EDU>
Source record: 166720

Hi all.

As a former STe and Falcon owner for many years I'm well aware of most of the main differences between the ST's pre-TOS 1.4 disk format and that of the PC.

However, there is one thing I'm not comepletely sure about...

I remember reading somewhere that the ST format has a different sectors per FAT than MS-DOS uses. The ST uses something like 5 sectors per FAT where MS-DOS only uses 2. Is this correct? I know there IS a difference and this particular difference is one of the main reasons why MS-DOS has trouble reading some ST disk (i.e. the boot sector and media byte differences aside).

I'd appreciate any info on this issue. Please e-mail me directly becuase I don't get to read this group as much as I'd like to.

Thanks,

Ari

1658. Re: Credits for Video Project

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D7pErH.8ps@cix.compulink.co.uk>
Source record: 166721

In message <3nk6q3$s28@mailer.fsu.edu>, boyd@gauss.math.fsu.edu said:
>Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
>>
>> Video Supreme was given away on a cover disk a while back (ST Review
>> disk) and it worked well on my Falcon, ok so its nothing as good as Scala
>> on the Amiga and can only handle ST LOW pictures, but it should work for
>> basic video titling needs (ie, read -very- basic).
>
>Do you know what issue, by any chance?

January 1995

Barry wilsontjb@cix.compulink.co.uk

1659. WANTED BADLY: CIVILIZATION FOR STE

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: A421MAFE@VM1.SARA.NL
Message-ID: <1738D1199C.A421MAFE@VM1.SARA.NL>
Source record: 166722

Is there anyone stupid enough to sell his/her copy of Civilization to me?

I cannot get it in the normal computer stores anymore!

Regards, PIM.

1660. Re: Re^2: Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD2SFDAFUP@galaxy.teuto.de>
Source record: 166723

In <3nbs6e$l0@brachio.zrz.TU-Berlin.DE> Andre Leistner wrote:

>Hendrik Mylius <neptune@galaxy.teuto.de> wrote:
>>Wouldn't spend a penny on CoMa if I were you.
>>Not being supported any longer. Has problems with serial ports other than
>>Modem1. Sometimes dufficult to set up.

>Didn't you want to write this about QFax? AFAIK CoMa is being supported,
>version 2.8 has just been released a week ago.

Ooooppsieee ...

Yes of course I was referring to *QFAX*!

TNX for clearing that up, Andre!

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1661. 520ST/1MB gathering dust

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: mclark@venice.cray.com
Message-ID: <1995Apr27.120014.8656@walter.cray.com>
Source record: 166724

I have a 520ST w/ !meg, 720MB floppy, monitor, 2400-baud modem that's
been in storage for a while. Also original disks, magazines, etc.

Anyone interested?

Email requested - I don't read this group regularly

--
Cheers,

Matt

1662. Re: verdict on Atari World please?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr27.183813.12838@bradford.ac.uk>
Source record: 166725

On Thu, 27 Apr 1995 09:03:40 GMT, AG HAIGH-HUTCHINSON wrote:

nothing important

Hi there fellow Atarian. Just thought I'd write and say if you ever want
any Atari help, Email me. BTW if you are interested in buying a 2400 modem
or an ICD link (HD interface) I am selling these at a good price.

--
Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ

1663. Re: verdict on Atari World please?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995Apr27.184003.12978@bradford.ac.uk>
Source record: 166726

Guess what - the previous article should have been private Email.
Whoops :-)_)_)

1664. Adress from JV Enterprises

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: Geburah@kether.snafu.de
Message-ID: <FD2UAAAFUP@kether.snafu.de>
Source record: 166727

High all !

Does any body know an email adress from JV Enterprises in USA, Nevada ?
Please answer quiet soon !

Ciao
Renï¿½

1665. Re: Ease color/resolution help

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D7pJ7K.13t@cix.compulink.co.uk>
Source record: 166728

In message <3nbn1s$abu@nntp1.u.washington.edu>, control@u.washington.edu said:

> just got ease and can't figure out how to save the various color desktops
>(so i can have a mono desk, a 256 color desk etc.). and the manual makes
>it seem that i have to have magic to change resolutions from ease. this can't be right is it? anyhow could someone give> me a step by step on how to save
>the various color desktops? and can i import any type of icon to use in ease
>thanks for your help, M.C.

I assume you've found the menu item that lets you save the INF file, are
you saving it in the same folder as EASE.PRG?

It's true, you need Magic to change rez :(

Phil.

1666. Re: re^2: falcon owners list

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D7pJ7L.14G@cix.compulink.co.uk>
Source record: 166729

In message <1272dbrewood@nest.demon.co.uk>, dbrewood@nest.demon.co.uk said:
>
>NeST, not Nest Phil........ Please....

Arrgh, the dreaded Brewood misspelling lurgi strikes again :)

lPih :)

1667. Re: 32 MHz for Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D7pJ7M.152@cix.compulink.co.uk>
Source record: 166730

In message <3ni9ae$99i@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU said:

>How do those cheap Falcon accelerators work? I think I heard someone

The 030 is made to run at 32MHz by adding some (little) electronics,
which might be a frequncy doubler or more likely IMO a 32MHz crystal.

>mention that it's possible to get the 32 MHz frequency rather easily from
>Falcon's motherboard. Is is possible, anyway, to make a similar
>accelerator as "Power-Up", etc. at home ..?
>
>Can anyone give exact instructions?
>
>What about PAK 68/3 on Falcon ?

I think I remember an announcement that the same people are developing
something for the Falcon but have heard nothing since.

>It would also be very useful to raise the bus speed to 18 or 20 MHz. Some
>accelerators do this - but how..? Any chance to do it yourself?

No idea :(

Phil.

1668. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D7pJ7n.15s@cix.compulink.co.uk>
Source record: 166731

In message <3nknrp$dhk@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz said:

>>No need to kid anyone. You obviously don't know enough about PC's.
>
>
>I think the problem is that Atari users have been spoilt with a simple
>computer, and now find it to hard to upgrade to a Real PC....
>
>
>To the average Atari user PC clones are to hard for them....!!!

I use a PC at work, I know a lot about them from finding all the problems caused by installing software/hardware - they're one big kludge.

I saw today that it's estimated that 1 million PC's were sold in the UK over the last 12 months TO HOME USERS - I have also seen at another time an estimate that between 2-3 out of 10 users mess up the system (CONFIG.SYS, AUTOEXEC.BAT and WIN.INI), can't put it right and never use the thing again. That's at least 200,000 PC's which don't work just this year.

How many others have programs that don't work because of system clashes which they can't trace? Most of these people have an average education and have been conned by Intel hype that they NEED a computer, with no previous experience of computers how will they cope - their local expert will be barely ahead of them in terms of knowledge - I speak from experience.

It seems to me that PC owners find their computer is too hard for them!

Phil.

1669. Re: 4 Sale Atari System and Games

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: Tim.Sweeney@bbs.mhv.net
Message-ID: <3nor6k$nek@over.mhv.net>
Source record: 166732

Tim Sweeney (Tim.Sweeney@bbs.mhv.net) wrote:
: This is what I have:
: Atari System 2600
: 1 Joystick
: Games:
: Homerun
: Asteroids
: Jungle Hunt
: Break Out
: Miniature Golf
: ET
: Star Wars: The Empire Strikes Back
: Skydiver
: 4 Telegames in 1
: NEAD TO SELL. WILL SELL EVERYTHING FOR 25 OR BEST OFFER. IF YOU WANT TO
: BUY THINGS INDIVIDUALLY E-MAIL ME FOR THE PRICES.
: TIM
: Tim.Sweeney@bbs.mhv.net

1670. Re: Germans buying up Obsolete Computer Systems..

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FD2SBHBOUP@cabal.shnet.org>
Source record: 166733

In <3nl0tn$f4b@golem.wcc.govt.nz> Roger Sheppard.. wrote:
>*** Escom now has Amiga ***
>
>Well after all this stuff with the Germans and the Falcon,Medusa Eagle
>thing they now have the Amiga...
>
>Does this meen that Germans don't know how to make and develope Computers..???

Of course not, we are totally unable to do so. Besides those
multi-parallel machines, of course. BTW, we can't cuild cars either,
that's why BMW bought Rover *sheesh*.

>Just a few words of thought...??

Yep, and New Zealanders make anything they develop somewhat sheeplike. I
wonder what Jeffrey Minter would think of it, but IMHO sheep are boring.
As is - of course - Roger W. Sheppard.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 22. Mar. '95

1671. Re: Verdict on Atari World Please?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D7oBwK.618@cix.compulink.co.uk>
Source record: 166734

>Will Atari Pro be Falcon orientated every month?

No, it will be aimed at the 'serious' user. Issue 2 looks at C programming.
Future issues will cover use of hard disks, graphics cards, hardware projects,
programming...

Comments on the content are best sent to the Editor at
midihelp@cix.compulink.co.uk

Ofir ogal@cix.compulink.co.uk

1672. Re: Jekyll on Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: julian@loose.apana.org.au
Message-ID: <3nllms$1do@loose.apana.org.au>
Source record: 166735

Tommi Pekka Hietavuo (gs01tph@panther.Gsu.EDU) wrote:
: Has anyone managed to get the excellent JEKYLL/HYDE telecomms program to
: work on Falcon..? If so, what version and how? I couldn't get the
: program to make a connection between two Falcons.

What version of Jekyll are you using? I've got v1.38. I'm using an STe
but I'll check with a friend who uses a Falcon. !.38 fixed lots of things
for me :-)
--
/| |\ o _, /"" o |\ |\ _ ,_ _|
| | | | |/ | / | /|/| (_ | |/ |/ / _/ | / |
\|/ \/|_/|_/|/\/|_/ | |_/ _| |/|_/|_/_/ |/\/|_/
(| julian@loose.apana.org.au |) |)

1673. FS: SC12224 monitor and 50 meg HD

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: glennj@wam.umd.edu
Message-ID: <3nmn3q$7i4@cville-srv.wam.umd.edu>
Source record: 166736

The following items are left over from an ST system I no longer have:

ICD Fast 50 Meg HD: Seagate 50 Meg HD + ICD Advantage Plus ST Host
Adapter + ICD under-the-monitor style case and power supply.
With docs and drivers. $75 + shipping

Atari SC1224 Monitor: Goldstar version, used only two years.
$75 + shipping (heavy)

Send questions/offers to glennj@wam.umd.edu

--Jim Glenn

1674. Re: SDS

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: kludge@u.washington.edu
Message-ID: <3nmstl$jcv@nntp1.u.washington.edu>
Source record: 166737
Cross-posted to: comp.sys.atari.st,comp.music

In article <19950425.165716.35@powerslv.demon.co.uk>,
Jon Kale <jon@powerslv.demon.co.uk> wrote:
>Can anybody point me to an SDS FAQ or answer a couple of queries I've got....

Here ya go. There are a couple of confusing parts -- ALL values are in
the 7-bit encoding form they describe; this took me a while to figure out.

MIDI SAMPLE DUMP STANDARD

1) INTRODUCTION

The MIDI SDS was adopted in January 1986 by the MIDI
Manufacturers Association and the Japanese MIDI Standards Committee.
The SDS defines the standard method for transfer of sound sample data
between MIDI-equipped devices. Sample dumps may be accomplished with
either an 'open loop' or 'closed loop' system. The open loop method
simply involves the straight dump of all sample data from its source
to the destination, with no timeouts, packet acknowledgements, or any
other form of handshaking, much as in the manner of a sysex bulk dump,
usually intiated at the source. The closed loop method allows the use
of handshaking messages between the dump source and destination, and
usually places the dump process under the control of the slave, to
allow it time to process the incoming data as necessary. As with any
standard, it can not be assumed that a device adheres to it unless the
accompanying documentation specifically indicates it. Even then, it is
best to check its conformity with non-critical data.

2) SPEC: SAMPLE DUMP FORMATS

DUMP HEADER:

F0 7E cc 01 ss ss ee ff ff ff gg gg gg hh hh hh ii ii ii jj F7

where

cc = channel number
ss ss = sample number (LSB first)
ee = sample format (number of significant bits; 8->28)
ff ff ff = sample period (1/sample rate) in nanoseconds (LSB first)
gg gg gg = sample length, in words
hh hh hh = sustain loop start point (word number) (LSB first)
ii ii ii = sustain loop end point (word number) (LSB first)
jj = loop type (00:forwards only; 01:alternating)

DATA PACKET:

F0 7E cc 02 kk <120 bytes> mm F7

where

cc = channel number
kk = running packet count (00->7F)
mm = checksum (XOR of 7E, cc, 02, kk <120 bytes>)

The total size of a data packet is 127 bytes. This is to avoid
overflow of the MIDI input buffer of a device that may want to receive
an entire packet before processing it.
A data packet consists of its own header, a packet number, 120
bytes of data, a checksum, and an EOX. The packet number begins at 00
and increments with each new packet. It resets to 00 after it reaches
7F, and continues counting. The packet number is used by the receiver
to distinguish between a new data packet, or a resend of a previous
packet. The packet number is followed by 120 bytes of data, which form
60, 40, or 30 words (MSB first for multiword samples), depending on
the length of a single data sample.
Each data byte hold seven bits, with the msb in each byte set to
0, in order to conform to the requirements of MIDI data transmission.
Information is left justified within the 7-bit bytes, and unused bits
are filled with 0.
Example: Assume a data point in the memory of a 16-bit sampler,
with the value 87E5. In binary, that would be

1000 0111 1110 0101

and would be encoded as the following MIDI data stream:

01000011 01111001 00100000

The checksum is the running XOR of all the data after the SYSEX
byte, up to but not including the checksum itself.

3) SPEC: SAMPLE DUMP MESSAGES

DUMP REQUEST:

F0 7E cc 03 ss ss F7

where

cc = channel number
ss ss = sample number requested (LSB first)

Upon receiving the request, the sampler checks the sample number
to see if it is within legal range. If it is not, the request is
ignored. If it is, the sample dump is started. One packet at a time is
sent, under control of the handshaking messages outlined below.

HANDSHAKING MESSAGES:

For all below:

cc = channel number
pp = packet number

Packet numbers are included in the handshaking messages to
accomodate machines that have the intelligence to re-transmit specific
packets after an entire dump is finished, or if synchronization is
lost.

ACK : F0 7E cc 7F pp F7

Means last packet was recieved correctly (checksum OK, etc),
please send next one. Packet number is packet being acknowledged as
correct.

NAK : F0 7E cc 7E pp F7

Means last packet not received correctly, please send again.
Packet number is packet being rejected.

CANCEL : F0 7E cc 7D pp F7

Means abort dump immediately. Packet number is packet on which
abort occurs.

WAIT : F0 7E cc 7C pp F7

Means pause dump indefinitely, until next message is sent. Allows
the unit recieving the dump to perform other functions (disk access,
etc), before receiving the remainder of the dump. The next message it
sends (eg ACK, ABORT) will determine if the dump continues or aborts.

4) DUMP PROCEDURE: MASTER (DUMP SOURCE)

Once a dump has been requested, either via MIDI or through the
front panel, the DUMP HEADER is sent. After sending the header, the
master must time out for at least two seconds, to allow the receiver
to decide if it will accept this sample (has enough memory, etc).
If it receives a CANCEL, within this time, it should abort
immediately. If it receives an CAK, it will start sending packets
immediately. If it receives a WAIT, it pauses until another message is
received, and then processes that mesage normally. If nothing is
recieved within the timeout, an open loop is assumed, and the dump
starts with the first packet.
After sending each packet, the master should time out for at
least 20 milliseconds and watch its MIDI In. If an ACK is received, it
sends the next packet immediately. If it receives an NAK, and the
packet number matches the number of the last packet sent, it resend
that packet If the packet numbers don't match, and the device is
incapable of sending packets out of order, the NAK will be ignored.
If a WAIT is received, the master should watch its MIDI In port
indefinitely for another ACK, NAK, or CANCEL message, which it should
then process normally.
If no messages are received within 20 milliseconds of the
transmission of a packet, the master may assume an open loop
configuration, and send the next packet.
This process continues until there are less than 121 data bytes
to send. The final packet will still consist of 120n bytes, regardless

of how many significant bytes actually remain, and the unused bytes
will be filled with zeroes. The receiver should handshake after
receiving the last packet.

5) DUMP PROCEDURE: SLAVE (DUMP DESTINATION)

When receiving a sample dump, a device should keep a running
checksum during reception. If its checksum matches the checksum in the
data packet, it will send an ACK and wait for the next packet. If it
does not match, it will send an NAK containing the number of the
packet that caused the error, and wait for the next packet. If, after
sending an NAK, the packet number of the next packet doesn't match the
previous packet number (the one that was NAK'd), and the unit is not
capable of accepting packets out of order, the error is ignored and
the dump continues as if the checksums had matched.
If a receiver runs out of memory before the dumpo is completed,
it should send a CANCEL to stop the dump.

6) SDS OVERVIEW

SAMPLE DUMP DATA FORMAT: DUMP HEADER:

Sysex
ID: Universal Non-Real Time
Channel Number
Sub ID: Header
Sample Number (2 bytes, LSB first)
Sample Format
Sample Period (3 bytes, LSB first)
Sample Length (3 bytes, LSB first)
Sustain Loop Start Point (3 bytes, LSB first)
Sustain Loop End Point (3 bytes, LSB first)
Loop Type
Eox

SAMPLE DUMP DATA FORMAT: DATA PACKET:

Sysex
ID: Universal Non-Real Time
Channel Number
Sub ID: Data Packet
Packet Number
Sample Data (120 bytes)
Checksum
Eox

SAMPLE DUMP MESSAGES: DUMP REQUEST:

Sysex
ID: Universal Non-Real Time
Channel Number
Sub ID: Dump Request
Sample Number (2 bytes, LSB first)

Eox

SAMPLE DUMP MESSAGES: HANDSHAKING FLAGS:

Sysex
ID: Universal Non-Real Time
Channel Number
Sub ID: ACK or NAK or CANCEL or WAIT
Packet Number
Eox

--

<*> Eric Moon <*> kludge@u.washington.edu <*> ||:||:||:||:||:||:||:||:||:||

"Machines cranking over -- lovingly tended"

1675. Re: Mega STe External Hard Disk

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: tkk@uclink2.berkeley.edu
Message-ID: <3np3bl$qch@agate.berkeley.edu>
Source record: 166738

You have to change the device id of the external hard drive. Gotta open
it up, and all...

Dennis McGuire (mcguired@moose.erie.net) wrote:

: I recently got my son a Mega STe. We tried to move his files
: from an old Megafile 30 to the intenral hard disk on the Mega STe, but it
: wouldn't recognize the external drive. The Mega STe has a 50 Meg Seagate
: at SCSI ID 0 which is running the AHDI hard disk driver. The Megafile was
: SCSI ID 3.

: Figuring the problem was with the Megafile, I hooked it up to a
: 1040 STe and moved the files over to my Syquest drive. Well, the Mega
: STe doesn't recognize the Syquest either! I normally use the ICD booter,
: but AHDI was already on here. When I run IDCHECK, it lists the SCSI ID
: of the Syquest, but it says "Unecognized unit".

: Any positive advice would be appreciated!

1676. FS MSTE & more...

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: mayolc@ucunix.san.uc.edu
Message-ID: <3noh7o$4so@ucunix.san.uc.edu>
Source record: 166739

For sale:

Atari Mega STE with 4 Meg of Ram for $399, and you pay shipping.

Also for Sale is a Cannon BJ 10ex inkjet Printer, that prints at 360x360 Dpi for $150

Zoom Vfdx 2400 Modem with Fax class 1 & 2, Caller ID and VOice Mail $59 including STalker 3 comm software.

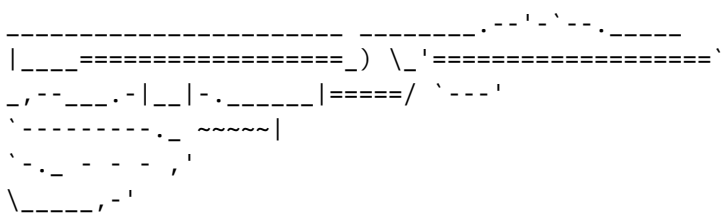
And finally an External Floptical drive with 5 Disk [of 21 Meg each, some loaded with lots of software] external supply and ICD Link and cable [a plug an go unit], it also reads HD disks, for $199.

Migraph Hand Scanner with Touch up and OCR Jr. software $69

Nova VME plus 16.7 Million colors card with True Paint, and Prism Paint 2 will sell for $300. Also a 15" Monitor SVGA low radiation up unlimited number of colors Multiscan Compudyne for $250 [practically new]

For any of the item above you pay the shipping. All items will sell in box with manual etc.

Interested? Mail me at mayolc@ucunix.san.uc.edu



1677. NOS

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: Brad_Beck@mindlink.bc.ca
Message-ID: <69674-799023161@mindlink.bc.ca>
Source record: 166740

Has anyone managed to setup NOS or Demon NOS to connect to a dialup internet provider? I get assigned a different IP Address every time I call and have tried to change the IP address in NOS, from the net> prompt but that doesn't seem to work. Also if I try to connect using PPP I always lose carrier. Using SLIP I don't lose the connection but can't communicate with the other side.

Any help would be greatly appreciated. I am moving soon and all my calls will be long distance and I really want to cut down the time I spend online.

Thanks in advance

Brad

1678. Re: Bootup without MagiC

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3np59m$50n@newsbf02.news.aol.com>
Source record: 166741

>I'm trying to get my STe to bootup without using MagiC & Ease from the hard
>disk. I have tried the holding shift keys during bootup but it has no effect

You need to do a hard reboot. A soft reboot won't take MagiC out of memory. On my systems I do Control-Alt-RightShift-Delete for a hard reboot; try that.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1679. Re: MagiC and ICD HD software

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3np5a0$50t@newsbf02.news.aol.com>
Source record: 166742

Hendrik:

> Have you installed the driver properly on the TT's drive? Or did you
just copy
the driver?

> I have a very light memory of a problem occurring, when the booter is
> installed from one machine, and the harddisk then is connected to
another
> type of computer.

> Run HDUTIL, make your TT-drive bootable, and then choose a driver from
the
> original distribution-disk. Setup the params as you like, and do *not*
>_deselect_ the ID of the harddisk in question.

> Does the TT run MagiC as well? If so, try to make it boot correctly
under
> plain TOS and then fire up MagiC.

Thanks for the help. I've been using ICD software since before the ST was introduced, and it's installed properly. The problem is not on the ST but on the TT. MagiC crashes as soon as there is any disk activity. Under AHDI, MagiC runs perfectly on the TT. This is ICD Pro 6.2.3, as I recall (a guess).

I installed Tcache with the latest version I could find of AHDI and I'm happy.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1680. Re: PD games recommendations

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: diehl@grin.io.org
Message-ID: <3nong0$arv@ionews.io.org>
Source record: 166743

Andrew Oyama (Andrew.Oyama@balmybeach.gryn.org) wrote:
: Can anyone recommend a PD game worth playing? What are your favourites
: amongst our ST public domain...whether shareware or freeware? Either,
: arcade type or stragedy shootem ups, D&D etc...

Two I got recently (though they're dated 1992) are really worth getting:

Aeris: Very clever logic game from France
Manciola: A variation of above, by the same author; also great.

ALso, my other favourites:

Hector and the Mutant Vampire Tomatoes from Hell
Cybernetix (Defender-type game with raytraced asteroids)
Anything by Dave Munsie
Spectral Sorcery (Hex-style game; fantastic, if old)
Blox (Dave Bagett's contribution to the Tetris-style games)
HAc-Man II (Another Dave Baggett classic)
Colour Clash (A bit cheesy, done in STOS, but a great logic/puzzle game)
OZone (Definite classic, even if there are no sound effects)
Critical Mass (100% Pure assembler, parallax scrolling, digital sound, etc)
Chaos (ST version of the classic Spectrum game by Julian Gollop)
The Original (Boulder Dash to the Nth Degree; very excellent)
Grav & Grav II (More good stuff)
Anything by Jeff Minter, of course
Ataxx (Very nice vertical shooter)
Starball (Excellent Pinball)
Wyrd Wayz (Very nice battle/puzzle game)
Topas (Archon of the 90s ...unfortunately (for me) in German though)
Reflection (Logic game; extremely nice, especially considering it's STOS!)
Downfall (Don't be fooled by the size; this is a very clever 2 player game)
Stomp (Very clever puzzler)
Demolition Man (Clay Walnum's contribution to the Minesweeper games)
Darklyte (Fantastic mission-driven strategic sci-fi wargame)

There are probably others, but these are my utmost favourites. All of them
are very much worth getting (No dogs in this lot), and I'm almsot certain
that every last one of them can be found on atari.archive.umich.edu.

: --
: | Fidonet: Andrew Oyama 1:250/422
: | Internet: Andrew.Oyama@balmybeach.gryn.org

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___

```
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

1681. Falcon boots SO slow.. help!

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3np8f4$r7j@bs33n.staffs.ac.uk>
Source record: 166744

It finally happened... I ditched my nasty little internal IDE drive from my Falcon that was giving me so much grief and bought a spanking brand new external SCSI 730meg.. it works like a dream.. however I removed the IDE from the Falcon in order to place it in my PC laptop (where it now runs fine!) but my Falcon takes an AGE to boot.... its as if its scanning for an IDE and can't find one but takes about 20 seconds to determine that there is nothing plugged in, it then boots the SCSI and works fine.

So.. how the hell can I get it to stop searching for the IDE? Don't tell me I'm stuck with a slow booting Falcon until I buy a little 20meg IDE to stop this annoying problem! It happens at every reset.. and is most most frustrating.. perhaps some STF or AW contributors would care to add this to one of their Question and Answers pages respectively...

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

1682. Re: Thing

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <xa3fpl-.mindbomb_bbs@delphi.com>
Source record: 166745

```
>> What is THING...

Its a GREAT desktop replacement, I've only used the german version so far, but
its STILL amazing! Give it a try if you can, should be on most FTP sites, and
maybe an version in English will be available soon! <g> :)

mindbomb_bbs@delphi.com
```

1683. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D7px2D.MBu@cix.compulink.co.uk>
Source record: 166746

In message <D7p0Jv.DLD@bri.hp.com>, bericd@bri.hp.com said:
> Paul Hills (hillsp@genrad.co.uk) wrote:
>
> : > I just got a 68882 FPU (math coprocessor) put in my Mega STE.
> : > Now what? What software is out there that makes use ofthis

> Progs I have that use the FPU:
>
> CBZone - Battlezone clone (PD)

In the standard distribution of CBZONE10 for the Atari - there are only 2 executables:

68000 only
68030 + FPU (which also works on 68020 and under MacMagic AFAIK)

The source is all there to build a 68000 + FPU version - there is even a Lattice .prj file for that config. The binary is missing as I was unable to find anybody with the 68000 + FPU combination for testing. However if anybody would like such a version - then I'm willing to compile one up.

:-)

Roland.

@CiX

PS the original CBZONE02 had autodecting FPU code which *should* work on a 68000+FPU combination - but its a poor version and the Lattice FPU autodetecing code is quite slow and apparently none too reliable.

1684. I wanna new group!

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: goringgn@aston.ac.uk
Message-ID: <D7p4ry.ltw@aston.ac.uk>
Source record: 166747

Y'know, I wish there was a seperate group for Atari games only. It's a real pain for us game freaks having to look through lots of techy articles.

I'm not slagging off techy minded people, as it's them that make the world go round and write stuff, it's just I'd like a completely games orientated group, like on other machines, even ones as small as the Arch (when I say small, I am ignoring the countless thousands of schools that own them in britain.)

Graham - Have we all calmed down yet? Good

```
+-------------------------------------------------------------------------+
|Why not visit my unfinished Home Page? Refreshments served every hour.|
+---------------+ http://www.aston.ac.uk/~goringgn/ +------------------+
| Set in the beautiful country-side |
| Of Aston University |
+-----------------------------------+
```

1685. Re: Case for peripherals?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: Goth@blkplnet.demon.co.uk
Message-ID: <457673424wnr@blkplnet.demon.co.uk>
Source record: 166748

In article: <3nmmta$78k@cville-srv.wam.umd.edu> abstract@wam.umd.edu (Lost) writes:
>
> Perhaps a FAQ, but does anyone know if I can use a standard PC
> case with ST peripherals? (Hard drive,CD-ROM,Tape Drive) This would save
> me a lot of money, as internal units are cheaper than externals...
> If not, what other options do I have to hold internal SCSI
> devices? Thanks in advance!
>
> --Lunatic
--
Well using a standard PC shouldn't cause any problems that I can think of, the only possible problem I can think of would be the power supply & its connections. I'd go for a small tower unit if possible, as they look the business and are easier to cable up inside...

I've just installed a 540Mb SCSI-2 Hard disk and a 16Gb DAT drive (overkill, but who cares!) into an ordinary PC Midi-Tower case. All the cables fit beautifully, and my Link II is bolted to the rear of the case for stability.

Obviously all the PC type crap (turbo/reset button and Mhz display) ain't worth spit to the ST, so you should find it easy to bolt together something cool. When the prices of >1Gb disks comes down a bit more, I'll be after one of those too... :-)

Hope this helps?

Darran.

1686. Re: TOWERS GAME...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3nou3k$nq5@prime.mdata.fi>
Source record: 166749

In article <3nksb6$ee2@golem.wcc.govt.nz>,
Roger Sheppard.. <sheppard_r@kosmos.wcc.govt.nz> wrote:
>In article <Pine.LNX.3.91.950424000017.16041C-100000@moose.erie.net>, Dennis McGuire
<mcguired@moose.erie.net> writes:
>>
>>On 23 Apr 1995, Roger Sheppard.. wrote:
>> Get a Falcon, Roger! You need a REAL computer to run Towers II! :)
>What utter drivel...
>
>I will get a computer that works has support and I can get repaired when
>needed,that puts the Falcon at the bottom of the list..

You must live in the wrong place, then. :--)

>One other point the Falcon here has no resale value here....

Since when a computer has become an investement? Get gold, shares or
livestock! Everyone knows that a computer price falls 50% as soon
as you drag it out from a shop, and in 2-3 years it will be hard to
sell because computer-companies have somehow conned people to believe
they need the latest brand.

Your money is lost in any case, unless you DO something with your computer
and sell the product.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

1687. Re: ED_POV ? How do you edit ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3nouck$nqi@prime.mdata.fi>
Source record: 166750

In article <D7MyL6.33y@westminster.ac.uk>,
Philip Shore <avsec@westminster.ac.uk> wrote:
>I've just got eb_edpov.lzh and it's running.
>
>How do you make a simple shape appear in the scene ?
>All I get is a white square (one side missing) with a diagonal line in it.

There's a button for toggling the "quickdraw" on/off in general parameters
dialog.

>Do you need MTOS running or is it optional ?

It works fine in single-TOS.

But I dumped it because POV 2.1 didn't approve every line in the scripts
ed_pov made, and because I just bought APEX-media (got sick'n'tired of
how slow it is to make animations by rendering).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

1688. Re: Case for peripherals?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: "Jarl F. Turcotte" <jturcott@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.90.950427000506.76971A-100000@srv1.freenet.calgary.ab.ca>
Source record: 166790
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On 27 Apr 1995, Lost wrote:

> Perhaps a FAQ, but does anyone know if I can use a standard PC
> case with ST peripherals? (Hard drive,CD-ROM,Tape Drive) This would save
> me a lot of money, as internal units are cheaper than externals...
> If not, what other options do I have to hold internal SCSI
> devices? Thanks in advance!
>
> --Lunatic
>
>

You should have no problem putting your peripherals in a PC case. One of the most talked about modifications at my local users group is a tower TT. It looks good, and you have 3 or 4 bays to put your toys in.

A word of warning to anyone who tries this. an ST/TT motherboard is apparintly longer then a PC's, so you need a big tower to fitit in. I think the power supple had to change sides to.

Jarl is out of here...

1689. Case for peripherals?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3nmmta$78k@cville-srv.wam.umd.edu>
Source record: 166791
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Perhaps a FAQ, but does anyone know if I can use a standard PC
case with ST peripherals? (Hard drive,CD-ROM,Tape Drive) This would save
me a lot of money, as internal units are cheaper than externals...
If not, what other options do I have to hold internal SCSI
devices? Thanks in advance!

--Lunatic

1690. Re: MagiCMac demo

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: and@sun1
Message-ID: <1995Apr27.071041.1450@newsserver.rrzn.uni-hannover.de>
Source record: 166792

Dan Dreibelbis (Dan.Dreibelbis@balmybeach.gryn.org) wrote:
: And yes, it does require System 7 - it also requires a minimum
: of 8 megabytes RAM, 350 mB hard drive, and a 68030 processor on a
: Macintosh.

4 MB RAM are enough if you do not need Ease, you then have about
1,5 MB free RAM for your Applications. 5 MB of free space on
your hard drive should be enough for the system itself.

--

ANDREAS KROMKE

1691. TOWERS GAME...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <798949524.0@mettav.exnet>
Source record: 166793

It was none other than Roger Sheppard.. who did write on 23 Apr 95 that ....
RS> *** TOWERS GAME ***
RS> Well I just spents a lot of time dnloading this TOWERS II game,
RS> only to find that the Doc are incomplete, it does not state in the
RS> readme what system is it for, and that it can only be run from a Hard
RS> Disk...
RS> Please can some one post info regarding both versions
RS> of TOWERS I/II , what systems and type of drives they run on...

TOWERS 1 - All Atari's
TOWERS 2 Falcon Only . Although AFAIK they are also doing a PC version are
they not ??

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

1692. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <798949524.1@mettav.exnet>
Source record: 166794

It was none other than Roger Sheppard.. who did write on 19 Apr 95 that ....
RS> Come now Ofir, please compare Apples with Apples, for what I have
RS> seen of DOS
RS> 6.xx and Windows it leaves Ataries OS for dead, even John Townsend
RS> stated that.

What do you mean EVEN John Townesend stated that ? Is that supposed to end the discussion then ??

DOS/Windows has only 1 advantage over TOS and that is that it receives 1000000000% more devleopement and Software. Everything else is simply either not comparible or not the case ..and as Ofir stated on the subject of stablity there is simply NO debate whatsoever ! ,that is only the case if you are using a TOS that is not 5 years out of date of Course! The last ST tos (2.06) and Falcon TOS (4.04) are without attempting to include a plethora of nonsense as in windows ,far superior in terms of there stability .. I have yet to find that a Crash on my Atari running a WP will endanger my harddisk ...THIS is the joys of Windows !

RS> I can't even believe any one with some kind of computer knowledge can
RS> defend the Atari in any way to-day...

I am a Sysop for a large multinational transport Company and I will defend them to the hilt BECAUSE of it !!! It is not the OS that limits the Atari but the lack of Hardware development and Software support.

RS> If PC machines are that bad why do they sell so well, and why have
RS> most other platforms have droped by the way side, Facts can't lie....

I don't know ,why do more people buy Kylie Minogue records than Howling Wolf ones ?

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

1693. Re: MagiCMac demo

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.798975468@gen-off-1>
Source record: 166795

Dan.Dreibelbis@balmybeach.gryn.org (Dan Dreibelbis) writes:

> And yes, it does require System 7 - it also requires a minimum
>of 8 megabytes RAM, 350 mB hard drive, and a 68030 processor on a
>Macintosh.
You're right about most of these requirements, but the size of HD doesn't
really matter; MagiCMac only takes a couple of Meg.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1694. Re: falcon owners list

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3nnq6f$p6s@bs33n.staffs.ac.uk>
Source record: 166796

Daron Brewood (dbrewood@nest.demon.co.uk) wrote:
: In a message of 24 Apr 95 Phil Hodgkins (0) wrote to All :

: PH> Or why not join Nest or another Atari network, there are several

: NeST, not Nest Phil..... Please....

Err why not join the Faclon FacTT File too? Surely thats a better option
considering they already have a large installed user-base and Colin does
a grand job of running it all.

Rich

: --

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

1695. New HTML Reader Available (!)

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: Leon Guy Louis Brocard <lglb>
Message-ID: <3nnsuc$d9j@frigate.doc.ic.ac.uk>
Source record: 166797

I've just found an HTML Reader for the Atari in ftp.uni-kl.de under /incoming/
html08.lzh (!). It is by Alexander Clauss.

The docs say:

You can use this program to look at HTML files on an ST/TT/Falcon using GEM.
Restrictions: Only bitmap fonts (no outline), HTML files must be on local disk
(not a browser!), images shown only in mono.

Haven't tried it out yet, but I will... ;-)

TTFN, Leon.

--
Leon Brocard.....................Webmaster of Unofficial IC Webpages
lglb@doc.ic.ac.uk......<URL:http://www.xmission.com/~seer/lglb/index.html>

.. Yogurt: And may the schwartz be with you!

1696. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D7oKvM.IE5@cix.compulink.co.uk>
Source record: 166798

'In message <c54_9504230116@flight.org>, Callum.Lerwick@flight.org said:

>> AFAIK it means "If I Remember Correctly".
>
>Okay, now what does AFAIK mean?

FWIW it means As Far As I Know :)

Phil.

1697. ST PC's?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: Kazunari Shiraiso <leushira@reading.ac.uk>
Message-ID: <Pine.SOL.3.91.950427122808.2344B-100000@suma3.reading.ac.uk>
Source record: 166799

To: all the ST users

I am trying to find out if there is anybody there who believes that Atari should enter into the PC market by introducing ST PC or something, with a usual standard MIDI compatibility, and ST compatibility.

If you want to send me any opinions, it will be welcomed. Then, if there is enough evidence that the users are demanding PCs from Atari, then I might consider writing to them and see how they react.

Yours faithfully,

Capt. Jean-Kazuc Shicard
USS Enteprise NCC 1701-DD

1698. Re: Jekyll on Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-27 00:00:00 UTC
From: Bob Brown <bob@earthlight.co.nz>
Message-ID: <Pine.SUN.3.91.950427230303.3077B-100000@earthlight.co.nz>
Source record: 166800

On 27 Apr 1995, Julian Gifford wrote:

> What version of Jekyll are you using? I've got v1.38. I'm using an STe
> but I'll check with a friend who uses a Falcon. !.38 fixed lots of things
> for me :-)

Hi Julian,

Not a true reply, but do you know if there are any implementations of the Jekyll protocol for IBM computers? I've got an STe with Jekyll v1.38 too and it's brilliant. I believe the source is PD, but if someone's already done a swish interface, then there's no point re-inventing the wheel!

> /| |\ o _, /"" o |\ |\ _ ,_ _|
> | | | | |/ | / | /|/| (_ | |/ |/ / _/ | / |
> \|/ \/|_/|_/|/\/|_/ | |_/ _| |/|_/|_/_/ |/\/|_/
> (| julian@loose.apana.org.au |) |)

Cute. I like it.

-=-=-=

1699. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: Callum.Lerwick@flight.org
Message-ID: <590_9504290107@flight.org>
Source record: 166551

I've got a very* good fractal generator for all* ST computers, it will take advantage of any coproccessors/'030 ('040?) it sees, it's based on a PC program called Fractint, its written to be 100% leagal code, so it should work with any* graphics cards you might have. Its called Fracgen, check it out! I have no idea where to get it from though...

---------- -//- ----------

Internet: Callum.Lerwick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|

---------- -//- ----------

1700. Re: re^2: magic & falcons?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD3VDDBSUP@galaxy.teuto.de>
Source record: 166552

In <FDUMEIUZUP@dksoft.ping.dk> Kim Andersen wrote:

>I'm not trying to convince anyone that the PC is good.. It's just damn
>easier to get software, (read, support), insted of this Atari thing. But

Getting software and getting support are two entirely different things.

Do you think MS give a little piece of shit when you encounter a problem
(plenty there, believe me) with one of their applications?

>and software distributers like 2B and Heidleberg, it's waste of time hoping
>for anything.

You are an idiot. Let me repeat I-D-I-O-T.

Do you know any of those folks? I happen to know Wilfried and Sven personally,
and I've met some guys from ASH on several occasions. They have contributed
considerably over the last decade, and don't deserve the attitude you're
presenting here.

You haven't even registered your UUCP-Package. So where is YOUR contribution
to the Atari community, ey?

Hendr!K
(REALLY annoyed)

1701. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD3VDDBVUP@galaxy.teuto.de>
Source record: 166553

In <FDUMEIVIUP@dksoft.ping.dk> Kim Andersen wrote:

>HM> >And for a outdated machine and a Buged OS who are you trying to kid...
>HM> As if the combination of MessDOS and WindoZe would've less bugs. ROTFL.
>Come on Hendrik.. At least there is alternatives, which is one thing we
>can't say on our Atari. And have you btw. ever heard of OS/2 ? I guess not

What about Linux68k, OS9, KAOS, MagiC, etc?

And for me personally, WinDoze isn't an alternative at all. I haven't seen a
decent UUCP package for WIN, yet.

And yes, I've heard about OS/2, but Roger wasn't referring to it, was he?

>HM> Whom ary YOU trying to kid?
>No need to kid anyone. You obviously don't know enough about PC's.

Yeh, right.

I happen to use them at work every day, and I am partly responsible for our
Novell 3.12 net and all the administrative stuff related to it.

But have you ever installed OS/2 on any machine? It has its pitfalls as well,
and it is not that easy to get a good installation which takes full effect of
the hard & software. Have fun with it anyway, go ahead and annoy the PC
related groups.

Bye!

/Hendr!K/

1702. Re: re: read write atari st disks on pc?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199504281352.a24427@a2w.maus.de>
Source record: 166554

"Michael H. Smith" (msmith@alder.jf.intel.com) wrote on 26.04.95:

>The user needs at least TOS 1.04 to format and correctly read DOS
>compatible disks.
O no, I have transferred many text and executable files from a PC 720KB disk
to my old 1040 ST running TOS 1.02.

The files are all perfectly readable, should I delete them?

[For the sake of humor impaired readers: TOS 1.02 can correctly read
PC DOS disks.]

Ian_Taylor@a2w.maus.de Your signal may be someone else's noise.

1703. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fa0a25a_Tom.Thomason@fpc.ct.se>
Source record: 166555

To: sheppard_r@ix.wcc.govt.nz

On 23 Apr 95, Roger Sheppard.. shot this through the ether to Tom Thomason...

RS> Sorry you have got it wrong again, it has improved fast loading code and
RS> a option to tell it how much ram to clear, works well with tos 1.04, so
RS> go read read the DOC's that come with Pinhead....
RS>
RS> From memory has nothing to do with setting the fast load bit....

I stand corrected. :^) It seems I didn't recall correctly but, given the
fact that I haven't used Pinhead for the last 3 years, I suppose that's not too
surprising.

Cheers,
Tom

(UUCP Dialup connection)

1704. Re: Multisyn monitor question

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fa0a5cb_Tom.Thomason@fpc.ct.se>
Source record: 166556

To: alfasoldt@aol.com

From: tom_thomason@fpc.ct.se

On 24 Apr 95, Al Fasoldt shot this through the ether to Tom Thomason...

>> the NEC 3D you mention (although this monitor is only produced for the
>> American market nowadays)...
AF>
AF> The NEC 3D is out of production -- long out, in fact. Used ones are
AF> available here in the states, but not new ones.

I got my information from NEC (Sweden) directly and they said that it was
still produced in limited numbers for the US market (this was about 6 weeks
ago). If you're correct, then the mistake is theirs, not mine. 8^)

BFN,
Tom

(UUCP Dialup connection)

1705. Re: Toronto Atari show

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fa0a858_Tom.Thomason@fpc.ct.se>
Source record: 166557

On 25 Apr 95, Christian Mittendorf shot this through the ether to Tom Thomason...

CM> Well, some kind of marketing :-)

Yeah! Cr*p marketing!! 8^)

CM> But it seems as if more marketing happened in Sweden than Germany. Or
CM> has ever been a TV-spot on the screen in Germany? I think not only one
CM> has occured.

I seem to remember someone in one of the other areas mentioning that there had been some TV marketing in Germany, but I won't swear to it. What irritated me about the Z-TV spots was that they were randomly placed in an "ungdomsprogramm" which was 2 1/2 hours long and that you had to watch the whole show in order to be sure to catch the Jag ad. Putting up with that much of *that* show just to catch a 20 second spot for Jag was too much. And, like I said, Z-TV only covers a very small part of the Swedish audience even if everybody who _can_ watch it _does_ watch it, which they _don't_!!

CM> When I was in Germany around x-mas I looked out for the Jag in some
CM> shopping centres. Finally I found one - on the lowest desk somewhere
CM> hidden behind all the other systems. It was really difficult to find! (I
CM> actually had to ask for it :-(

Sounds just like Sweden! 8^(

Mvh,
Tom

(UUCP Dialup connection)

1706. FS: Digidesign Sound Tools for Atari Mega ST

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: drichard@execpc.com
Message-ID: <3npq3l$9tb@homer.alpha.net>
Source record: 166622
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,rec.music.makers.marketplace

For Sale: Digidesign Sound Tools system for Atari Mega ST. Note, this system REQUIRES a Mega ST because the DSP board plugs directly onto the Mega ST's bus. I paid over $2000 for this system, and am asking $450 or best offer. It's in very good condition and comes with original manuals, etc. If you're unfamiliar with the system, here's what it does:

The Digidesign Sound Tools system is a hard disk digital audio recording, playback, and editing system. It can be used for mastering CD's, tapes, etc. or for editing digital audio. The system I'm selling consists of the following 3 components:

1) DAT I/O digital interface for doing direct digital audio I/O (entirely in digital domain) from DAT, Mini Disc, DCC, or a CD player that has digital output. It has both AES/EBU and S/P DIF ins/outs. This is a separate box with cable that plugs into the DSP processor described below.

2) The Sound Tools DSP, a Motorola 56001 DSP processor on a 'card' that plugs onto the Mega ST bus. This processor speeds up DSP functions, and allows things like realtime EQ during playback.

3) The Sound Designer II software. This is the software that drives the hardware described above. In addition to recording and playing back digital audio it includes cut and paste editing, scrub editing, EQ, waveform redraw, normalization, regions and playlists, fades and gain changes, smoothing, mixing of sound files, sample rate conversion, and time compression/expansion.

In addition to the components described above I also have final beta copies of the Digidesign MasterList software (For putting together a Master List of several songs with timing, blank space, etc. for a CD or tape).

If interested in this system please reply via Email to drichard@execpc.com.

Thanks,

Dean

1707. Remote Imaging Protocol (RIP) on an STe (colour)

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: Bob Brown <bob@earthlight.co.nz>
Message-ID: <Pine.SUN.3.91.950428003357.5816A-100000@earthlight.co.nz>
Source record: 166623

Hi There,

I'm looking for a program that may not exist, but which emulates a remote
RIP session in either low or medium rez. I've see ST-Rip, and I wasn't
overly impressed, but I need a RIP package to log onto a local RIP only BBS.

Any help greatly appreciated, thanks.

-=-=-=

1708. Re: magic & falcons?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: matt@annex.com
Message-ID: <3npdpb$a21@news.annex.com>
Source record: 166624

: I already hate it.. Nah, i did hate before i got it, but to be able to run
: a decent Internet application i need this machine, (Internet In A Box).
: Unfortunatly it also means i got to run Windows, which is one thing i
: really hate.. But i'm used to live in hope, so maybe someday this application
: will be made for OS/2.

: I'm not trying to convince anyone that the PC is good.. It's just damn
: easier to get software, (read, support), insted of this Atari thing. But
: as far as the Atari goes, i've stopped hoping for anything. With programmers
: and software distributers like 2B and Heidleberg, it's waste of time hoping
: for anything.

: Greets
: Kim

So go for NT. It's still Windoze but at least you'll have a half-decent
OS. That or go for Linux for x86 and you should be able to run NCSA's
Mosaic for X Windows. Anything's better than plain old Windoze/Win95.
Hell I'm even starting to like NT now in comparison. I'd love to go with
OS/2 over Microshlop but we'll see what happens. Sigh... Well if
anything, my future kids and I will be able to use an Atari as a game
system, along with my Amiga 500.

1709. STUFF FOR SALE (again, sorry)

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: rhett@bigwpi.WPI.EDU
Message-ID: <3npfn6$ag4@bigboote.WPI.EDU>
Source record: 166625

OK. I am going home for the summer and dont wanna cart this stuff
around. I wanted to sell it all at once but that aint happenin. So
I will start parting it out. I am interested in trades (atari st
stuff, atari 8 bit carts, XEGS, xf551, trakball, MegaSTE specific
stuff, atari 7800 system and controllers/carts, etc) and/or money.
Package deals are the best because i am really not looking to make any
money off this stuff as much as i am just trying to consolidate.
Buyer will pay all the shipping.
email rhett@wpi.wpi.edu with offers (please, somebody buy the whole
thing!)
thanks

Transylvania
Spectre 128 cart/GCR disk
Magic Sac+ cart, transfer disk, cables, NO BOOT DISK docs
Space ACE docs
Golden Path docs
Road Raider docs
Temple of Apshai trilogy box, docs
Turbo ST docs
Starglider docs
Airball docs
Flight Simulator II box, docs
Music Construction Set box, docs
Skyfox box, docs
Captain Blood docs
Tass Times in Tone Tone box, docs

Quantum LPS 52 meg SCSI bare
Citizen GSX-140 24 wire printer

1710. help needed : upgrading ST memory

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: limchung@iscs.nus.sg
Message-ID: <3npi8g$8ib@nuscc.nus.sg>
Source record: 166626

Hi,
I'll thinking of upgrading the memory of my 1040 STF.
The only RAM chips I can find on the motherboard are 8 424256 20 pins chip.
Are these 256k * 4 bits chips? Can anyone point me to any source on the
meaning of the pins? Will I have any problem in using any of the memory
upgrade boards? Thanks.

Chung Yong

1711. WTB: WD1772 and Mega P/S

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3npr15$1ka@news2.delphi.com>
Source record: 166627

My floppy controller went south and my P/S is anemic. I'd like to replace them.

HELP!

Dom

1712. Re: 56001 DSP

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Apr28.155038.277@genrad.co.uk>
Source record: 166628
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.next

In article <3n46l6$hb0@nyheter.chalmers.se>,
d8klojo@dtek.chalmers.se (Johan Klockars) writes:

>In article <1995Apr7.122615.235@genrad.co.uk>,
>Paul Hills <hillsp@genrad.co.uk> wrote:
>>In article <jasonznfsyyhnnm9c@jbaker.async.csuohio.edu>, (jason) writes:
>>
>> The 56001 is capable of three external memory transfers per cycle,
> ^^^^^^^^
>As has been mentioned by one or two others here, this is not true.
>If you don't believe me, please take a look at the chip. If what you're
>saying was true, then there'd be 3 * (24 + 16) = 120 pins just for the
>memory busses. You'll have trouble finding all those pins. ;-)

Sorry, I was wrong. Only one EXTERNAL memory transfer per cycle.
An instruction can *refer* to three external memory locations, but
extra cycles will be inserted to cope with them.

Paul

1713. Re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FD3SCIXYUP@dksoft.ping.dk>
Source record: 166629

In <345393151wnr@buchs.demon.co.uk> "Gavin I.Dandridge" wrote:

>On the ST though we have a wonderfull platform that few people seem bothered
>to support or develop. Perhaps our problem is the attitude of those who
>don't seem to enjoy choice. As much as I would like to see choice on the PC
>software & OS market. So I would like to see choice in the the range of
>computers avaiable. By people abandoning the ST and moving over to the PC we
>are moving towards and single computer market. How could this be good??

Hi Gavin.. Well spoken, sorry i had to delete some of it, but this message
would get rather large if i didn't 8)

I'm not sure who your message was pointed at, but to make you, (and others)
absolutly sure, i do the best i can to get software for our Atari platform.
As you said yourself, a single computers market isn't good at all, and
specially not when it's based on MS developements. I'm not sure too much
software support is that bad at all, but i hate seeing everything beeing
developed on the wrong, (wrong in my opinion) platform like the PC.

>
>Let's do our best to work together for the computer industry as a whole and
>not get caught up 'Mine's better than yours' arguments. They waste time,
>reduce choice and cause hostilities. We are all computer users and the
>end of the day are we not?
>

We sure are. But we have to discuss our feelings once in a while, and
perhaps some developers are out there listning and may get some good ideas.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

1714. Re: magic & falcons?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FD3SCIYBUP@dksoft.ping.dk>
Source record: 166630

In <3npdpb$a21@news.annex.com> Matt Kaulbach wrote:

>So go for NT. It's still Windoze but at least you'll have a half-decent
>OS. That or go for Linux for x86 and you should be able to run NCSA's
>Mosaic for X Windows. Anything's better than plain old Windoze/Win95.
>Hell I'm even starting to like NT now in comparison. I'd love to go with
>OS/2 over Microshlop but we'll see what happens. Sigh... Well if
>anything, my future kids and I will be able to use an Atari as a game
>system, along with my Amiga 500.
>

I'll try OS/2 for sure. I got some heavy friends here near me which claims
they know everything about OS/2 8)

How do you manage to use the Atari for games ? Thats one thing i find very
difficult.

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

1715. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FD3SCIYEUP@dksoft.ping.dk>
Source record: 166631

In <9504271450.AA02013@ilmen.lanl.gov> Hutch wrote:

>In a previous article, kim@dksoft.ping.dk (Kim Andersen) wrote:
>
>In <FDXJBIAWUP@galaxy.teuto.de> Hendrik Mylius wrote:
>
>HM>Hey, you could even dump backwards compatibility, then (which would be
>HM>totally stupid, as it cuts your prospective market down to about 10%)
>
>KA>What makes you say bakcward compatibility is lowering your profit. Thats
>KA>stupid!
>
>
>No, Kim. The only thing stupid here is your inability to read what Hendrik
>wrote. He said it would be stupid if you -dumped- backward compatability.
>
>You love to argue so much you even argue with those that -agree- with you! :)
>

Well it seems like you cought me in misunderstanding/misreading Hendriks
message. I'll try make this a one stand happning. (Sorry Hendrik).

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

1716. Re: falcon owners list

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FD3SCIYHUP@dksoft.ping.dk>
Source record: 166632

In <3nnq6f$p6s@bs33n.staffs.ac.uk> Requiem wrote:

>Daron Brewood (dbrewood@nest.demon.co.uk) wrote:
>: In a message of 24 Apr 95 Phil Hodgkins (0) wrote to All :
>
>: PH> Or why not join Nest or another Atari network, there are several
>
>: NeST, not Nest Phil........ Please....
>
>Err why not join the Faclon FacTT File too? Surely thats a better option
>considering they already have a large installed user-base and Colin does
>a grand job of running it all.
>

Ahmm!.. And why don't you join NeST Richard ? You would be much better covered
if you were available where the 'real' Atari people are, at NeST ofcouse 8)

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

1717. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FD3SCIYKUP@dksoft.ping.dk>
Source record: 166633

In <3nmiqt$8b7@chatlink.com> Rod McDonald wrote:

----------/
>Oh Contraire... there is a greater population of ST/TT machines than
>anything else. If MagiC is as smart a marketer as they should be, go for
>the largest segment of machines first. Get some sales, then continue
>development for other segments of the market. They are just being smart
>about things.. Give them some credit... Falcon development will take
>place as funds permit.. who knows, and advance order on your part might
>even speed things up.

Hmm!.. I wonder if i'm talking to ST owners only.
Okay let's have it your way then. Software is beeing developed for the ST/
TT market. What do you think is going to happen on the Falcon market then
? They skipp their computer ofcouse, cause there isn't no software. They
don't go "back" to the ST/TT, thats for sure, and what are their abilities
to upgrade to something else which is beeing software supported ? None.
Whats their alternatives then ? Another platform, right ?
About the ST/TT, there isn't a future for this, and the reason is simple
as there isn't any more machines beeing created. Every days alot of
ST/TT owners are skipping their computers. Soon there isn't a market for
the ST/TT either, and what then ? Where does this put 2B and the ST/TT users
? This is what i will call 'a borrowed time periode', and it's doomed.

Have it my way, 2B (or whatever developer) create software for the highest
possible Atari machines, and if there is a need for backward compatibility
they should support this as well. This will leave them in full controle of
the market, as they could decide when people should upgrade or not.
Let's assume they have developed Magic for the Falcon _and_ the ST/TT market.
After a while they could stop the ST/TT support with the idea of letting people
upgrade to whatever is beeing supported, (ie. the Falcon or whatever is
available atm.). Normally this happens without any influense from the
software developers, as people get's used to work with their hardware
and after a while need more power.

This IS!!! how the PC manage to build such a large market.
An example:
A 286/386 user wants to run OS/2. What does he do then ? It's impossible
for him to run OS/2 on his machine as it is right now. Well, only one thing
to do then, Upgrade!! And he will do that for sure, if he wants OS/2.

The way the PC has been developed is a bit ackward as the way we normally
see. On the PC you see software beeing developed which need more power.
What happens then, the machine producers (like Intel and AMD) just create
more powerfull machines. Simple as that.
On the Atari platform this is different. We don't get the software before

the needed hardware is created. Ofcouse we could always use more powerfull processores, but we're getting used to use our slow 8/16/32Mhz as the software are all beeing developed from this need.

I'm not sure which of these two options are best. I see benefits in both. There isn't, and shouldn't be, anything wrong in developing software for more powefull hardware. The only problem is the profit which will be low for a start. (which may be 2B's problems with Magic, as Hutch and others so kindly try to convince me about). It just leaves me as an Falcon owner with nothing, and is giving me no other alternatives than to skipp my Falcon for somethng else.

>
>"Keep on Keepin' On"

I intent to do 8-)

Greets
Kim

Ps for Hutch. All this is written in my opinion ofcouse.

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

1718. Re: Credits for Video Project

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.799079561@iver>
Source record: 166634

```
>> Video Supreme was given away on a cover disk a while back (ST Review
>> disk) and it worked well on my Falcon, ok so its nothing as good as Scala
>> on the Amiga and can only handle ST LOW pictures, but it should work for
>> basic video titling needs (ie, read -very- basic).

On a not dissimilar note, anyone know of any video _editing_
software/hardware, that'll control say two Sony Lanc videos and edit them?
I remember a pretty expensive one a while back - anything for a more
reasonable price (ie not 600 quid).

Cheers,
--
-------------------------------------------------------
|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk
-------------------------------------------------------
```

1719. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3nqtoq$17q@bs33n.staffs.ac.uk>
Source record: 166635

David Stevenson (djs@jet.uk) wrote:
: BobR <76702.1466@CompuServe.COM> writes:

: >>What software is out there that makes use ofthis troublesome little chip?

: >DynaCADD is the only one I'm certain about.. there may be a few others, but
: >I can't think of any...

: Persistance of Vision, InShape come to mind.

Neon, Raystart, Linux, Xenomorph 2 (takes advantage of it), Arrow 1.2,
possibly others I don't have.

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

1720. Re: WTB: WD1772 and Mega P/S

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504281346.AA02554@ilmen.lanl.gov>
Source record: 166636

In a previous message, DOMINGO@news.delphi.com (DOMINGO@DELPHI.COM) wrote:

> My floppy controller went south and my P/S is anemic. I'd like to
> replace them.

If you don't have a local Atari dealer to help out then pick up the phone and call Toad Computers (Maryland) at 800-448-TOAD. Another great US dealer is Computer Studio (North Carolina) at 800-253-0201.

You should know by now. :)

-Hutch- @ Fair Dinkum Tech

1721. Re: A most obvious FAQ, and some other Q's

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504281352.AA02557@ilmen.lanl.gov>
Source record: 166637

In a previous article, barheath@heathen.demon.co.uk (Barry Heath) wrote:

> I'm happy to be corrected if I'm wrong, as my memory of the old days is a
> little hazy, but I'm sure the SF314 was the 360k single sided drive.

Consider yourself corrected, then (and probably will be again for days). :)

The Atari SF314 was most definitely the DSDD model. The SF354 was SSDD

-Hutch- @ Fair Dinkum Tech

1722. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HPVB35CSLUAIDUIG@SNYONEVA.CC.ONEONTA.EDU>
Source record: 166638

Roger:

In many ways the ST was ahead of its time. Don't forget that the machine was designed way back in 1985 using cutting edge technology and pretty much was thrown together in about 6 months.

For its day the ST had many firsts and employed many sophisticated and/or well proven technologies. Among other things, the 1985 vintage ST included a fast, 16bit CPU(the 68000), a reasonably stable windowing OS and GUI (GEM), local bus video (for very fast graphics), mouse support in hardware (not under software like in the PC), built-in I/O ports, a very fast HD controller architecture (faster than 1985 PC RLL), fast and flexible floppy drives that used DMA, an MS-DOS compatible disk format which enabled STs to exchange data with the outside world, an OS (GEMDOS) that was very similar to DOS 3.2 so that developers could port applications very easily, MIDI ports, and a decent sound fx generator.

I was 14 yrs old when the ST came out and was using both an IBM PCjr and a Leading Edge model D. I had some money in my pocket that summer so I bought the ST because it was so vastly superior in terms of features and performance. PC's were still using CGA for gfx and the poor old 8088 was really starting to show its age. I didn't go back to the PC for almost another 8 years, by which time I had owned a 520ST, a 1040STe w/HD, and a Falcon 4/85.

I only came back when the ST series was starting to show its age - when I needed to run certain programs for college classes, when I wanted to play games that were only available for the PC, and when I figured I could make more money working on game projects than I did on the ST line.

PC's became attractive only in the last couple of years for the average person because of the HUGE price drops and the wide availablity of 486 clones. Now, in defense of the PC - well, for starters its cheap. There's an incredible wealth of good programs available for it. Its reliable (not to say the ST wasn't), its inexpensive to customize and upgrade (on the ST, that's debatable), its fast (contrary to what the popular opinion is here, my 486/40 with a cheap SVGA card, and a cheap WD Caviar HD is quite fast enough for everything I need it to do - most Windoze apps included).

I'll agree with anyone who says the ST is superior to the PC as long as they're talking about a 286 or 386SX running Windoze as the difference between a 386SX/16 and a 486SX is alittle short of amazing.

Probably my biggest gripe about the ST series when I was an owner, was that Atari locked you into its 320x200x16 low rez mode. Hell, my PCjr had

the same gfx modes! Had Atari added a 256 color mode with the release of the Blitterized STe series, I might of kept my Atari. The TT had VGA video capabilities but the machine was FAR too expensive and the Falcon's are under-powered (much like a 386SX under Windoze).

Still, while I do enjoy my PC, I do miss my STs and the many fond memories I have of the machine. I might even pick one up again as my finances allow.

Well, just my two cents...

Ari

"One on one they won't look you in the eye,
but when the pack's together there's a battle cry"

-- Operation Ivy - "No More Bad Town"

1723. Re: I wanna new group!

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504281359.AA02564@ilmen.lanl.gov>
Source record: 166639

In a previous article, 'game freak' goringgn@aston.ac.uk (Graham Goring) wrote:

>Y'know, I wish there was a seperate group for Atari games only. It's a real
>pain for us game freaks having to look through lots of techy articles.

Well, have you tried these?

alt.atari-jaguar.discussion
alt.atari.2600vcs
rec.games.video.atari
alt.games.lynx
alt.games.video.classic
rec.games.video.arcade
rec.games.video.classic
alt.games
rec.games.video.marketplace
rec.games.video.misc

This isn't all of them, but it should get you started. I don't think there
is enough traffic for a separate Atari computer games newsgroup, but if
you want to go through the RFD & CFV procedure, go right ahead.

-Hutch- @ Fair Dinkum Tech

1724. Signature Netiquette

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504281429.AA02582@ilmen.lanl.gov>
Source record: 166640

In previous articles, mayolc@ucunix.san.uc.edu (Mayol) wrote:

```
> _______________________ ________.--'-`--._____
>|____==================_) \_'====================`
> _,--___.-|__|-._______|=====/ `---'
> `---------._ ~~~~~|
> `-._ - - - ,'
> \_____,-'
```

and markuss@power.techem.ruhr-uni-bochum.de (Markus Soick) wrote:

```
>+-----------------------------------------------+
>| /-------------------------\ |
>| | MarkusS, der Vierte | |
>| | Mails an | |
>| |\/\/\/| / markuss@risc.techem.ruhr- \ |
>| | | | uni-bochum.de | |
>| | (o)(o) \_ _____________________/ |
>| c _) | / |
>| | '___| <_/ |
>| | / |
>| /____\ |
>| / \ |
>+-----------------------------------------------+
```

and bob@earthlight.co.nz wrote:

```
>-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
>Internet: bob@earthlight.co.nz aka. Middy
> Bob Brown, \|/ ____ \|/ Phone me:
> 9 Severn St, @~/ ,. \~@ Don't Panic, +64 3 489-5575
> Mosgiel, Otago, /_( \__/ )_\ and don't forget (after 6pm NZST)
> NEW ZEALAND \__U_/ your towel!
>FidoNet : Bob Brown@3:770/515
>-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
```

and cm3hirjd@bs47c.staffs.ac.uk (Requiem) wrote:

```
>--
> _____ + + + + + + + + + + + + + + + + + + + + + + +
> (, / ) , /) /) Richard Davey, Falcon Owners Group (UK)
> /__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
> ) / \__(_(__/ )_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
>(_/ + + + + + + + + + + + + + + + + + + + + + + + +
> And when you looked your eyes didn't quite meet, but your hearts did
> And when you cried your bodies didn't quite touch, but your souls did
```

and proche@isis (Pascal Roche) wrote:

>+---+
>|Pascal Roche | She said "A sweet sweet man like you,|
>|Equipe SHOOD | What can I do for you ?" |
>|ENSGI, 46 avenue Felix Viallet | I said "A sweet sweet man like me, |
>|38031 Grenoble Cedex 1, France | I can only bring you the misery." |
>|e-mail: Pascal.Roche@imag.fr | Tindersticks |
>|Tel: 76-57-43-22 | |
>+---+

and s1dand01@buchs.demon.co.uk ("Gavin I.Dandridge") wrote:

>===
>Gavin I.Dandridge Network Manager & Systems Administrator
> Brentwood Ursuline Convent High School, UK
>
>[s1dand01@buchs.demon.co.uk] or [+44 956 309096 or +44 1277 230355] >
>
>
>
>Also administrator of the following email boxes :
> BUCHS Postmaster ..... postmaster@buchs.demon.co.uk
> BUCHS Net Admin ..... admin@buchs.demon.co.uk
>
> - - - My logic has drowned in a sea of emotion - - -
>===

Hey guys... some of these these .signatures are real cute and a testimony
to your ASCII art capabilities, but they -are- a waste of bandwidth and
quite frankly, get a little boring after the 100th time or so! How about
a little consideration for those that have to pay for their net access
and keep signatures down to -4- lines as suggested by the Net Rules, OK?

It's your choice, of course, but many of us would appreciate it!

-Hutch- @ Fair Dinkum Tech

P.S.: Since I am wasting bandwidth here myself, I might as well try to
make good from it. Here is a quote from Brad Templeton's humorous
articles on netiquette. You can read more of these and general tips on
net use and behaviour in news.announce.newusers. Check it out!

========================== included article ======================

**NOTE: this is intended to be satirical. If you do not recognize
it as such, consult a doctor or professional comedian. The
recommendations in this article should recognized for what
they are -- admonitions about what NOT to do.

"Dear Emily Postnews"

Emily Postnews, foremost authority on proper net behaviour,
gives her advice on how to act on the net.

==========

Q: Dear Miss Postnews: How long should my signature be? -- verbose@noisy

A: Dear Verbose: Please try and make your signature as long as you can. It's much more important than your article, of course, so try to have more lines of signature than actual text.

Try to include a large graphic made of ASCII characters, plus lots of cute quotes and slogans. People will never tire of reading these pearls of wisdom again and again, and you will soon become personally associated with the joy each reader feels at seeing yet another delightful repeat of your signature.

Be sure as well to include a complete map of Usenet with each signature, to show how anybody can get mail to you from any site in the world. Be sure to include Internet gateways as well. Also tell people on your own site how to mail to you. Give independent addresses for Internet, UUCP, and BITNET, even if they're all the same.

Aside from your reply address, include your full name, company and organization. It's just common courtesy -- after all, in some newsreaders people have to type an *entire* keystroke to go back to the top of your article to see this information in the header.

By all means include your phone number and street address in every single article. People are always responding to Usenet articles with phone calls and letters. It would be silly to go to the extra trouble of including this information only in articles that need a response by conventional channels!

Q: Dear Emily: Today I posted an article and forgot to include my signature. What should I do? -- forgetful@myvax

A: Dear Forgetful: Rush to your terminal right away and post an article that says, "Oops, I forgot to post my signature with that last article. Here it is."

Since most people will have forgotten your earlier article, (particularly since it dared to be so boring as to not have a nice, juicy signature) this will remind them of it. Besides, people care much more about the signature anyway. See the previous letter for more important details.

Also, be sure to include your signature TWICE in each article. That way you're sure people will read it.

Q: What does fubar stand for?

A: It stands for you, dear.

1725. Re: FS MegaSTE & more

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504281430.AA02586@ilmen.lanl.gov>
Source record: 166641

In -multiple- articles, mayolc@ucunix.san.uc.edu (Mayol) wrote:

> For sale:
>
> Atari Mega STE with 4 Meg of Ram for $399, and you pay shipping.

[...]

Hey, somebody go wake up 'Mayol' as it looks like he's fallen
asleep on the keyboard again... right on the SEND key. :)

-Hutch- @ Fair Dinkum Tech

1726. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3nr26u$jl2@mercury.dur.ac.uk>
Source record: 166642

: Your opinion. WWW improves by the month , year and so on. Your ST is not
: capable of doing what we PC and Mac users have been doing for awhile...

If you really want to use the Web (or indeed *any* internet stuff) then IMO the best platform is a un*x one - harder to set up, but much better in use. Netscape on X is the best web browser I have seen (over Mac, Windows and various unix platforms), and if you want to set up a web server then those available for un*x are much better than the ones I have seen for the mac. I speak from personal experience here having set up web pages on both machines.

While graphical WWW browsing on the ST is only available on the ST with MiNTX/Chimera and therefore is only in monochrome, it's unfair to compare the ST with modern macs and PCs. You can run Linux or NetBSD with XFree on a PC and get nice web browsing - but you can do that on the TT/Falcon now as well.

The only Mac versions of un*x are commercial, expensive ones. In fact AFAIK the only freeware un*x-like OS on the mac now the the MacLinux project seems to have died, and the only one ever on general release, is MacMint. Interesting that. It's also way behind the times, being only v0.95 while we're now on 1.12h3.

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk ------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

1727. Re: WANTED BADLY: CIVILIZATION FOR STE

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.154.00096769@ti.com>
Source record: 166643

In article <1738D1199C.A421MAFE@VM1.SARA.NL> A421MAFE@VM1.SARA.NL writes:

>Is there anyone stupid enough to sell his/her copy of Civilization to me?

Most if not all ST users are NOT that stupid! :-)

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com | ||| 486DX33 8Mb 210M HDD
MCI Email: 4673356@mcimail.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

1728. Re: Are the maus alive?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: e80097@pbhrzx.uni-paderborn.de
Message-ID: <3nq6gn$emj@news.uni-paderborn.de>
Source record: 166644

Hi Hendrik,

In article <FD1IDEARUP@galaxy.teuto.de>,
Hendrik Mylius <neptune@galaxy.teuto.de> wrote:

>About 50 - 80 msg/day, if I might add ;-)

Are you sure? If it's true then I still have some problems with my
trn or the gateways are not working fine. ;-)

>Sometimes one need a good killfile to cope with that group ...

Just ignore some stupid fellows (you know which ones).

Ciao, Dirk

+---+
Dirk Hagedorn	MausNet: Dirk Hagedorn @ MK2
In der Esmecke 9	Internet: dh@mk2.maus.sauerland.de
D-59846 Sundern	e80097@pbhrzx.uni-paderborn.de
+---+

1729. Re: Germans buying up Obsolete Computer Systems..

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: e80097@pbhrzx.uni-paderborn.de
Message-ID: <3nq6tp$en2@news.uni-paderborn.de>
Source record: 166645

In article <3nl0tn$f4b@golem.wcc.govt.nz>,
Roger Sheppard.. <sheppard_r@ix.wcc.govt.nz> wrote:

>Well after all this stuff with the Germans and the Falcon,Medusa Eagle
>thing they now have the Amiga...
>
>Does this meen that Germans don't know how to make and develope Computers..???

Read your first sentence and you have the answer to your question. Or ask
somebody of e.g. SNI (Siemens-Nixdorf).

Escom IMHO just smells a lot money. The C64 will be sold to Eastern Europe.

Ciao, Dirk

+---+
Dirk Hagedorn	MausNet: Dirk Hagedorn @ MK2
In der Esmecke 9	Internet: dh@mk2.maus.sauerland.de
D-59846 Sundern	e80097@pbhrzx.uni-paderborn.de
+---+

1730. Wanted:Mono Monitor

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: sfc-a@minster.york.ac.uk
Message-ID: <799057910.24@cs.york.ac.uk>
Source record: 166646

Subject says it all, any kind of mono monitor (hi-res) suitable for STe.

Stu

1731. Re: Hard & Software for sale

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: atra0109@rz.uni-hildesheim.de
Message-ID: <D7qxur.8xM@rz.uni-hildesheim.de>
Source record: 166647

The following Hard & Software is for sale:

- Atari Falcon030, 4MB, 65MB HDD, FPU, Screenblaster II
- includes the following software:
- Xboot III, NVDI, MultiTos, Ishar, and lots of shareware

- VGA Monitor NEC Multisync 3FG
- HP Deskjet 550C

- Cubase Audio Falcon V2.01

Mails to: Andreas Trawny

atra0109@rz.uni-hildesheim.de

1732. Re: TKR (Crazy Dots) by email ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: koehne@troja.informatik.uni-dortmund.de
Message-ID: <3nq9ua$ns6@fbi-news.informatik.uni-dortmund.de>
Source record: 166648

In article <m0s4Vyt-000CCnC@black.csi.cam.ac.uk>, mnb20@cam.ac.uk (Mark Baker) writes:

|> I thought you could send email to maus addresses by sending to
|>
|> user.name@XX.maus.de
|>
|> where XX is the code for the maus site.

Yes, that's right!
But you have to know the maus site of course. I could guess that they are at KI.
That is the Maus site in Kiel. But of course I don't know the names....

Bye

...Patrick

--
UseNet : koehne@ls10.informatik.uni-dortmund.de
Maus-Netz: Patrick Koehne @ UN

1733. Re: TKR (Crazy Dots) by email ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: koehne@troja.informatik.uni-dortmund.de
Message-ID: <3nqa22$ns6@fbi-news.informatik.uni-dortmund.de>
Source record: 166649

In article <FD2VCEAVUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius) writes:

|> >You can't reach them directly but some members of them are reachable in the
|>
|> Bzzz, wrong guess ;-)
|>
|> TKR have a CI$-account:

I just told that some of them are reachable privatly at the MAUS-Net, and that's
true... :-)

Bye

...Patrick

--
UseNet : koehne@ls10.informatik.uni-dortmund.de
Maus-Netz: Patrick Koehne @ UN

1734. Re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: s1dand01@buchs.demon.co.uk
Message-ID: <345393151wnr@buchs.demon.co.uk>
Source record: 166650

I've been reading this thread for a while now and I feel I should add a little to the argument.

I am a Network Manager of a large PC network. I run MS-LAN manager as my main NET OS with the server running OS/2 and the stations running DOS and Windows. Typical applications running on the stations are usually MS Apps such as Word, Excel and the likes.

At home I have a 486/25 PC with 8Megs of Ram 1.3Gb Hard disk, Sound card etc... The OS's I use on it are

LINUX (UNIX Based OS)
OS/2
DOS
WINDOWS (More a bolt on botch than an OS)

One other thing. I also own and regually use my 2meg Atari ST. It's also got a Hard Disk.

Now let me make a few points. LINUX for the PC is great. OS/2 is wonderfull. DOS is erm... well usable. And Windows??? ARGHHHHHH!!!!!! The worst bit of code ever written. It's baddly bugged, slow and inherintally unstable. The fact that I have to run this over my network is very disapponting. When you use more than 60 PC's each day you soon realise how often Windows crashes out. My one piece of advice to all Staff and Pupils at my School is SAVE SAVE & SAVE AGAIN!!! You never know when the next GPF or UAE is going to happen (except for soon).

My ST on the other hand crashes erm.... .... well erm.... I'm not sure actually. I'm sure it's crashed sometime... i think.

Though to be honest I don't think we should be arguing the old 'My Machine is better than yours'. I don't see the point. I use all sorts of computers in my work. From RISC Based Acorns, UNIX Boxes, PC's, ST's, MAC's and they *ALL* have their good and bad points. I use My ST for MIDI & DTP, my PC for games and OS dabbling. I use them together using the good points of each allowing me to be more productive.

Oh the subject of the various markets though I do have strong opinions. It's strange that the ST should suffer from lack of support while I feel the PC gets far too much. Well to be more exact, far too much form MICROSOFT!! The grip hold that MS has over the PC market is a bad for the PC as the lack of support on the ST. MS does not develop products so that they may produce the latest 'Hi-Spec' software for us the public. MS is profit driven. You could argue that profit is the point of business but MS has become obsessed with control of the PC market. Stamping out ALL competition and making large sums of money. How can this be good for the PC user? Support for OS/2 Warp

is poor. IBM don't have the same 'clout' that MS do. This will eventually result in less end user choice and I strongly resent this. Thats why I try to use other OS systems on my PC's. So I may aid the passage of the lesser known into an MS dominted world. I only wish more PC users thought that way. If they did then perhaps prices would fall and our choice would increase. Windows 95 is *not* new. The coding concept involved was originally developed and used on UNIX back in the 60's & 70's. UNIX has been Pre-emptive, multithread multitasking for severall decades. Wow PC's have caught up at last!

On the ST though we have a wonderfull platform that few people seem bothered to support or develop. Perhaps our problem is the attitude of those who don't seem to enjoy choice. As much as I would like to see choice on the PC software & OS market. So I would like to see choice in the the range of computers avaiable. By people abandoning the ST and moving over to the PC we are moving towards and single computer market. How could this be good??

Let's do our best to work together for the computer industry as a whole and not get caught up 'Mine's better than yours' arguments. They waste time, reduce choice and cause hostilities. We are all computer users and the end of the day are we not?

Regards Gavin.
--
==
Gavin I.Dandridge Network Manager & Systems Administrator
Brentwood Ursuline Convent High School, UK

[s1dand01@buchs.demon.co.uk] or [+44 956 309096 or +44 1277 230355]

Also administrator of the following email boxes :
BUCHS Postmaster ..... postmaster@buchs.demon.co.uk
BUCHS Net Admin ..... admin@buchs.demon.co.uk

- - - My logic has drowned in a sea of emotion - - -
==

1735. Re: Available support?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3nqppd$jfd@turing.fwi.uva.nl>
Source record: 166651

abstract@wam.umd.edu (Lost) wrote:

:
: I keep hearing people like Roger talk of the unavailability of
:support for Atari stuff. I haven't had any problem that someone on this
:Newsgroup hasn't been able to help with. It's nice having a computer
:system whose users seem to care about each other... It's nice having a
:system that can divide... ;-)

eh, usually when atarians complain about support, they complain about
lack of support from Atari (the company), not from the users in this
group. In fact support from Atari is non-existant, and Atari Europe
will be non-existant in a few months (I heard that Atari Europe, which
has office in Holland, is about to stop all activities and all employees
will be sent home...)

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

1736. Falon Owners List

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3nr7hr$n01@dux.dundee.ac.uk>
Source record: 166652

If you wish to receive a copy and/or subscribe to it please email me.

To be put on the list simply complete what is below and send it to me.
The idea of the list is NOT to compete with any other groups, but simply
to provide a list of those who are available via internet email. It is
suggested that you also subscribe to Falcon FacTT File or similar. If
you wish to also get in contact with other users who are not available
via email.

Rod

==========

Name:

email address:

I use it for:

==========

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1737. FS MegaSTE & more

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: frank@tachyon.demon.co.uk
Message-ID: <799029270snz@tachyon.demon.co.uk>
Source record: 166653

In article <3nmns9$ltt@ucunix.san.uc.edu>
mayolc@ucunix.san.uc.edu (Mayol) said:-

>
>
>For sale:

Aaaaaaagh! I saw this posting *9* times, all with different time stamps on!

--

##
Frank Charlton : ST Format Reviews Editor
frank@tachyon.demon.co.uk
Frank.Charlton@adlib.centron.com
NeST : 90:100/407 AtariNet : 51:6/304
FishNet : 777:400/6 FidoNet : 2:256/510.2
##

1738. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D7r17z.HL5@sci.kun.nl>
Source record: 166654

In <3nnm7h$97@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:

>In article <3nm9v1$mbe@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (steve wells)
writes:
>>] Funny the MindSet won a award, the Atari did NOT, so Please make comments o
>>] thing that you know about..!!....
>>
>>Bzzzt, wrong..... Computer of the Year award in the late 80's...

>Yes some crummy UK Mag, the Mindset Won the Design Council Award of New York,
>the ONLY COMPUTER TO DO SO..!!!!!!

Ah. But the Atari Falcon030 is the ONLY COMPUTER TO HAVE EVER WON THE
MULTIMEDIA GOLD MEDAL ULTRA AWARD --- I just invented it. See? That
doesn't say *anything*.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

1739. Re: Problems with TeX HELP!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D7r1Ju.HsJ@sci.kun.nl>
Source record: 166655

In <D7p58q.BIA.0.-s@cs.vu.nl> fvkampen@cs.vu.nl (Kampen van F) writes:

>Hello,

>I am trying to use TeX with my MiNT/X11 setup but I have the following
>problem: The CTEX prgram (Gem) takes care ofthe %format line at the beginning
>of the TeX file. In MiNT however I just type tex file.tex at the command line.
>It refuses to do anything with LaTeX!! How do I get TeX to use the LaTeX
>package?

tex &lplain file
^^^^^^ After the ampersand you specify what format file TeX
should use. Of course, you make an alias for that.

>And How do I set the XDVI fontpath ok to use xdvi along with TeX?
>(I have to convert the .dvi files with dos2unix to view them, is this normal?)

Are you sure? Dvi's are supposed to be device independent... Anyway,
my guess is that the path has nothing to do with this...

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J*/K*%(K,K2MMPL%
2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int i=0,j,k;for(;i<10;i++){for(j=0;j<11;j++)for(k=0;k<6;)putchar(c[11*i+j]-36&1<<k++&&j*6+
k<65?'#':' ');putchar(10);}} /* ATARI Falcon030 */
```

1740. Re: MagiC and ICD HD software

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: damms002@acpub.duke.edu
Message-ID: <3nrfa0$j99@news.duke.edu>
Source record: 166656

Al Fasoldt (alfasoldt@aol.com) wrote:
: Thanks for the help. I've been using ICD software since before the ST was
: introduced, and it's installed properly. The problem is not on the ST but
: on the TT. MagiC crashes as soon as there is any disk activity. Under
: AHDI, MagiC runs perfectly on the TT. This is ICD Pro 6.2.3, as I recall
: (a guess).

: I installed Tcache with the latest version I could find of AHDI and I'm
: happy.

: Al Fasoldt, Systems Editor, Syracuse Newspapers

I had comparable problems too. After booting up the system occaisionally
stopped and a hardware reset was the only way out of it.

In addition, when using Tempus Word pro I had reproducable problems using
certain graphic procedures.

After replacing ICD pro with AHDI everything worked fine together (Magic,
Ease, NVDI 3.0) and I had never any problem again.

Thomas Damms
damms002@acpub.duke.edu

1741. Re: Verdict on Atari World Please?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2fa0bd76_Sven.Bornemark@p56.dada.ct.se>
Source record: 166657

Hi M,

> is this mag distributed in the Netherlands?

No! I just got an email from Richard Karsmakers (UVK), and he says nothing has been set up yet. I think you'd better yell about it - someone *has* to distribute Atari World in the Netherlands too!

Is the mag good? No, it's *brilliant!*

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

1742. Re: Digital Recording

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: "Tom Swift"
Message-ID: <D7qvvG.GJz@cee.hw.ac.uk>
Source record: 166658

In article <cb170.798740402@praze> cb170@city.ac.uk (HALL B J) writes:
>rbrand1@umbc.edu (GoZeR GoZeRian) writes:
>
>>Hey all,
>
>> Right now I'm using a 520st, 1Mb RAM,w/ 20 Mb HD for just basic MIDI
>>sequencing and I was wondering if there was any software around to do
>>actual digital recording.
>
>On an ST you'll need external hardware to do digital audio. Probably the
>best bet is Cubase/Logic with one or more Yamaha CBX-D5/3 units.
>
>Or upgrade to a Mac/Digidesign setup. None of these are currently
>particularly cheap. One day...
>
>
>--
>---
> |> | | WWW: http://web.city.ac.uk/~cb170
> |> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk
>---

There was a program called Sam to Disk (or something similar) on a
ST Format coverdisk. I've got it somewhere but I've never used it
'cos I lack
1. A hard drive
2. A sampler
3. Musical talent

If your interested I'll try and find it.

Tom Swift
phxts@phyfs1.phy.hw.ac.uk

1743. re: case for peripherals?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1332rcain@nest.demon.co.uk>
Source record: 166659

On 28 Apr 95 Black wrote::

BP> Obviously all the PC type crap (turbo/reset button and Mhz display)
BP> ain't worth spit

Even these have their uses! I use them to toggle the spin-up on a couple of alternative second HDDs and indicate which of them is on-line.

Roger
rcain@nest.demon.co.uk

--

1744. Re: C-Lab Falcon

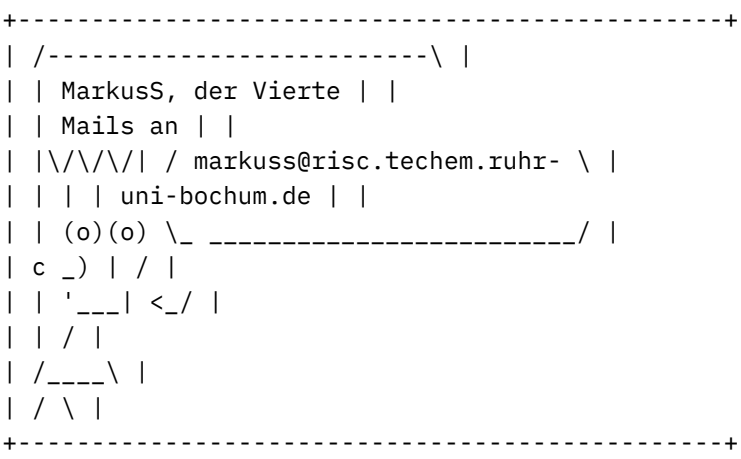
Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3nqqk1$n9a@sun168.rz.ruhr-uni-bochum.de>
Source record: 166660

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: I think the problem is that Atari users have been spoilt with a simple
: computer, and now find it to hard to upgrade to a Real PC....

: To the average Atari user PC clones are to hard for them....!!!

I'm working with an Atari, several PC's with DOS and Windows, a PC with Linux
and two IBM-workstaions with Unix. So it's not right for me, that a PC clone
is to hard for me ;-). But working with Unix and TOS are two very different
things. Both have advantages and disadvantages. But comparing DOS or Windows
to these systems, PC's are always bad. It's very silly making things harder
than they should be. E.g. try programming a PC, you always must have the memory
managment in mind. But all PC-user think working with a computer must be hard
or else it isn't a real computer. Think before you state something like that.
Not the human has to fit to the computer, the computer has to fit to the human.

MarkusS

--


1745. Re: Are the maus alive?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: markuss@power.techem.ruhr-uni-bochum.de
Message-ID: <3nqqnk$n9a@sun168.rz.ruhr-uni-bochum.de>
Source record: 166661

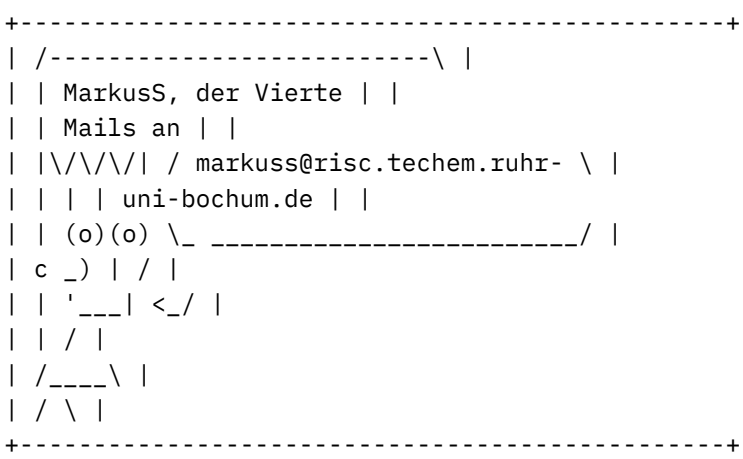
Ivo van Poorten (ipoorten@cs.vu.nl) wrote:

: Does anybody know an nntp-server to which I'm allowed to connect to read
: these newsgroups?

Yes, in Germany try gina.zfn.uni-bremen.de. There are more than 7000 groups.

MarkusS

--



1746. ANN: Shoestring Computers

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: DOMINGO@news-feed.delphi.com
Message-ID: <3nqb9p$6bd@news2.delphi.com>
Source record: 166662
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.st

** ANNOUNCE ** SHOESTRING COMPUTERS ** ANNOUNCE ** SHOESTRING COMPTUERS **

History: Allow me to introduce myself. My name is Domingo B. Alvear, but most people just call me "Dom". I have been using Atari computers since 1980. My first computer was the venerable Atari 800 with 48K, an 810 disk drive, and a 410 tape drive. Since then I've owned and upgraded various 400's, 800XL's, etc. I upgraded to a 1040ST in 1986. I currently own a 520ST, a Stacy, and a Mega ST. As you can see, Atari computers are my passion. I find that they still offer the same ease of use today as they did when the first ST rolled off the line.

Purpose: I believe that many Atari users have the same love for Atari computers as I do. Even though Atari Corporation has gone back to its roots, that doesn't mean our computers are now expensive doorstops. I use my computer every day to write letters, balance my checkbook, e-mail my friends, access the internet, etc. I know am I not alone. So what does Shoestring Computers have to do with all of this? Since we all can't afford to go and buy a new computer, upgrading is the only option. Shoestring Computers is here to accomplish that goal. If you are looking to upgrade your computer whether in mass-storage, RAM upgrades, CD-ROM drives, or acceleration, Shoestring Computers hopes to fill your need with the best products available at the best price with fast and friendly service.

Product: Currently Shoestring Computers has available SyQuest 105MB removables, NEC CD-ROM drives, and Quantum 540MB HD's. ICD's AdSpeed and Fast Technologies' T-25 can be installed to give your computer a speed boost. Various RAM upgrade paths are being investigated and will be available as well.

Growth: As a small, part-time business, Shoestring Computers has limited resources. With your support, I hope to build Shoestring Computers into a place where Atari owners can go to keep their machines running well into the future. Products will be added as the demand deems necessary, and new products specific to the Atari line are already in the beginning stages of development.

Contact: Shoestring Computers can be contacted through e-mail at the addresses listed below. In the coming months, a page on the World Wide Web will become available. Please send a short e-mail message if you would like to get a monthly online newsletter with prices, specials, and new products.

Closing: Thank you for taking the time to read this announcement. Your Atari Computer is only as useful as you make it. I would like to help in whatever way I can to insure that your investment remains valuable to you.

Dom Alvear
Shoestring Computers

CIS: 74030,3254 Delphi: DOMINGO GEnie: D.ALVEAR I'net: DOMINGO@DELPHI.COM

1747. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FD3SCIURUP@dksoft.ping.dk>
Source record: 166663

In <9504251634.AA00737@ilmen.lanl.gov> Hutch wrote:

>What is there to misunderstand? You called Atari developers stupid.

I didn't call them stupid. I'd call their work, (or should we say missing
work) stupid.

>Unlike others I don't stereotype people and I avoid insulting them.

Is it an insult when i don't agree with their doings ? In that case I
and probably all other people, except you, insult other people every day.

>I never said there is NO market for Falcon [specific] softare. My claim
>is that there is a -larger- market for ST/TT software than there is for
>Falcon-specific software. For some reason (gut feeling? voodoo?), you
>seem convinced that there is a larger installed user base of Falcons out
>there than the older ST/STe/TT machines. I disagree, and base my opinion
>on the percentage of recorded sales to and warranty registration cards
>received from users of both camps (data from myself and other IAAD
>members). The older units far outnumber the F030. Facts, not conjecture.

I know what you'd say. But you still don't get it.
Perhaps there is a large market for ST/TT software right now, but what in
the future. As i've said so many time, the future isn't based on ST/TT
machines. If you develope anything for these machines today, you see
people jumping from ST/TT and directly to another platform, cause there isn't
going to be software for the ST in the future. Even more you'll see Falcon
owners changing to another platform as well. And where does this leave
the Atari market then ? (I wonder why i keep saying the same thing all over.
You simply refuse to understand).

>>So now i'm threatening you Hutch ? In what way ?
>
>In the same way that our old friend Roger does (two peas in a pod?).
>You both keep telling us how you are going to buy a PC some day and be
>done with the Atari because of this or that complaint. Sorry, but that
>sounds a lot like a threat from a little kid who didn't get his way.

I never said i'll be done with my Atari. If you're going to quote me, then
stick to the truth. I said i get me an PC, and then things just has to happen
from there. I got my PC now, and first i'm going to use it for Internet,
(and perhaps playing a few games as well). Thats the only plans i've had
for my PC. But i can't say whats going to happen in the future. Perhaps
2B manage to create their Magic for the Falcon, and perhaps even more
software will arrive, but untill then, i think i'm well covered with some
Atari and a PC machine.
I also said i'm getting sick and tired of all this shit around Atari software,

but thats not any news at all. Beeing at this platform for 9 years, i know how it's like not to get the needed software. 2B isn't just a single case in this matter.

>
>>You don't give a damn in anyway, so why do you feel a threat.
>
>Wrong again. If I didn't care I would just ignore your incessant
>ramblings. Oh, only that I -could- just ignore you. What bliss. ;-)

Well, i never asked you to agree with me. I don't mind people who don't agree with me. Thats the whole idea of having a discussion. But i do mind when people don't even understand the meaning of my saying, (understanding the meaning and agreeing isn't the same). It could be because of the language, but other english speaking people havn't got that much problems with my english, so i doubt that.

And perhaps i am just a little kid who doesn't get it my way Hutch, but if thats the case, and with your statements, then i see no reason to look forward beeing an adult.

I'm not somekind of spokesman for the Atari people here in scandinavia, but with my contact to alot of them, i feel i have a good picture of whats needed and whats isn't. This should be something even you can understand.

Greets
Kim

>
>-Hutch- @ Fair Dinkum Tech
>

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

1748. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FD3SCIUUUP@dksoft.ping.dk>
Source record: 166664

In <1995Apr24.101921.25427@rhrk.uni-kl.de> Uwe Seimet wrote:

>This is nonsense because you cannot use the DSP to make the operating system
>faster. The DSP is limited in its range of applications to funtions that
>profit from special features of a DSP directly. TOS or GEM or MagiC are no
>such applications.

I knew someone would say something like that!

>
>>insisted on releasing MagiC 3 before it was ready for the Falcon. And yes! I
>>agree that this was a stupid move. There we go agreeing again! 8^)
>
>Do you think those who have an ST or TT and which can run MagiC 3 NOW think
>this was stupid, too? Don't forget that most users have an ST. Falcon users
>are a minority.
>

Well Uwe, then stick to your ST and pray to that there'll be software in the
future. Cause the Falcon people are skipping their computers if they don't
get any software. And while the Falcon people are dissapearing, alot of
ST people are going away as well. So were does that leave you ? All Alone!

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

1749. Re: verdict on Atari World please?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3nqcol$jt6@epsilon.qmw.ac.uk>
Source record: 166665

Steve Taylor (S.P.Taylor@bradford.ac.uk) wrote:
: Guess what - the previous article should have been private Email.
: Whoops :-)_)_)

FX: Danny slaps Steve on the head.

How yopu keeping Steve...i still have to come round to your
house...need to find some time...

Danny
--
.signature.signature

1750. Re: TwiLight - Screensaver

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3nqd5d$jt6@epsilon.qmw.ac.uk>
Source record: 166666

Al Fasoldt (alfasoldt@aol.com) wrote:
: Thanks, Tom. I'll have to look for the demo package. Anyone know the
: easiest wasy to find it?

Yeah, just take a trip to HENSA. :-)

micros.hensa.ac.uk
in
micros/atari/tos/q/q030/twighlight.lzh
size: 328984

Or find it via the web:
http://micros.hensa.ac.uk/

HTH
Danny
--
.signature.signature

1751. Re: TOWERS GAME...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FD3ABDVH@ttgk.nextjk.stuyts.nl>
Source record: 166667

In <3nksb6$ee2@golem.wcc.govt.nz> Roger Sheppard.. wrote :

>What utter drivel...
>
>I will get a computer that works has support and I can get repaired when
>needed,that puts the Falcon at the bottom of the list..
>
>
>One other point the Falcon here has no resale value here....

I'm wondering Roger, what on earth are you doing here in this area ???

In about every message posted by you you mention the heavenly benefits of the PC and still you are reading Atari stuff... Why ? Are you having second thoughts, is there too little action in the PC world ? Problem with PC's is that they are just no fun ! If you see through the colorful games/windows stuff it's just a pathetic piece of junk ! It's a garbage collection of old standards and kludged systems put in a chrome plated box with a shiny warning label 'Intel inside'.... (they should place Intel behind bars just for the fact that they create processors which produce so much heat that you have to cool them down with fans, talking about waste of energy/power..)

Gert

--

-- --
Atari TT-Point
-- --

1752. Re: I wanna new group!

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: pitchfsj@aston.ac.uk
Message-ID: <D7qvz1.MLz@aston.ac.uk>
Source record: 166668

In article Itw@aston.ac.uk, goringgn@aston.ac.uk (Graham Goring) writes:
>Y'know, I wish there was a seperate group for Atari games only. It's a real pain
>for us game freaks having to look through lots of techy articles.
>
>I'm not slagging off techy minded people, as it's them that make the world go
>round and write stuff, it's just I'd like a completely games orientated group,
>like on other machines, even ones as small as the Arch (when I say small, I am
>ignoring the countless thousands of schools that own them in britain.)
>
>Graham - Have we all calmed down yet? Good
>

Hmm. why not also demos - a sort of fun/recreational group - that would be ace...

Steve.

___ ___ ___ _ _ ___ All opinions are my own!
M__ M M_ M M M_ pitchfsj@aston.ac.uk
__M M M__ M M__ WWW: http://www.aston.ac.uk/~pitchfsj/

1753. Re: Jekyll on Falcon ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: julian@loose.apana.org.au
Message-ID: <3npu99$906@loose.apana.org.au>
Source record: 166669

Hi Bob.
I have no idea if Jekyll is available for PCs. I also haven't been able
to contact my friend with the Falcon to see if it works on that either.
I'll keep trying 'though.

My .sig file is done with Figlet. Good and easy little program with lots
of different fonts available. It's on ftp sites. Get the figletst.zip
or .lzh or something, not figlet.*

--
```
/| |\ o _, /"" o |\ |\ _ ,_ _|
| | | | |/ | / | /|/| ( _ | |/ |/ / \_/ | / |
\|/ \/|_/|_/|/\/|_/ | |_/ \_| |/|_/|_/\_/ |/\/|_/
(| julian@loose.apana.org.au |) |)
```

1754. Imagecopy 3

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <90d_9504281013@genesplicer.org>
Source record: 166670

Anyone know if Imagecopy 3 author Jeremy Hughes has an Internet address?

1755. Re: Remote Imaging Protocol (RIP) on an STe (colour)

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: julian@loose.apana.org.au
Message-ID: <3npuo2$91j@loose.apana.org.au>
Source record: 166671

Bob Brown (bob@earthlight.co.nz) wrote:
: Hi There,

: I'm looking for a program that may not exist, but which emulates a remote
: RIP session in either low or medium rez. I've see ST-Rip, and I wasn't
: overly impressed, but I need a RIP package to log onto a local RIP only BBS.

ST rip only partially supports low rez as I remember.
I also would like a comms program that supports RIP graphics.
I know that Ratsoft BBS program has RIP so what comms program do we use
to access it?
Thanks, Julian.
--
/| |\ o _, /"" o |\ |\ _ ,_ _|
| | | | |/ | / | /|/| (_ | |/ |/ / _/ | / |
\|/ \/|_/|_/|/\/|_/ | |_/ _| |/|_/|_/_/ |/\/|_/
(| julian@loose.apana.org.au |) |)

1756. Re: PD games recommendations

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950428Z143728.624barheath@heathen.demon.co.uk>
Source record: 166672

In article <932_9504270037@tor250.org>
Andrew.Oyama@balmybeach.gryn.org "Andrew Oyama" writes:

: Can anyone recommend a PD game worth playing? What are your favourites
: amongst our ST public domain...whether shareware or freeware? Either,
: arcade type or stragedy shootem ups, D&D etc...
:
Llamatron is the first one to come to mind, but any of Jeff Minter's anarchic
shoot em ups will serve. That guy is an absolute genius at games.
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - O O O O O O *
| ------------------- ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_________________| |_____________| |_____| |_________| |
_________o_o__________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

1757. Re: Available Support...

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HPVVVLSF6QAIDW27@SNYONEVA.CC.ONEONTA.EDU>
Source record: 166673

Anyone who has been an ST or Falcon owner for any length of time knows that Atari doesn't suport its products (can't and won't) aside from warranty issues.

Others here have pointed out that there's no shortage of friendly and informative user support on the internet and in user groups and with this I agree.

However, unlike many other platforms, many users are still on their own. In many areas of the world - particualrly in the U.S., there are only a handful of Atari dealers left and about as many commercial ST developers.

The situation doesn't bode well for novices who need their hands held regarding fixing system problems and finding/running certain software.

In this respect, Atari support is non-existant. The ST community though filled with creative and talented people is dwindling fast and at times it seems as though the ST will be doomed a pathetic existence akin to the likes of TRS-Color COmputers and the TI-994A...

I remember a time when there were half-a-dozen glossy ST mags and several large ST dealers in my area. Now there are neither...

Ari

1758. What ever happened to Crack-Art?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HPVWBHBWG8AIDW27@SNYONEVA.CC.ONEONTA.EDU>
Source record: 166674

Hi all:

I'm curious as to what ever happened to that excellent ST paint program Crack-Art? The last version I saw was v1.36.

Is it still supported? I was also wondering if anyone knows the authors and their plans to port the program over to the PC. While the PC has alot of excellent software - its selection of usable DOS based gfx programs stinks!!!

Thanks.

Ari

"Just because you wear Charlie Brown's sweaters, have a goatee, and wear orthapedic shoes doesn't mean you're alternative... Being alternative is in your mind..."

1759. Re: Problems with TeX HELP!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <3nqs79$num@ccshst05.cs.uoguelph.ca>
Source record: 166675

Kampen van F (fvkampen@cs.vu.nl) wrote:
: I am trying to use TeX with my MiNT/X11 setup but I have the following
: problem: The CTEX prgram (Gem) takes care ofthe %format line at the beginning
: of the TeX file. In MiNT however I just type tex file.tex at the command line.
: It refuses to do anything with LaTeX!! How do I get TeX to use the LaTeX
: package?
Use "tex &LATEX file.tex". Note that you can substitute any format name
for LATEX.
: And How do I set the XDVI fontpath ok to use xdvi along with TeX?
Can't help you there, although I too would like to get X running on my
machine.
: (I have to convert the .dvi files with dos2unix to view them, is this normal?)
I don't think so...DVI's are binary files and as such shouldn't need to
be converted.

THeo

1760. Re: A most obvious FAQ, and some other Q's

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D7rrIn.EuL@cix.compulink.co.uk>
Source record: 166676

0428Z015056.128barheath@heathen.demon.co.uk>
X-Newsreader: CixRead/CixComm

In message <950428Z015056.128barheath@heathen.demon.co.uk>,
barheath@heathen.demon.co.uk said:
> In article <D7o385.G2D@cix.compulink.co.uk>
> :
> : > What kind of drive is the SF314? DD? HD?
> :
> : DS/DD - 3.5" 80 track. It should read and write IBM PC format 720K
> disks : - though its best to format them on the PC.
> :
> :
> I'm happy to be corrected if I'm wrong, as my memory of the old days
> is a little hazy, but I'm sure the SF314 was the 360k single sided

Nope - I'm right and you're wrong ;-)

The SF314 was the 720K drive and the SF354 was the 360(ish)K drive. I used
to own a SF354 back the bad old days. I still have the manual for it!

:-)

Roland.

@CiX

PS

> Any historical Atarians confirm or deny??

I *am* an historical Atarian! Bought my STM+SF354 in 1986! :-)

1761. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D7rrIo.Ev7@cix.compulink.co.uk>
Source record: 166677

off-1> <3nqtoq$17q@bs33n.staffs.ac.uk>
X-Newsreader: CixRead/CixComm

In message <3nqtoq$17q@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk
said:
> David Stevenson (djs@jet.uk) wrote:
> : BobR <76702.1466@CompuServe.COM> writes:
>
> : >>What software is out there that makes use ofthis troublesome little
> chip?
>
> Neon, Raystart, Linux, Xenomorph 2 (takes advantage of it), Arrow 1.2,
^^^^^

But note - Linux is not going to run on a MSTE even *with* an FPU. Its
needs a proper MMU as well - and this normally means a 68030.

:-(

Roland.

@CiX

1762. Re: HSMODEM and MiNT, how?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D7rrIp.Evu@cix.compulink.co.uk>
Source record: 166678

In message <avg.798895015@news.cwi.nl>, avg@cwi.nl said:
>
> Now I would like to get 115200bps from my TT's Serial 2 port rather
> than the poor 19200 I am currently running SLIP on; otherwise using

Well I've managed this. This is the connect script I use:

```
#stty 110 < /dev/modem2
u:/etc/ifconfig lo0 addr 127.0.0.1 up
u:/etc/slattach -p cslip -s 115200 -t /dev/serial2 -r 100.0.0.3 -l 100.0.0.1
mtu 2000 &
u:/etc/route
u:/etc/portmap
u:/usr/etc/inetd
u:/bin/mountd
u:/bin/nfsd
```

100.0.0.3 is my PC
100.0.0.1 is my TT

These are not 'real' IP adresses of course - but then my net is not
conencted to the internet.

The '#' out stty line can be used to set the speed to 115200, but I found
that slattach take '-s 115200' just fine. Even better than the way Linux/pc
does it.

Also note that the 'mtu 2000 &' on the line after slattach is a
continuation of the slattach line and not a new line.

Finally the last few lines are to do with NFS (Network File System) - and
aren't necessary for X.

> the usual friendly MiNT system crash report, i.e:

But I don't get this. :-(

> Shouldn't the HSMODEM patches be included in MiNT, together with a

Would be nice.

> flag that enables the high speeds, much like what Linux does?

Linux/68 doesn't cope with SCC ports anyway. If you mean Linux/pc - then
I know what you mean. MiNT-Net slattach copes with 115200 on its own anyway
- with needed 'setserial' or anything.

> If someone is reading this far, would anybody know where to get
> 'xhost'? Running X on my 6 meg TT is fine, except that the second

I thought I'd found it in the x11r5.zoo file but I've checked and its not there :-(Can't find where I got it from (though almost certainly phlem.ph.kcl.ac.uk). I can email you a copy if you are desperate.

> x terminal runs out of memory... Running plain X and doing the rest
> from my Linux/486 would be very nice, but without an access control
> utility I don't get very far... (connection to X display refused).

Yes this does work very nicely. A TT isn't a particularly fast X terminal - but quite usable. I'm currently trying the same with Linux/68 - but have only just got X up and running. Looks *very* much like MiNT-X though - and not really any faster :-(

Sorry I can't be much more specific - but at least I can tell you that what you are trying to do is possible.

:-)

Roland.

@CiX

1763. Re: A most obvious FAQ, and some other Q's

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D7rrIq.EwH@cix.compulink.co.uk>
Source record: 166679

9Gs@news.hawaii.edu>
X-Newsreader: CixRead/CixComm

In message <D7Mvp5.9Gs@news.hawaii.edu>, gkomatsu@uhunix3.uhcc.Hawaii.Edu
said:

> Appears I have the newer one, as GEM comes up. Should there be a long
> wait before it comes up? seems I was waiting a minute or two
> sometimes before the green desktop would appear.

If you put a blank formated disk in the drive before switching on - the
machine will boot much faster.

:-)

Roland.

@CiX

1764. Re: TOWERS GAME...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2804950837320001@ngalm099.gal.nt.com>
Source record: 166680

In article <3nou3k$nq5@prime.mdata.fi>, contacts@mits.mdata.fi (Pekka Saarinen) wrote:

> Since when a computer has become an investement? Get gold, shares or
> livestock! Everyone knows that a computer price falls 50% as soon
> as you drag it out from a shop, and in 2-3 years it will be hard to
> sell because computer-companies have somehow conned people to believe
> they need the latest brand.
>
> Your money is lost in any case, unless you DO something with your computer
> and sell the product.

Or just have a lot of fun using it!!

Sometimes the return from investments is not directly measureable, but turns out be be a really good move long term.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

1765. Re: Doom clone

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3nr1v5$ft4@m1.cs.man.ac.uk>
Source record: 166681

In article <3n23a0$rt3@ionews.io.org>, diehl@grin.io.org (Eric March) writes:
|> James Allcock (Case@parkhead.demon.co.uk) wrote:
|> : Time for me to commit CyberSuicide $-)
|>
|> : The chances of a Doom-clone anything close running on the STe seem
|> remote...
|>
|> : ..is it really possible to do the texture mapping?
|>
|> Jus take a look at Legends of Valour. It's slow as sin with a lareg window,
|> but it a small window it runs quite quickly. And that's on a stock ST. And
|> yes, it is full texture mapping, if orthogonal in nature.
|>
|> : Something with the old-style 3D objects would work like Interphase...
|>
|> : ..but surely not on the scale of Doom?
|>
|> : On the Amiga, haven't they had to make the minimum config a 1200 (ie
|> 020)...
|>
|> : ..to get it fast enough?
|>
|> : Sorry about this! I love my ST for usability, etc, but had to buy a
|> 1200...
|>
|> : ..because I do like to play games and the ST just can't keep up anymore.
|>
|> : Or is it just lack of development leaving it way behind?
|>

LOOK AT THE SCREENSHOTS!!!!!

Substation is NOT like Doom. There is NO texture-mapping (at least not in the
released screenshots.)

Yes, its 3d, first person perspective, but it is NOTHING LIKE DOOM. (sorry for
shouting, but I hate mis-information, it raises peoples hopes...)

I'm not saying that T-mapping couldn't be done, (L.of Valour looked quite nice
-
would have liked a Falcon version...oh well), but Substation does not do it.

Sorry to burst your bubbles...

Anthony
--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"Its not supposed to be funny, its supposed to be true" - A maths lecturer

1766. Re: I wanna new group!

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3nqtvq$17q@bs33n.staffs.ac.uk>
Source record: 166682

Steve Pitchford (pitchfsj@aston.ac.uk) wrote:
: Hmm. why not also demos - a sort of fun/recreational group - that would
: be ace...

Hiya Steve,

I doubt very much if there would be enough traffic to keep a demo group alive. I mean, look at all the hassle I got when I suggested starting a pure Falcon newsgroup. Perhaps if the year was 1985 and all the top European demo crews were on the 'net it would be a different story...

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

1767. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2804951431440001@edwarda.interlog.com>
Source record: 166683

In article <3mr01j$81l@cmcl2.NYU.EDU>, kwd9152@is2.nyu.edu (Kevin W. Dolorico) wrote:

> My ultimate decision was to get the PowerMac 6100/66/DOS compatible
> package.

Nice machine, I want one of my own.

> learned a lot about Macs. They offered more ease of use than the
> PC(obviously) and actually, even more than the ST! Everything about the
> Mac feels professional. It didn't feel like playing with a toy. I
> finally can view pictures in MORE than 256 colors(on my ST...well, it
> took hours viewing gifs, and days viewing JPGS) :)... Ah, glorious
> color. :)
>
> 16-bit audio with sampling facilities built in doesn't hurt either.
> Neither does a CD-rom player with actual CDroms available for it. :) I
> always wondered what the point of having one for the ST was...

All of these are great examples. You know what did it for me? When I saw someone copy some text onto the clip, switch to another program, and paste. That was it, I started looking for a Mac the next day.

> Only the diehard hackers and wanna-be hackers are still using the STs.
> :) Perhaps there are also some musicians who don't know any better using
> their STs. :)

I used to be a die hard Atari man. Would defend it at any turn. Then I got a Mac, and woke up.

Maury

1768. Re: Geneva vs. MagiC

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: ralunsfo@uncc.edu
Message-ID: <3nq2fl$mju@news.uncc.edu>
Source record: 166684

In article <FD2VCEAPUP@galaxy.teuto.de>,
Hendrik Mylius <neptune@galaxy.teuto.de> wrote:
>
>Should, ought, or actually _does_?
>
>BTW, is it possible to but Geneva into ROMs as it can be done with MagiC?
>
>Bye.
>
> /Hendr!K/
>
>--

Well, Geneva is not Mint compatible now, but I know Dan Wilga said the next
version definitely will be. I read this on GEnie from Dan himself, and since
Geneva is an AES replacement, it will be a better alternative than
Multitos (speedwise)...

Russ

--
****
"Let yourself go with the disease, be with it, keep company with it - this
is the way to be rid of it." - Bruce Lee
ralunsfo@uncc.edu

1769. RPGS

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: tinny@morinda.it.ntu.edu.au
Message-ID: <3npqef$rde@pellew.ntu.edu.au>
Source record: 166685

This is the second time I have tried to
post something so here goes.

I would like to knowww if somebody has the game "Phantasia"
which they will like to sell me or swap with another game
or mine. I have RPGS also. Email me at:

tinny@it.ntu.edu.au

1770. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2804951439260001@edwarda.interlog.com>
Source record: 166686

In article <01HPVB35CSLUAIDUIG@SNYONEVA.CC.ONEONTA.EDU>,
FELDAK79@SNYONEVA.CC.ONEONTA.EDU wrote:

> Roger:
>
> In many ways the ST was ahead of its time.

The only one I can think of is Meg/$.

> designed way back in 1985 using cutting edge technology and pretty much
> was thrown together in about 6 months.

Thrown together is a good term. I had one of the first to roll off the
line, every so often I had to reseat the ROMS (which didn't come with it)
by hand as they worked themselves out of the warping motherboard.

> For its day the ST had many firsts and employed many sophisticated and/or
> well proven technologies. Among other things, the 1985 vintage ST included
> a fast, 16bit CPU(the 68000),

So did the Mac.

> a reasonably stable windowing OS and GUI (GEM),

And I didn't realize how amature it was until I tried out a Mac.

> local bus video (for very fast graphics)

Uhh, no, doesn't it use the DRAM for video?

> mouse support in hardware (not

Like the Mac.

> built-in I/O ports

Like the Mac.

> a very fast HD controller

The WD unit used in PC's all over the place at the same time.

> fast and flexible floppy drives that used DMA

They did?

> MIDI ports

The ST's one lasting grace.

> and a decent sound fx generator.

The sound chip was one of the things I hated the most about my ST. The
C64's SID chip was at least as powerful.

> Still, while I do enjoy my PC, I do miss my STs and the many fond memories
> I have of the machine.

Me too.

Maury

1771. Re: Falcon Games List

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FD3BFBUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 166687

In <1995Apr26.120348.264@genrad.co.uk> Paul Hills wrote :

>In article <798820886.5@cs.york.ac.uk>, (Andrew Hague) writes:
>
>>Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
>>: Right I think its about time we actually tried to compile a list
>>: of Falcon only or enhanced games, so here goes (you'll notice
>>: there isn't many)
>>
>>: Towers II
>>: Llamazap
>>: Robinsons Requim
>>: Ping 2000
>>
>>Ishar, Ishar II and Ishar III use the extra colours and the enhanced audio
>>system of the Falcon.
>
>
> Surely there's not much point without a brief review of each one. I
>wouldn't buy one just because it's on a list. Where to get it and how much
>would be useful too.
>
> Paul
>
I agree. However, for now (due to limited time) I'll just throw
names in. Don't forget Transarctica, Obsession, Pinball Dreams,
Steel Talons, and Road Riot 4WD. There are also games like
Minesweeper and Vertical (a wonderful *shareware* game, by the way which
I don't play due to my Jaguar, Transarctica and Ishar III).

(Next?)

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

1772. Re: re^2: magic & falcons?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FD3BFBUSUp@warpcon.ersys.edmonton.ab.ca>
Source record: 166688

In <3nknh7$dhk@golem.wcc.govt.nz> Roger Sheppard.. wrote :

>In article <FDUMEIUZUP@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:
>>In <1184dbrewood@nest.demon.co.uk> Daron Brewood wrote:
>>
>>>Yep, one day though.....
>>
>>I'm starting to doubt 8)
>>
>>I'm not trying to convince anyone that the PC is good.. It's just damn
>>easier to get software, (read, support), insted of this Atari thing. But
>>as far as the Atari goes, i've stopped hoping for anything. With programmers
>>and software distributers like 2B and Heidleberg, it's waste of time hoping
>>for anything.
>
>
>The same here, no English version of Pheonix, Script III, Signum III,
>Tempus and there HDU was never converted...
>
>
To the best of my knowledge, Phoenix and Tempus were indeed
translated. I have, however, not seen the other two, so I wouldn't
know about those.

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

1773. Re: A most obvious FAQ, and some other Q's

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950428Z015056.128barheath@heathen.demon.co.uk>
Source record: 166689

In article <D7o385.G2D@cix.compulink.co.uk>
rgivan@cix.compulink.co.uk "Roland Givan" writes:

: In message <D7HLo2.7LB@news.hawaii.edu>, gkomatsu@uhunix3.uhcc.Hawaii.Edu
: said:
:
:
: > What kind of drive is the SF314? DD? HD?
:
: DS/DD - 3.5" 80 track. It should read and write IBM PC format 720K disks
: - though its best to format them on the PC.
:
:
I'm happy to be corrected if I'm wrong, as my memory of the old days is a
little hazy, but I'm sure the SF314 was the 360k single sided drive.
I've just "archived" all my reall yold ST User mags into the attic, so
checking is a little difficult ATM :-)

Any historical Atarians confirm or deny??
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - O O O O O O *
| ------------------- ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_____________________| |_____________| |_____| |_________| |
_________o_o___________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

1774. NOS and SLIP - need advice

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950428Z023722.337barheath@heathen.demon.co.uk>
Source record: 166690

Can anyone advise what I need t set/reset/modify in the NOS progams in order
to use it to access a server which only has a SLIP protocol enabled?
I've got PPP all right, but I have no idea about SLIP.

All help welcomed.
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - 0 0 0 0 0 0 *
| ------------------- ----------------- ____ o |
* | Barry Heath | |the spare room | _______) |__^__H_ *
| |_________________| |_____________| |_____| |_________| |
_________o_o___________o_o____o_o_________o_o___o_o_o__()_()_()_o_________

1775. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: Lexicor@world.std.com
Message-ID: <D7rBI4.34B@world.std.com>
Source record: 166691

In article <3nqtoq$17q@bs33n.staffs.ac.uk>,
Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
>
>Neon, Raystart, Linux, Xenomorph 2 (takes advantage of it), Arrow 1.2,
>possibly others I don't have.

Rich,

Xenomorph AKA Phoenix 2.0 Object Renderer takes advantage of it,
it increases phong rendering speed (with 16Mhz version) nearly 5-6 times or
more. Raystart incidentally does NOT support a math co-pro, the amazing thing
though is that even though it doesn't its raytracing speed is still very
impressive.

Chronos-3D keyframe animator takes advantage of a math co-pro,
cyber color, anm-link, genesis galatctic toolchest, metamorphosis 24 (morpher),
prism render, render for sculpt...they DO happen to be Lexicor products ;)
but that is because I know them best *grin*

I am sure math applications take advantage of it, such as Rieman II
and the likes.

CHeers

Yat @ Lexicor

1776. Railroad Tycoon on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: artoj@mits.mdata.fi
Message-ID: <3nrboi$rph@prime.mdata.fi>
Source record: 166692

```
g> Does the above mentioned game run on Falcon? Does it need Backwards
g> -program in order to run?

It works on Falcon without Backwards. Although it has a little bug, which
is caused by 4 megs of memory, not by Falcon. The game crashes if you
move your mouse pointer outside screen area. Use a Ramdisk to reduce
memory to 2 meg, or backward to fix this !

---
* Kivi 1.37 *
```

1777. Re: Linux ST

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: Thorsten_Floeck@rs.maus.de
Message-ID: <199504280909.a44318@rs.maus.de>
Source record: 166693

HLW>LiNUX doesn't run on the ST/STE. Only machines with a 68030 CPU with
HLW>68882 FPU or better (ie. Falcon/TT/Medusa/Eagle). If your ST has a
HLW>68030 card installed with FPU, it should run though.

The actually available version of Linux/68K supports without any problems only the TT! Falcon & PAK/3 have some problems (e.g. TT-fast-ram & SCSI) but it also works considerably. For the Eagle i know, that there are still a lot of problems, so until now, only a ramdisc based version of Linux/68k works.
I can tell you from my own experiences on my Medusa-Computer that it works, but reading or writing from the SCSI-Bus don't work. It seems like a hardware bug :-(There are although problems with floppy-drives, but I think, if you have implemented a VME- or the Counter-Card it will work.

If you try Linux/68K on PAK/3, EAGLE or Medusa it's most important to use an up-to-date kernel, in the moment 0.9 pl5 including patches 1 - 19! You can find this kernel and a lot of other stuff at ftp.phil.uni-sb.de in /pub/atari/linux. Unfortunately on this server are restricted limitations during the main business hours, so I will announce here another server, where you can get an up-to-date bootstrap, kernel and ramdisc and the official patch-archive from Roman Hodek up to patch 19, but nothing else! These things you can get via anonymous ftp from wctc6.chemie.uni-wuppertal.de (132.195.9.135) in /pub/Linux68k.aktuell/.

Thorsten

1778. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD3RBDAYUP@galaxy.teuto.de>
Source record: 166694

In <FDUBFBVAUP@dksoft.ping.dk> Kim Andersen wrote:

>>Rumors are just that: rumors. Application Systems Heidelberg decided not
>>to wait for the Falcon version, so that the release for other systems

>Perhaps you're right. But there should never have been a ST/TT version
>before a Falcon version.

Why not for gods sake? Don't you get it into your head?

MagiC3 comes from MagiC2, which doesn't run on Falcons. So the ST/TT version
was finished earlier. Period. And ASH want to make some dough, so what?

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1779. Re: What Defragger ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD3RBDBDUP@galaxy.teuto.de>
Source record: 166695

In <3n7v14$mir@ccpnws.in2p3.fr> Stephane Acounis wrote:

>> Do you mean SEMPRIMI (sp?)? That has reportedly some problems with certain
>> harddisk-drivers. And it is commercial, too.
>I use SEMPRINI with ICD software and never had problems (AdSCSI+, ICD drivers

Some folks in MausNet reported some problems with SEMPRIMI and HuSHI.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1780. Re: Emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD3SBAAFUP@galaxy.teuto.de>
Source record: 166696

In <djs.798720083@gen-off-3> David Stevenson wrote:

>does this. The second most important thing is to set the environment in
>which those programs run. Ease does NOT do this. It's not just for

Which version?

IIRC, versions >= 3.6 do set the ENV$ properly. Latest version is 4.0.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1781. Re: A most obvious FAQ, and some other Q's

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950428090519.27505A-100000@moose.erie.net>
Source record: 166697

On Fri, 28 Apr 1995, Barry Heath wrote:

> In article <D7o385.G2D@cix.compulink.co.uk>
> rgivan@cix.compulink.co.uk "Roland Givan" writes:
>
> : In message <D7HLo2.7LB@news.hawaii.edu>, gkomatsu@uhunix3.uhcc.Hawaii.Edu
> : said:
> :
> : > What kind of drive is the SF314? DD? HD?
> :
> : DS/DD - 3.5" 80 track. It should read and write IBM PC format 720K disks
> : - though its best to format them on the PC.
> :
> :
> I'm happy to be corrected if I'm wrong, as my memory of the old days is a
> little hazy, but I'm sure the SF314 was the 360k single sided drive.
> I've just "archived" all my reall yold ST User mags into the attic, so
> checking is a little difficult ATM :-)
>
> Any historical Atarians confirm or deny??

The SF314 in it's numerous variations is a 720K DSDD drive. The
360K SSDD drive was the SF354. You'll have to ask Atari why the SSDD had a
higher number even though it was of lower capacity and came out before
the SF314! ;)

1782. ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <469_9504290149@tor250.org>
Source record: 166698

> GUI interface (that NO PC at the time had)..

B > Er.. no.. The PC *already had* exactly the same GEM
B > interface that was later used on the Atari ST. Digital
B > Research was in fact sued by Apple over the "look and feel" of
B > GEM on the PC because it was so similar to the Macintosh.

I know the fact that Apple sued the pants off Digital Research
for GEM, but I wasn't aware that GEM for the PC was released BEFORE
the ST was. I thought that the Tramiels decided on GEM being in the
operating system while GEM had still been in development, and was
released BEFORE PC GEM. So I could be wrong on that point.

Well, at least I can say one thing that won't be in dispute - PC
GEM (after Apple's required "crippling") was a nutted version of
what ST GEM would ultimately prove to be. But then, even nutted, it
was way more of an operating system than Windows/DOS will ever hope
to be :)

(See, Roger? Even I can admit that I can be wrong - not like
you)

... Microsoft is the QUESTION - and the ANSWER is NO!
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

1783. C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <46a_9504290149@tor250.org>
Source record: 166699

H >] Well, Darek Mihocka, the developer of GEMulator for the PC
H > (and a] Microsoft employee), thinks that Windows 3.1 and 3.11
H > are an] inelegant joke, and that Windows '95 (that even in
H > the final beta is] experiencing major problems) will prove to
H > be an even bigger joke if] and when it's EVER released. (He
H > does think the best PC operating] system is Windows NT).

H > I hope Bill Gates doesn't read this newsgroup or you may have
H > put Darek out of a job :-)

To make sure that Darek gets his fair shake, he also thinks
System 7 on the Mac is also not so hot as well - and that Apple has
been misleading PC users in their ads with greatly inflated claims
over its capabilities (an opinion that I do not personally agree
with, BTW, having used Macs myself for projects and genearl fun,
albeit my brother's Mac. At least that'll save me from being flamed
by Sinclap :))

This came from straight from Darek, BTW, when I was helping
Computer Direct set up next to him at ACE '95. Like him or loath
him, he's quite a character and has some great confidence in his
abilities. Even if he offends Bill Gates with his comments about the
products, Mr. Gates should keep him on - think of him as a "reality
check".

... Nog n'IlK ton Si eCneT n'Es S'ihT.
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

1784. ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-04-28 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <46b_9504290149@tor250.org>
Source record: 166700

> And, pray tell, where is the Mindset NOW? At least, despite
> the fact that the ST isn't as popular as the PC, at least it's
> a KNOWN computer line!

S > Funny the MindSet won a award, the Atari did NOT, so Please
S > make comments on thing that you know about..!!....

Once again, Roger - where is the Mindset NOW? Howcome nobody in this conference has heard of it other than you?

I know that for its time, the Atari ST was considered revolutionary - must've been if they sold more computers than the Mindset. Which certainly made it more successful than winning some nameless award (BTW, Roger who gave the Mindset the award? Are they credible?)

> Wait, I know how you'll reply to this one - "those journalists
> were all snivelling useless teenagers on the dole who were
> waiting for STOS BASIC to be created so they can program
> insipid little games to bring my blood pressure up and write
> stupid, factless spewings disguised as gospel because I'm a
> bitter grumpy old man with no life of his own who wishes I can
> dump this stupid computer because I want to be a mindless
> sheep who goes all gooey at anything with Microsoft in its
>name. And so's your old man!"

S > Sound you are talking about
S > your self again....

No, Roger - you, you, and only YOU. No way would I want to own any computer that would require me to insert money into Bill Gates' wallet. I love my Atari, and you obviously hate it - your posts definitely show your obvious bias, hatred, and contempt for the Atari platform and their users. At least I try to make an effort to help people out on this conference, and not put down people just because they prefer using an Atari. Not like you......

> Get a life, Sheppard (or get a PC, so you can leave this
> conference and leave us free of your claptrap).

S > May be you need a brain, but then you will need to find a
S > head to put it in...

Really, Roger, if you're gonna insult me, please at least try to be more creative. Even your insults are getting pretty pathetic and repetitive.

... Intel inside. Idiot outside.
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

1785. Re: Railroad Tycoon on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D7sFDp.Kvu@cix.compulink.co.uk>
Source record: 166558

In message <3nrboi$rph@prime.mdata.fi>, artoj@mits.mdata.fi said:

> It works on Falcon without Backwards. Although it has a little bug,
> which is caused by 4 megs of memory, not by Falcon. The game crashes
> if you move your mouse pointer outside screen area. Use a Ramdisk
> to reduce memory to 2 meg, or backward to fix this !

Odd - can't used the mouse at all on my Falcon and unless I turn the cache
off the sound is even cruddier than on an ST.

Steve

1786. Re: New HTML Reader Available (!)

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3nt8u8$8je@mercury.dur.ac.uk>
Source record: 166559

Leon Guy Louis Brocard (lglb) wrote:
: I've just found an HTML Reader for the Atari in ftp.uni-kl.de under /incoming/
: html08.lzh (!). It is by Alexander Clauss.

It's also on HENSA now.

: HTML files must be on local disk
: (not a browser!), images shown only in mono.

I'm willing to put up with this :-)

: Haven't tried it out yet, but I will... ;-)

It's quite nice, although it can be rather slow. The only really annoying thing is that it assumes ASCII files are of the DOS CRLF type - which is annoying for me because the files on my Unix-based home page are of the unix type (surprise!). It means I have to go through and convert them before taking them across to my account and vice versa.

Maybe the next version will correct this :-)

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

1787. The Youngest Day on your computer?

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: tonmaas@xs4all.nl
Message-ID: <tonmaas-2904950744380001@stat13-153.xs4all.nl>
Source record: 166560

What is the last possible date your computer / operating system allows? It just occurred to me that the Mac clock's options expire on December 31st 2019 (at which point we're supposed to switch from linear time to cyclic time, 'cause the next date will be January 1st 1920). Is this just another case of randomly planned obsolescence?

What's the verdict on your computer system? I thought I'd run an informal survey on this matter.

Please respond by e-mail and state the name of your system.

I will send the outcome to all respondents.

Ton Maas, Amsterdam NL

1788. Re: "doom" clone - here is some more info

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ntm81rid1@mhadg.production.compuserve.com>
Source record: 166561

> I wonder if you've ever seen Alternate Reality (City & Dungeon) on the 8
> bit Ataris...

As far as I know, Alternate Reality used straight bitmaps for its walls,
not "Texture Mapping" which is FAR different. In addition, AR had only
90 degree walls... a true texture mapping game with full freedom of movement
in any direction at any angle would take far more CPU resources to map.

BobR

1789. Re: DISCOVERY CARTRIDGE, anything new ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3ntn6qrid2@mhadg.production.compuserve.com>
Source record: 166562

> I had purchased a DISCOVERY CARTRIDGE from HAPPY computers many many years
> ago. I bought it basically to convert mac disks to spectre format disks.
> It's been years since I've used my ST, and I was wondering if any
> improvements ever happened for the cartridge ?

Unfortunately the company that made the Happy cartridge has been out of
business for many years.

BobR

1790. gemram/winx & MTOS

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: ralunsfo@uncc.edu
Message-ID: <3ns3bb$as0@news.uncc.edu>
Source record: 166563

Does anyone have any tips for getting Winx and Gemram to run under MTOS? I've got it running fine under plain TOS...

Thanks,
Russ

--
****
"Let yourself go with the disease, be with it, keep company with it - this is the way to be rid of it." - Bruce Lee
ralunsfo@uncc.edu

1791. Re: CD-ROM driver help needed

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: lamarth@delphi.com
Message-ID: <Bsx9yqV.lamarth@delphi.com>
Source record: 166564

Dan Dreibelbis <Dan.Dreibelbis@balmybeach.gryn.org> writes:

> One thing you could do - ditch METADOS2. Pick up a copy of
>ExtenDOS Professional and use that as your CD-ROM driver program
>instead - it's way more stable and easier to set up. I know of more
>people who use this program to access their CD-ROM drives than
>METADOS, including a few Falcon owners. Plus Roger Burrows of
>Anondyne Software offers excellent customer support.

Yea, I broke down and ordered a copy. Someone sent me a Falcon driver
that's supposed to work with Metados but I couldn't that that to work, either.

David (lamarth@delphi.com)

1792. Re: st fan question

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD4PDHAVUP@galaxy.teuto.de>
Source record: 166565

In <D7IKMo.FE9@sdf.saomai.org> Evan Langlois wrote:

>There is a small device available now, used in portable coolers and
>portable heaters. It's a freon-less system. In fact, it doesn't
>contain any moving parts. Its a tiny device, about as long as the

You're describing a *PELTIER-element* here.

>gets very cold. I was wondering if anyone knew about these litt;e
>devices - glue one to the CPU and another to your hard disk and
>you won't need any annoying fans.

You still have to remove the heat from one end of the element - by a fan.

As I've said before, in the common ST/TT/ and e-models, there is no single chip which gets THAT hot. No requirement for this amount of cooling.

In the Mega 2's and 4's the fan mostly cools the PSU. And slightly lower RPM of the fan will give the wanted effect, less noise but still sufficient cooling.

And I would NEVER stick such an element onto my HDD. This would cool down only a very pinponted space of it and the rest would still be warm. That could cause some stress within the material and therefore probably isn't the best of ideas.

The newer drives don't ger very warm any more. IMHO no need for cooling at all.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1793. compression

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: aford@t-ph.demon.co.uk
Message-ID: <799181044snz@t-ph.demon.co.uk>
Source record: 166566

Can someone tell me how to decompress a file with the extensions .g .gz .tar
and suchlike things. I've been told a few different ways such as just typing
in the filename without the extension will cause the file to be automatically
unpacked before being ftp'd. Every way i've tried does not work.
So is there an unpacker for these filetypes on the Atari or does anyone
know of a way to decompress them before i d/load them.

--

Andy Ford
aford@t-ph.demon.co.uk

1794. Re: Falcon boots SO slow.. help!

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FD4ODCUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 166567

In <3np8f4$r7j@bs33n.staffs.ac.uk> Requiem wrote :

>It finally happened... I ditched my nasty little internal IDE drive from
>my Falcon that was giving me so much grief and bought a spanking brand new
>external SCSI 730meg.. it works like a dream.. however I removed the IDE
>from the Falcon in order to place it in my PC laptop (where it now runs
>fine!) but my Falcon takes an AGE to boot.... its as if its scanning for
>an IDE and can't find one but takes about 20 seconds to determine that
>there is nothing plugged in, it then boots the SCSI and works fine.
>
>So.. how the hell can I get it to stop searching for the IDE? Don't tell
>me I'm stuck with a slow booting Falcon until I buy a little 20meg IDE to
>stop this annoying problem! It happens at every reset.. and is most most
>frustrating.. perhaps some STF or AW contributors would care to add this
>to one of their Question and Answers pages respectively...
>
>Rich
>
What driver software are you using? I use HDDriver, and it works
quite quickly enough for my liking (plus the XHDI spec).

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

1795. Re: True Type Fonts

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD4PDHAYUP@galaxy.teuto.de>
Source record: 166568

In <3nl02v$hb1@percy.cs.bham.ac.uk> Chris Ridd wrote:

>>>My guess is that the font you tried had a character set that NVDI 3
>>Or it was somehow damaged?
>FONT_CHECK=0 (or CHECK_FONTS?) in your nvdi.inf file.

CHECK_FONTS = 0

is the correct parameter.

>But it is still possible to have fonts which pass this check and which
>NVDI still rejects for other *unknown* reasons :-(

Do you have an example? You know where to mail it, then ;-)

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1796. Re: Roger the Sad Sheppard

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD4PDHBGUP@galaxy.teuto.de>
Source record: 166569

In <a5c_9504231806@tor250.org> Dan Dreibelbis wrote:

> Next you'll get the ultimate seal of approval - when Roger tells
>you to get a life or a PC......after first calling you a snivelling
>STOS-using useless teenager on the dole, of course..... :)

Wasn't that a snotty teen using GFA?

:)

/Hendr!K/

1797. About the Multiple postings...

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: mayolc@ucunix.san.uc.edu
Message-ID: <3ntkhu$jsb@ucunix.san.uc.edu>
Source record: 166570

My apologies for the multiple post of stuff for sale. I had problems with my server and it made me believe that the article wasn't posted when in fact it was spooled, so later for my surprise and horror I saw the article posted about 10 times.

Still some of you didn't have to get nasty about it. Specially when I have read really crap articles and never did take the time to send hatred mail. So, I guess some of you can't take mistakes. Lighten up!

Is good however, that some decent people are in this group, to those my apologize for any inconvenience. For the people that send hatred mail: Get a life!

-Mayol

"No fight: no blame."
--Lao Tzu--

1798. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HPWVWCUJZ6AIDVCJ@SNYONEVA.CC.ONEONTA.EDU>
Source record: 166571

Maury:

I agree that the early ST's had some reliability problems - I had one of the first TOS in ROM ST's and I had alot of problems with the TOS ROMs unseating every now and again. However, with only moderate care for my components, my 520ST worked flawlessly for over 5 years of daily use. Overall, I've found the reliability of Atari hardware to be better than most other computer hardware I've owned.

Anyway, regarding some of the issues you raised:

ST's Video - it was indeed a form of local bus video. Yes, it used DRAM for it video but that was because it used RAM from the system to store its video. However, unlike CGA equipped PC's, the ST was able to update the screen and the CPU at the same time. This combined with the ST's efficient screen ram arrangement allowed for VERY fast graphics (i.e. lines, boxes, simple blits). The 1985 Mac+ didn't even have color like the ST and due to its video arrangement was up to 20% slower than ST. Let's not forget the ST's mono mode gave 20% more screen space than the Mac's screen either... :)

ST's disk drives - they used DMA (i.e the WD1772 FDC worked with the DMA chip for reads/writes). As a result, the ST had the some of the fastest floppies at that time and for many years to come. Because they used MFM technology and an MS-DOS compatible format, they were able to read many types of disks the Mac+ couldn't. The Mac+ also used variable speed floppy drives that resulted in slower floppy access.

ST's Sound Chip - certainly not the best. It was in fact the same chip that was used in the Colecovison game system. The C-64's SID was better but the Yamaha/GI chip used in the ST had stereo capability, ad noise generator and was still better than the Mac+'s 4 voice tone generator and much better than the polyphonic chip used in the IBMPCjr.

ST-s Hard Drives - for a long time, the ASCI HD interface in the ST delivered very good HD performance. It dusted many circa1985 HD equipped PC clones and destroyed the HD of the 1985 vintage Mac+...

ST's ports - sure, the Mac+ had them built-in but the Mac didn't use INDUSTRY STANDARD ports! This meant that you were locked into Apple hardware or expensive 3rd party add-ons. The ST had built-in Centronics, RS-232 serial, and Atari compatible joystick ports... :)

ST's interface - compared to the Mac+ it was childish but the ST didn't lock developers into anyone standard way of doing things either. Plus, GEM was available for the PC and it was thought that many applications would be available... Also, GEMDOS was very similar to MS-DOS so it allowed PC applications to be ported over very easily. All in all, GEM wasn't a

bad hack in 1985 - considering it was written in C and put into a
machine that cost over $1,000-$1,500 less than a comparable Mac+!!!! :)

Oh yeah, one last thing - the Mac was under development by Apple for many
years - the ST wliterally designed from scratch in less than a year!
It took 4 months for Atari to prototype 4 custom chips which made up the
core of the ST. All in all, considering the times and the financial
resources of Atari in 1985 this is pretty impressive.

Just my two cents...

Ari

"Pacify your mind with violence..."

- The Strawberry Alarm Clock - "Rainy day mushroom pillow" (1967)

1799. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3nu12u$nml@sphinx.Gsu.EDU>
Source record: 166572

FELDAK79@SNYONEVA.CC.ONEONTA.EDU wrote:

: For its day the ST had many firsts and employed many sophisticated and/or
: well proven technologies. Among other things, the 1985 vintage ST included
: a fast, 16bit CPU(the 68000), a reasonably stable windowing OS and GUI (GEM),
: local bus video (for very fast graphics), mouse support in hardware (not
: under software like in the PC), built-in I/O ports, a very fast HD controller
: architecture (faster than 1985 PC RLL), fast and flexible floppy drives that
: used DMA, an MS-DOS compatible disk format which enabled STs to exchange
: data with the outside world, an OS (GEMDOS) that was very similar to DOS 3.2
: so that developers could port applications very easily, MIDI ports, and
: a decent sound fx generator.

Yes, you're right. In 1986 ST was an extremely attractive alternative to
any PC. The PCs of that time... Well, the word "awful" might tell it all.
I was about to buy one then: Kaypro XT. It costed twice as much as a 520
ST, with 4.77 MHz 8088, monochrome graphics, and 360 kb floppy drive. How
many times I've congratulated myself for NOT going for "compatibility"
and that horrible metal monster =-) !

: I was 14 yrs old when the ST came out and was using both an IBM PCjr and
: a Leading Edge model D. I had some money in my pocket that summer so I
: bought the ST because it was so vastly superior in terms of features and
: performance. PC's were still using CGA for gfx and the poor old 8088 was
: really starting to show its age. I didn't go back to the PC for almost
: another 8 years, by which time I had owned a 520ST, a 1040STe w/HD, and
: a Falcon 4/85.

Almost the same history: 520 ST (with RAM TOS 1.0! ;-), Mega ST 2 w/HD,
Falcon 4/420. And lots of accelerators and other stuff, of course!

: I only came back when the ST series was starting to show its age - when
: I needed to run certain programs for college classes, when I wanted to
: play games that were only available for the PC, and when I figured I could
: make more money working on game projects than I did on the ST line.

Well, I've myself realized something while wondering why so many of us
are abandoning the Atari world. For me, the working environment of GEM
(especially TOS 4.x) means more than the obvious advantages of PCs and
Macs (more horsepower, more graphics, more users). I just don't enjoy
using Macs and PCs, like I really enjoy using my Falcon. For me, those
machines are powerful, yet only tools. I may do my work with them every
now and then, but it's always great to be back home - and start doing
things the way you *want* to do them!

If I tried to make money with computer, I'd probably start thinking the other way. Maybe.. So, I guess, those of us, to whom Atari doesn't mean very much personal - and who don't enjoy being "lonely riders", will leave us sooner or later. And people like me, to whom there really are no enjoyable alternatives, will wait for better Atari-compatible computers, without much chance of abandoning them.

PC is a computer of cold business, and Falcon is a computer of emotion. Different computers for different people; that's how it was in 1986 with ST and PC - and that's the way it will be.

: Probably my biggest gripe about the ST series when I was an owner, was that
: Atari locked you into its 320x200x16 low rez mode. Hell, my PCjr had
: the same gfx modes! Had Atari added a 256 color mode with the release of
: the Blitterized STe series, I might of kept my Atari. The TT had VGA
: video capabilities but the machine was FAR too expensive and the Falcon's
: are under-powered (much like a 386SX under Windoze).

I don't see Falcon quite that under-powered, except when trying to do some raytracing :-(. It handles most programs quite well, and some of its applications are actually very fast (even without using DSP). Think of Apex Media, Calamus, many graphics prgs, and especially music software. NVDI is a must for Falcon, but then again, it is a great piece of software. Very impressive Atari software are also KOBOLD (unbelievably fast file copier!), ECOPY (a state-of-the-art disk formatter and copier), HARLEKIN (multi-accessory with very useful functions), CONNECT terminal sw, SPEED OF LIGHT picture viewer, GEMVIEW, DIAMOND EDGE hard disk defragmenter/repairer, ... Not forgetting SELECTRIC and UIS 3 file selectors =-) ! A computer is as good as is its software, isn't it? Using those before-mentioned things, PAPYRUS word processor, and CUBASE AUDIO sequencer/hard disk recorder, one might say that Falcon is quite a nice computer, after all !

: Still, while I do enjoy my PC, I do miss my STs and the many fond memories
: I have of the machine. I might even pick one up again as my finances allow.

It's funny to see how so many of you see ST as a distant, fond memory - while for so many of us others, Falcon and the other new machines make Atari computing living reality - not memories =-) !

: Ari

TH

1800. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3nu1qa$nml@sphinx.Gsu.EDU>
Source record: 166573

Maury Markowitz (maury@softarc.com) wrote:
: In article <01HPVB35CSLUAIDUIG@SNYONEVA.CC.ONEONTA.EDU>,
: FELDAK79@SNYONEVA.CC.ONEONTA.EDU wrote:

: > In many ways the ST was ahead of its time.
: The only one I can think of is Meg/$.

: > designed way back in 1985 using cutting edge technology and pretty much
: > was thrown together in about 6 months.

: Thrown together is a good term. I had one of the first to roll off the
: line, every so often I had to reseat the ROMS (which didn't come with it)
: by hand as they worked themselves out of the warping motherboard.

: > For its day the ST had many firsts and employed many sophisticated and/or
: > well proven technologies. Among other things, the 1985 vintage ST included
: > a fast, 16bit CPU(the 68000),
: So did the Mac.

Do you happen to remember, how ridiculously slow Mac was then (and is today,
too - because of its slow OS..) ?

: > a reasonably stable windowing OS and GUI (GEM),
: And I didn't realize how amature it was until I tried out a Mac.

You must be joking, are you ?

: > built-in I/O ports
: Like the Mac.

Bullshit (sorry)! Mac was known to have such non-standard ports, that
one had a VERY tough time trying to use his PC-disk drives, printers, or
almost anything with Mac... =-(Not mentioning the non-compatible disk
format..

: > a very fast HD controller
: The WD unit used in PC's all over the place at the same time.

Bingo! Bullshit again. I remember well, when a Finnish professional
computer magazine tested the Mac emulator for ST - and was quite
surprised to find out that Atari's slowest MFM hard disk drive Megafile
20 (slow as hell!) performed in their tests *better* than their test labs
Macintosh II (a very expensive computer, then) with its big SCSI drive...

The conclusion: Mac had a very slow hard disk controller - but still
faster than most PCs with MFM controllers. Atari, with its over 1.2
Mb/sec. controller was well above the competition. Well, not all hard
disk controllers even today on PCs reach that speed ;-) !

: > MIDI ports
: The ST's one lasting grace.

It's your opinion alone.

: > and a decent sound fx generator.
: The sound chip was one of the things I hated the most about my ST. The
: C64's SID chip was at least as powerful.

...and the PC "beep!" ?

Sorry, but you just won a prize of "the worst arguments of today" !
Not worth writing in public (IMHO).

TH

1801. Re: Germans buying up Obsolete Computer Systems..

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD4SEIBEUP@galaxy.teuto.de>
Source record: 166574

In <3nl0tn$f4b@golem.wcc.govt.nz> Roger Sheppard.. wrote:

>*** Escom now has Amiga ***

Not only the Amiga, Escom bought _all_ patents related to CBM.

>Does this meen that Germans don't know how to make and develope Computers..???

Another no-brainer from Roger ...

Why spend large amounts of money on things that have been done before?

Methinks it was a very good decision. They'll probably use the multimedia
stuff Commodore had and make large quite some money from it.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1802. Abbreviations, was: Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD4SEIBHUP@galaxy.teuto.de>
Source record: 166575

In <c54_9504230116@flight.org> Callum Lerwick wrote:

>> AFAIK it means "If I Remember Correctly".
>Okay, now what does AFAIK mean?

IIRC: As Far As I Know :)

Hendr!K

BTW, if you want to have a list re. this kinda stuff, drop me a line ...

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1803. For Sale!

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: stevedc@ac.dal.ca
Message-ID: <1995Apr29.163744.37776@ac.dal.ca>
Source record: 166576

For Sale Atari SC1435 Color Monitor, Monitor Master Joys etc.
If interested, please E-mail!

1804. Termination, was: Re: hd for atari 1040ste?

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD4WFFAFUP@galaxy.teuto.de>
Source record: 166577

In <3nh891$hl0@blackice.winternet.com> news.winternet.com wrote:

>> Actually I suppose the real question is - just what *is* active termination
>> - and how on earth do I tell it from the passive sort? ;-)
> A SCSI II active terminator looks exactly like a Passive terminator but they
>are normally marked as 'ACTIVE TERMINATOR'.

There was some information re. termination in the latest STR:

------------------------------cuthereplease-----------------------------

Active Termination:

An active terminator actually has one or more voltage regulators to
produce the termination voltage, rather than using resistor voltage
dividers.

This is a passive terminator:

TERMPWR ------/\/\/\/------+------/\/\/\/----- GND
|
|

SCSI signal

Notice that the termination voltage is varies with the voltage on the
TERMPWR line. One voltage divider (two resistors) is used for each SCSI
signal.

An active terminator looks more like this (supply filter caps omitted):

```
+-----------+
TERMPWR-----| in out |------+------/\/\/\/-------SCSI signal
| gnd | |
+-----------+ |
| +------/\/\/\/-------SCSI signal
| |
GND---------------+ |
+------/\/\/\/-------SCSI signal
|
etc.
```

Assuming that the TERMPWR voltage doesn't drop below the desired
termination voltage (plus the regulator's minimum drop), the SCSI signals
will always be terminated to the correct voltage level.

------------------------------cuthereplease-----------------------------

>signal line with a voltage of 2.85 volts. For the curcuit see the SCSI 2
>standard, X3T9. The one I have is a DRAFT dated April 28, 1993.

Which are available from:

------------------------------cuthereplease-----------------------------

The SCSI specification is available from:

Global Engineering Documents
15 Inverness Way East
Englewood Co 80112-5704
(800) 854-7179
SCSI-1: X3.131-1986
SCSI-2: X3.131-199x
SCSI-3 X3T9.2/91-010R4 Working Draft

Global Engineering Documentation in Irvine, CA (714)261-1455

SCSI-1: Doc # X3.131-1986 from ANSI, 1430 Broadway, NY, NY 10018

IN-DEPTH EXPLORATION OF SCSI can be obtained from

Solution Technology
Attn: SCSI Publications
PO Box 104
Boulder Creek, CA 95006
(408)338-4285, FAX
(408)338-4374

THE SCSI ENCYLOPEDIA and the SCSI BENCH REFERENCE can be obtained from

ENDL Publishing
14426 Black Walnut Ct.
Saratoga, CA 95090
(408)867-6642
FAX (408)867-2115

SCSI: UNDERSTANDING THE SMALL COMPUTER SYSTEM INTERFACE was published by
Prentice-Hall, ISBN 0-13-796855-8

------------------------------cuthereplease-----------------------------

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1805. Re: Silhouette

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: Jeffrey.Wisniewski@Microserve.com
Message-ID: <95042979738@microserve.com>
Source record: 166578

You might try to send some E-Mail to Toad Computers at toad@charm.net

I believe that they would know something or that they handle the program now.
I am not sure which.

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1806. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: barheath@heathen.demon.co.uk
Message-ID: <950429Z235314.874barheath@heathen.demon.co.uk>
Source record: 166579

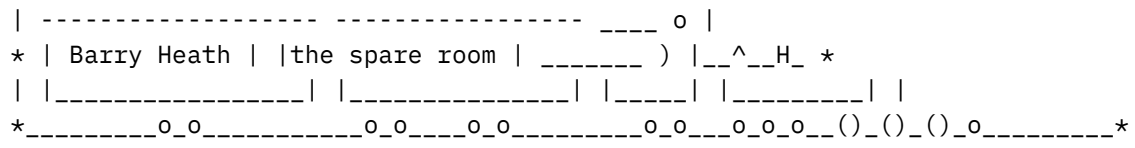
In article <FD2SDBUVUP@dksoft.ping.dk> kim@dksoft.ping.dk "Kim Andersen" writes:

: <previous requote cut>
: Nobody told you to own an PC. I personally don't give a damn what computer
: you're using. But when person like Hendrik try to tell others about his
: experiences with a PC, then people, who know better, are entitled to correct
: this. Even though it's an Atari newsgroup.
:
:
As usual, Kim, you've got it back to front again.

Just because you don't have the same problems as Hendrik with PCs doesn't mean that he's wrong and you are right. What he wrote about were *his* experiences - not yours. I don't dispute that you may know more about them than he does, and that you've never been able to reproduce the faults which he reported. That does not make his experience less valid. I've never used a modern PC (I played with an XT many many years ago for about half an hour, then bought an Atari) so I can't comment on his or your experiences. However, the long running arguments between you and Hendrik, Bob R and James, and others, are what helped me to decide to buy a Mac to replace the ST rather than a PC.

Maybe not everyone gets the same level of grief from a PC as Hendrik does (or did) but I felt that if a machine needs as much understanding and specialist knowledge as the PCs seem to, then it's not for me. If you really want to argue about the various merits and demerits of PC platforms, either do it in a PC newsgroup or in e-mail; I, and I suspect a lot of others have had enough of it here. You made your position clear ages ago, now let it drop.
I agree with you that to all intents and purposes the Atari range (ST and Falcon) is effectively dead as a commercial proposition as general purpose computers. The ST is so far behind and the Falcon so poorly supported that they will now never be anything other than special interest machines. This is not to decry the capabilities of the Falcon or the efforts of the small band of dedicated programmers still working for them, by the way; it's being practical.
However, this doesn't mean we all want to read nothing but your opinions on how marvellous the PC is. Drop it and let us all get on with dicussing Atari and Atari problems.

greets to you too
bazza
--
+++++++ standard disclaimer applies +++++++ views are all mine ++++
* barheath@heathen.demon.co.uk - 0 0 0 0 0 0 *


Barry Heath
the spare room

1807. Re: MSTE for sale

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199504291818.a21344@iz.maus.de>
Source record: 166580

In <3nmlsr$5ik@ucunix.san.uc.edu>, mayolc@ucunix.san.uc.edu (Mayol) wrote:

M>For sale:
M> Atari Mega STE with 4 Meg of Ram for $399, and you pay shipping.

And why the f*ck do you post this message 3 times a day???

cu...Ole

Ole_Pahl@iz.maus.de AX.25: DK1LP@DB0HES.#SLH.DEU.EU

1808. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <799209890.0@mettav.exnet>
Source record: 166581

Out of the ether, the following was mentioned by Graham...:

GI> I am a Sysop for a large multinational transport Company and I will
GI> defend them to the hilt BECAUSE of it !!! It is not the OS that
GI> limits the Atari but the lack of Hardware development and Software
GI> support.
Here, here!!

GI> I don't know ,why do more people buy Kylie Minogue records than
GI> Howling Wolf ones ?
Whats wrong with Kylie Minogue? Shes just so grrroooovvvyyyy!!! ;->

Spencer

spencer@boondock.mettav.exnet.com

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

1809. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: mtaylor@perth.DIALix.oz.au
Message-ID: <3nrv53$f3o$1@perth.DIALix.oz.au>
Source record: 166582

hutch@ilmen.lanl.gov (Hutch) writes:

>In a previous article, wizzo@connexus.apana.org.au (Jared Jeavons Quinert) wrot
e:

>> Supposedly these will cost $450 by the time they reach us in Australia.
>> Can anyone tell me what would be involved in ordering one from the US?
>> Mainly concerned about any taxes, and likely shipping costs.

>I think A$450 would be a little steep, even considering Australia's high
>import taxes and all that rubbish. Shipping wouldn't be that much (<$20)
>but you would be much better off to ask your own Australia Post about
>the tax/duty situation as no one in the US would have any idea on that.

>Considering these things are selling like hotcakes to Mac owners, why
>not check around some Mac dealers down there to see what they reckon?

Hello Hutch,

do you know if these drives have a 120 volt fixed power supply or a universal
120-240 volt unit. If the 120 volt unit then some of the cost may be the
conversion of the unit to 240 volt which does add cost from my previous
experiences.

Best regards
Mark
--
****
* Mark Taylor || INDELIBLE DESIGN - Print & Design *
* Western Australia || InterNet: mtaylor@perth.dialix.oz.au *
****

1810. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3nsdeo$mai@sphinx.Gsu.EDU>
Source record: 166583

Maury Markowitz (maury@softarc.com) wrote:
: In article <3mr01j$81l@cmcl2.NYU.EDU>, kwd9152@is2.nyu.edu (Kevin W.
: Dolorico) wrote:

: > My ultimate decision was to get the PowerMac 6100/66/DOS compatible
: > package.

: Nice machine, I want one of my own.

Why ;-) ? Tired of easy living?

: > learned a lot about Macs. They offered more ease of use than the
: > PC(obviously) and actually, even more than the ST! Everything about the
: > Mac feels professional. It didn't feel like playing with a toy. I
: > finally can view pictures in MORE than 256 colors(on my ST...well, it
: > took hours viewing gifs, and days viewing JPGS) :)... Ah, glorious
: > color. :)
: >
: > 16-bit audio with sampling facilities built in doesn't hurt either.
: > Neither does a CD-rom player with actual CDroms available for it. :) I
: > always wondered what the point of having one for the ST was...

: All of these are great examples. You know what did it for me? When I
: saw someone copy some text onto the clip, switch to another program, and
: paste. That was it, I started looking for a Mac the next day.

Oh, boy; you haven't seen that happen on any Atari program? Strange.
I can do that between by Papyrus, Works, and very many other
applications, too.. And pictures as well. Atari's clipboard isn't as
sophisticated as Macs, I admit - but it exists, and works.

: > Only the diehard hackers and wanna-be hackers are still using the STs.
: > :) Perhaps there are also some musicians who don't know any better using
: > their STs. :)

: I used to be a die hard Atari man. Would defend it at any turn. Then I
: got a Mac, and woke up.

I'm sorry to say this, but: it doesn't look like you woke up =-) ...

You're still dreaming. You obviously have used old Atari applications,
and perhaps even old ST-models. Does the comparison with Mac make much
sense, then? I could as well compare Mac Plus with TT...
But is it absolutely necessary to speak these immortal messages out in
this message area? Isn't there the "advocacy" area for those of us who
like to tell the others: "Ghey guys, your computer is SHIT! My C64 wins
your FFalcon by thousand, and my father has a bigger PC than your aunt!

Once I used ST and it was shit. Then I got my first real computer Mac.
And now life does not suck any more. My friend has a PC. He too used a ST
and it sucks. His papa bought him a Pentium. Now we are happy unlike you
who use ST and it sucks.. Die assholes and buy a Mac!" =-)

: Maury

THis subject sucks.

1811. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3nse1h$3l3@lastactionhero.rs.itd.umich.edu>
Source record: 166584
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- baldrick 204062 Apr 18 00:02 ./Archivers/arj_995.tos
-rw-rw-r-- entropy 4256 Apr 24 15:26 ./Archivers/0index
-rw-r--r-- baldrick 28731 Apr 24 15:32 ./Games/0index
-rw-r--r-- baldrick 110901 Apr 5 11:07 ./Games/Puzzle/aerius.zip
-rw-r--r-- baldrick 185432 Apr 5 11:07 ./Games/Puzzle/manciola.zip
-rw-r--r-- baldrick 429824 Apr 18 00:02 ./Games/Space/astro_st.zip
-rw-r--r-- hyc 15695 Apr 24 15:13 ./Graphics/0index
-rw-r--r-- baldrick 71860 Apr 24 14:17 ./Graphics/aqtpl093.lzh
-rw-r--r-- baldrick 93118 Apr 24 14:18 ./Graphics/avipl095.tos
-rw-r--r-- baldrick 13953 Apr 23 13:52 ./Misc/joke_jhn.zip
-rw-rw-r-- entropy 3512 Apr 24 15:18 ./Misc/0index
-rw-r--r-- baldrick 129670 Apr 24 16:37 ./0ls-lR.Z
-rw-r--r-- baldrick 6080 Apr 23 13:12 ./Utilities/fozci_20.zip
-rw-rw-r-- entropy 31711 Apr 24 15:20 ./Utilities/0index
-rw-r--r-- baldrick 130747 Apr 24 16:42 ./0ls-lRc.Z
-rw-r--r-- baldrick 12428 Apr 24 15:10 ./Falcon/0index
-rw-r--r-- baldrick 15002 Apr 24 14:19 ./Falcon/Sound/Players/plwav100.zip
-rw-r--r-- baldrick 164101 Apr 24 16:32 ./0compind.Z
-rw-r--r-- baldrick 408013 Apr 24 16:32 ./0index
-rw-r--r-- baldrick 130327 Apr 26 16:55 ./0ls-lR.Z
-rw-r--r-- baldrick 100054 Apr 24 15:38 ./Telecomm/m_read28.lzh
-rw-r--r-- weiner 8370 Apr 26 15:18 ./Telecomm/0index
-rw-r--r-- baldrick 414215 Apr 26 16:48 ./0index
-rw-r--r-- boydm 5602 Apr 26 13:35 ./Network/0index
-rw-r--r-- baldrick 70617 Apr 26 12:31 ./Network/Www/html08.lzh
-rw-r--r-- baldrick 166033 Apr 26 16:48 ./0compind.Z
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

1812. SLIP OR PPP For atari 1040?????

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: tim@perth.DIALix.oz.au
Message-ID: <3nsrii$8fc$1@perth.DIALix.oz.au>
Source record: 166585

HI,

I own an atari 1040ST with no hard drive. I was wondering whether SLIP
or PPP (including FTP, TELNET ETC.....) is available on one 720K floppy?
I am also interested in any info on SLIP or PPP for the atari's.

Thanks.

PS. Please email me.

Tim Middleton
tim@perth.dialix.oz.au
aka timbo@ws.com.au

1813. Geneva on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3ntd4e$d3l@dux.dundee.ac.uk>
Source record: 166586

Has anyone actually used it? Apparently it has now been fixed so that
it will run on the F030. I'd appreciate any opinions. Its just that
if MultiTOS is anything to go by certain progs under Magic will be
very slow, or slow everything else down.

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1814. Re: Germans buying up Obsolete Computer Systems..

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FD4ADJVT@ttgk.nextjk.stuyts.nl>
Source record: 166587

In <FD2SBHBOUP@cabal.shnet.org> Thorsten Guenther wrote :

>Yep, and New Zealanders make anything they develop somewhat sheeplike. I
>wonder what Jeffrey Minter would think of it, but IMHO sheep are boring.
>As is - of course - Roger W. Sheppard.

A sheppard, isn't that a person who keeps sheep ???
(well, allright, maybe the spelling isn't correct but you get the
picture...)

Gert

--

-- --
Atari TT-Point
-- --

1815. Falcon Developers List

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3nt9ee$bi2@dux.dundee.ac.uk>
Source record: 166588
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Falcon developers list 27/4/95

If you or your company develops products for the Falcon please email
me.

==========

Name:
Kommentar zu A43408@AC3 in der Gruppe CS.ATARI

address:
Computerinsel GmbH
Zur Limestherme 4
D-93333 Bad G&#65533;gging Germany
Tel. 49-9445-953140
Fax 49-9445-953169
BBS 49-9445-953149

Product information: NOVA Falcon, colour graphic card
NOVA Tablett, graphic tablets from Wacom and Genius

Discount rates & min order: no

restrictions on discounts: no

Date of post: 18.03.95
==========

Company Name: HiSoft Systems

email: hisoft@cix.compulink.co.uk

Company Address: HiSoft,
The Old School,
Greenfield,
Bedford,
MK45 5DE, UK

Telephone: 1525 718181
Fax : 1525 713716

Product Information: Papyrus 4, Document processor (NC)
Twist 3, Relational Database (AR)
Diamond Edge 2, Disk repair utilities (AR)

Date of post: 25/04/95

==========

Company Name: TEAM Software

email: mlake@dgs.dgsys.com

Company Address: POB 7332
Washington, DC
USA
20044-7332

Telephone: +703-533-2132
Fax : +703-538-4598

Product Information: A Day at the Races
unnamed gambling simulation (ES)
3 Days at Gettysburg (ES)
Date of post: 19/04/95

==========
Company Name: Gribnif Software

email: gribnif@genie.geis.com

Company Address: Gribnif Software
PO Box 779
Northampton, MA 01061-0779
USA

Telephone: 413-247-5620
Fax: 413-247-5622

Product Information: Geneva, Multitasking Environment
NeoDesk 4, Desktop Replacement
NeoDesk CLI, Commandline Interpreter
STalker 3, Telecommunications
STeno 2, Text Editor
CardFile 4, PIM
XBoot 3, Boot Manager

All products listed are available now, and compatible with all TOS versions,
including the Falcon.

Date of post: 20/04/95

==========

Company Name: Toad Computers / NewSTar Technology Management

email: toad@charm.net, ChasSmeton@aol.com
www: http://www.charm.net/~toad/

Company Address: Toad Computers
570 Ritchie Highway
Severna Park, MD 21146-2925

Telephone: 410-544-6943
Fax : 410-544-1329

Product Information: STraight FAX! Atari FAX Software

Date of post: 28/04/95

//
>
> Key ES= early stages of development.
> NC= nearly complete release due in next three months.
> AR= complete awaiting release, in next month.
>
==========

No responsibility is accepted for any information contained above.
You should contact the developer for any further information.

Developers:

If you wish to appear on the list please email me in the format
used in the above articles.

Distribution:
This list may be copied or given to anyone without any charge but
must contain EVERY entry and the words "Compiled by Rod McCall
email: rmccall@mcs.dundee.ac.uk".

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1816. Terry May

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3ntd9i$d3l@dux.dundee.ac.uk>
Source record: 166589

You recently emailed me about the Falcon Owners list. Even if I reply to your address in the message it simply gets returned. Could you possibly get back in touch and tell me what you email address is!!

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1817. Falcon Developers List 1

Newsgroup: comp.sys.atari.st
Date: 1995-04-29 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3ntpui$gjb@dux.dundee.ac.uk>
Source record: 166590

Falcon developers list 27/4/95

If you or your company develops products for the Falcon please email
me, please use format as below.

Compiled by Rod McCall

==========

Name: Computerinsel GmbH

address:

Zur Limestherme 4
D-93333 Bad G&#65533;gging Germany
Tel. 49-9445-953140
Fax 49-9445-953169
BBS 49-9445-953149

Product information: NOVA Falcon, colour graphic card
NOVA Tablett, graphic tablets from Wacom and Genius

Discount rates & min order: no

restrictions on discounts: no

Date of post: 18.03.95
==========

Company Name: HiSoft Systems

email: hisoft@cix.compulink.co.uk

Company Address: HiSoft,
The Old School,
Greenfield,
Bedford,
MK45 5DE, UK

Telephone: 1525 718181
Fax : 1525 713716

Product Information: Papyrus 4, Document processor (NC)
Twist 3, Relational Database (AR)
Diamond Edge 2, Disk repair utilities (AR)

Date of post: 25/04/95

==========

Company Name: TEAM Software

email: mlake@dgs.dgsys.com

Company Address: POB 7332
Washington, DC
USA
20044-7332

Telephone: +703-533-2132
Fax : +703-538-4598

Product Information: A Day at the Races
unnamed gambling simulation (ES)
3 Days at Gettysburg (ES)
Date of post: 19/04/95

==========
Company Name: Gribnif Software

email: gribnif@genie.geis.com

Company Address: Gribnif Software
PO Box 779
Northampton, MA 01061-0779
USA

Telephone: 413-247-5620
Fax: 413-247-5622

Product Information: Geneva, Multitasking Environment
NeoDesk 4, Desktop Replacement
NeoDesk CLI, Commandline Interpreter
STalker 3, Telecommunications
STeno 2, Text Editor
CardFile 4, PIM
XBoot 3, Boot Manager

All products listed are available now, and compatible with all TOS versions,
including the Falcon.

Date of post: 20/04/95

==========

Company Name: Toad Computers / NewSTar Technology Management

email: toad@charm.net, ChasSmeton@aol.com
www: http://www.charm.net/~toad/

Company Address: Toad Computers
570 Ritchie Highway
Severna Park, MD 21146-2925

Telephone: 410-544-6943
Fax : 410-544-1329

Product Information: STraight FAX! Atari FAX Software

Date of post: 28/04/95

==========

NAME: Missionware Software
ADDRESS: 354 N. Winston Drive
Palatine, IL 60067
USA
TEL: 708-359-9565 (24 hours)
EMAIL: j.trautschol@genie.geis.com

PRODUCT INFORMATION: Flash II (advanced telecommunications utility)
LottOdds (lottery oddsmaker and numbers manager)
PrinterInitializer (printer managment utility)
CyberDrome (hoverjet simulator arcade game)
Crossword Creator II (create crossword puzzles)
Word Search Creator (create word search puzzles)
Puzzle Pack (combo pack of both above puzzle utilities)
The Cryptographer (experiment with codes and ciphers)

DISCOUNT RATES: Some discounts may be available for quantity orders
or user group purchases. Contact Missionware Software
directly for details.

RESTRICTIONS: None.

DATE OF POST: 15 March 1995

==========

//
>
> Key ES= early stages of development.
> NC= nearly complete release due in next three months.
> AR= complete awaiting release, in next month.
>
==========

No responsibility is accepted for any information contained above.
You should contact the developer for any further information.

Developers:

If you wish to appear on the list please email me in the format
used in the above articles.

Distribution:

This list may be copied freely provided NO charge is made and it
remain complete. It must also contain the words "Compiled by
Rod McCall email:rmccall@mcs.dundee.ac.uk"

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.

President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1818. Geneva vs. MagiC

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <e70_9505010022@tor250.org>
Source record: 166451

> When correctly configured, Geneva should automatically hand
> over to MINT when it can't handle the multi-tasking for a
> program on it's own.

N > Should, ought, or actually _does_?

Not yet, anyway - but the next version (Release 004) will
support MiNT. I saw the demo of the 004 beta at ACE '95 on April
1st, and it looks pretty good.

Can't wait til' May 31st (which is when Dan Wilga hopes to have
the patch program ready for Geneva).

... Oh! Here's your problem... you had it set for evil.
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

1819. Re: Case for peripherals?

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg.XYQOnV1A0TI@semprini.waterloo-rdp.on.ca>
Source record: 166452
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <3nmmta$78k@cville-srv.wam.umd.edu>, Lost writes:
> Perhaps a FAQ, but does anyone know if I can use a standard PC
>case with ST peripherals? (Hard drive,CD-ROM,Tape Drive) This would save
>me a lot of money, as internal units are cheaper than externals...
> If not, what other options do I have to hold internal SCSI
>devices? Thanks in advance!

AFAIK this is what most people do. I've got four (count 'em!) SCSI hard drives stuck in an old (and really, really heavy) NCR TOWER case, along with a 200W power supply and an ICD AdSCSI+ host adapter. Works great, and there's a tonne of room inside, so I don't have any problems with heat.

I typical PC mini-tower case or a used full-size AT case would work just as well, but this TOWER case was free. I just had to take out all the old power supplies and PCBs (the TOWERs were 68000 and 68010-based UNIX systems many years ago).

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

1820. Network for ST using ARCnet cards?

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: Koos_Kuil
Message-ID: <2fa3d234@f397.n282.z2.fidonet>
Source record: 166453

Hi!

We've got a new network on my work (Ethernet) and all old 8-bit ArcNet PC cards are unusable now so they are waiting to do something again.

I've heard that it's possible that they can be connected to the ROM port for setting up a fast network between Atari's and PC's.

Does _anyone_ have _more_ information about this? It would be very nice because they are cheap and good enough for use in Hobby environment.

A optional PC server isn't a problem, i can offer my 386 for this but maybe there are other options possible. It will be interested too what software which is required to make use of it (Novell compatible??)

Greetings,
Koos

--- JetMail 0.99beta18
* Origin: Willie's Atari BBS, Octopus Developement, Fido/NeST/FAN (2:282/397)

1821. re: want to find calligrapher fonts/users

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1372rcain@nest.demon.co.uk>
Source record: 166454

On 30 Apr 95 Mario wrote::

MB> A member of our computer club would like to contact other
MB> Calligrapher users and also would like to know where PD calligrapher
MB> fonts can be found.

I use Caligrapher and have spent some time looking for PD fonts. AFAIK
these don't exist!

Roger
rcain@nest.demon.co.uk

--

1822. re: compression

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1373rcain@nest.demon.co.uk>
Source record: 166455

On 30 Apr 95 Andy wrote::

AF> From: aford@t-ph.demon.co.uk (Andy Ford)
AF> Can someone tell me how to decompress a file with the extensions .g
AF> .gz .tar

For .g and .gz you need the PD program GNUZIP.

Roger
rcain@nest.demon.co.uk

--

1823. Re: TKR (Crazy Dots) by email ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: hz@caesar.gun.de
Message-ID: <FD5KCAAFUP@caesar.gun.de>
Source record: 166456

In <3nq9ua$ns6@fbi-news.informatik.uni-dortmund.de> Patrick Koehne wrote:

>In article <m0s4Vyt-000CCnC@black.csi.cam.ac.uk>, mnb20@cam.ac.uk (Mark
>Baker) writes:
>
>|> I thought you could send email to maus addresses by sending to
>|>
>|> user.name@XX.maus.de
>|>
>|> where XX is the code for the maus site.
>
>Yes, that's right!
>But you have to know the maus site of course. I could guess that they are
>at KI.
>That is the Maus site in Kiel. But of course I don't know the names....

The e-mail adresses of TKR in Kiel/Germany are:

Heino_Hansen@ki.maus.de
or
Helge_Riis@ki.maus.de

Hartmut
--
E-Mail-Adresse:
===============
InterNet: hz@caesar.gun.de MausNet: Hartmut Zieser@KR

1824. Papyrus for OS/2

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3o037o$17o@dux.dundee.ac.uk>
Source record: 166457

Yes, I know this is an Atari group BUT...

My parents have an old PC which will NEED to be upgraded soon, however the software (WP) they are using is way out of date. As I have Papyrus on my Falcon I thought, why not get them to get the same thing, then I can use my files on their computer... Anyway to cut a long story short does anyone know when it is due out?

Rod

Still rambling on... and on...

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1825. Re: HSMODEM and MiNT, how?

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD5KBBBCUP@galaxy.teuto.de>
Source record: 166501

In <3no70v$ekr@irzr17.inf.tu-dresden.de> Michael Hohmuth wrote:

>> I tried HSMODEM, and it works fine on plain TOS; but with
>> MiNT there is a problem; run the patches before MiNT, and
>HSMODEM routines to some extent (to the same extent any non-HSMODEM-
>aware program would use it, i.e. the routines sitting in the BIOS

Running the patches _after_ MiNT should work.

>> Shouldn't the HSMODEM patches be included in MiNT, together
>> with a flag that enables the high speeds, much like what
>sources to be free, and (b) that someone would be willing to rewrite
>them into a new serial driver for MiNT.

harun said in the docs, that he wouldn't do it himself, but would support a
MiNT-freak in doing so.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1826. Re: Address of ATARI in U.K.?

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: kilwing@ibm.net
Message-ID: <3nvoum$2rjn@news-s01.ny.us.ibm.net>
Source record: 166502

In <3nfvt3$f6v@tuegate.tue.nl>, chide@stack.urc.tue.nl (Chide Groenouwe) writes:
>What's the e-mail address of ATARI (company) in the U.K.? Other addresses
>are also nice too have (U.S. etc.).
>

Atari UK doesn't have an email address. But you might contact their technical support rep Alistair Bodin on his compuserve ID but don't expect to much help from him.

You can reach him on: 75300,2632@compuserve.com

//-------------------------------------
// Wilfred F. Kilwinger kilwing@ibm.net

1827. Re: Aamdeus - Music Writing Software - info required

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGART.DE
Message-ID: <3o00t1$143s@info4.rus.uni-stuttgart.de>
Source record: 166503

In <ftn_2.203.202.11$fidonet.org_2f9ba208_Christian.Mittendorf@ostkupan.ct.se>
christian.mittendorf@ostkupan.ct.se writes:

> > 60000 DM for the professional version and about
> > 30000 DM for the "simple" version.
> And what computer is included in that package ??? Or are there any other nice
> add-ons? Perhaps a watch or something like that? ;-)

I wrote a letter to Santa Claus but nothing happened ;-)
All I know is that an operating System is included (A UNIX clone).

Regards,
Gerd

gerd@theo2.physik.uni-stuttgart.de G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

1828. Falcon Games List

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2fa38637_Sven.Bornemark@p56.dada.ct.se>
Source record: 166504

To: rmccall@mcs.dundee.ac.uk

Hi Rod,

Excellent idea this! Have you had time and energy to make a complete list of
all the replies you've had on this?

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

1829. Sprite routines.

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: sss3@aber.ac.uk
Message-ID: <3o065k$d9a@fileserv.aber.ac.uk>
Source record: 166505

Just a little quezzie:
Could anyone tell me where I could lay my mits on some sprite routines in C?
I'd be everso pleased if you could tell me.

Please email repsone to sss3@aber.ac.uk as I don't get much time to read the
newsgroups nowadays.

1830. Re: *Help!* Need a communications program

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: sos@sos.shn.com
Message-ID: <FD5PBFALUP@sos.shn.com>
Source record: 166506

In <ttracy-2604950940000001@dyn-127.direct.ca> Tony Tracy wrote:

>Hope someone out there can help me...
>
>I'll have to state upfront that I don't know a thing about Atari computers
>-- however, a good friend of mine would like to use his to log into a
>standard unix shell account to send/retrieve internet email. I got an
>external modem for him, and he got a cable from some Atari shop, but they
>apparently were not very helpful when it came to the issue of a
>communications program.
>
>What he needs is something very basic: something in the way of a shareware
>comm program to simply log on and read his mail occassionally.
>
>Any suggestions...?

UPOINT 'light' does all what he needs. It's PD.....

The full version with a lot of extra features UPOINT 'medium'
is commercial and costs DM 60.- (German Marks).

Email to the author: brusch@eslapion.shnet.org .

>Please respond via email to me at ttracy@direct.ca
>
>Many thanks in advance...
>
> - Tony

SoS

--
Forgot a smiley somewhere? Sorry. :-) :-)) :-(:-}
PGP key available on request.
--
*** UPOINT 'medium' ***

1831. Re: Persistence of Vision (SLOW!!)

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3o09qk$4ih@prime.mdata.fi>
Source record: 166507

In article <3nnul6$68v@dux.dundee.ac.uk>,
Rod McCall <rmccall@mcs.dundee.ac.uk> wrote:
>Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
>: Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
>: : I was running POV last night on my 4mb Falcon with FPU. However after
>: : waiting 3 hours it still hadn't finished.
>
>: I've never used it myself however I suspect that if the version you had
>: didn't take advantage of the 030 or FPU then it wouldn't benefit from
>: being run on a Falcon.
>
>The version I used was the 030 TT/Falcon version.

Anyone wanna make a DSP-version? :-)

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

1832. Re: Cubase Audio Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3o0ah8$4im@prime.mdata.fi>
Source record: 166508

In article <3nupjr$3o7@news.uncc.edu>,
Russell A Lunsford <ralunsfo@uncc.edu> wrote:
>I've got some questions regarding Cubase Audio Falcon...I'd appreciate it if
>whoever uses this software could email me a response, so this could continue,
>as I'm considering buying it. I just need to know some things about the
>digital recording section.
>
>A few questions for starters:
>1. Say I record 2 separate tracks. Could I (preferably while the samples
> are playing) adjust the volume of the tracks independantly?

Yes, there are three "stages" of channel level adjusting: Graphical Volume
editing for each Audio Segment, Mixer Volume (automated sliders) for each
channel and Monitor output volume for each channel.

>2. If I have limited HD space, could I record 2 separate tracks, then, when
> I was happy with the volume ratios, mix them down to one track.

Yep. But if you mix two mono tracks into one stereo file, the space needed
in the disk is excatly same (1 min/Mono 44.1Khz = 5 mb
1 min/Stereo 44.1Khz = 10 Mb)

>3. If yes for #2, how many times can you mix tracks before signal quality
> degrades noticeably?

The signal quality does not degrade at all, as "ping-pong'in'" is entirely
digital. But of course you can produce distortion by making too heavy EQ'ing
etc. as in all mixing situations (also analog).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

1833. Help with PowerUP 2 installation!

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3o0b2n$4j0@prime.mdata.fi>
Source record: 166509

Problem with PowerUP 2 (Mk2 April94):

If you let the LED out from PowerUp 2 installation, should the
green cable be connected to +5 anyway? What about 270 Ohm resistor?

Could someone explain in detail the connection points of the hardware
switch (and when it is not needed).

Problem is, that the PowerUp 2 does not response to the CPX at all
(always off) or TOS-programs - the installation was made by a
certified engineer who left the green wire unconnected (he said it's
only needed for LED power) and ignored the hardware switch part (grey
cable goes only to the keyboard processor). The Falcon works OK.

I'll take the machine to him again after weekend, so please give me
some hints before monday, thanks!

Anyone?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

1834. Re: PPP connection

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: dancer@nntp.brisnet.org.au
Message-ID: <1995Apr30.152900.9084@nntp.brisnet.org.au>
Source record: 166510

Michael Koepp (mkoepp@earth.execpc.com) wrote:
: I have a standerd 1040ST w/1meg ram. Is there a program out there that
: will let me use the PPP connection here at Exec PC? I have D/L a program
: called Herm_114 but it looks like it is to be used as a ftp site. I saw
: the grafx on my cousins Mac with the PPP account and the were awesome not
: to mention it was alot easier to use than the shell account that I am
: currently using.

Almost. You _can_ set up SLIP on a 1MB ST with a single DS floppy drive.
But only barely. No graphic environment, no special tools. Just MiNT and the
bare MiNTnet drivers, and telnet.

That's all there is space for. Just how much memory and HD space
does your cousin's Mac have, anyway?

Dancer

1835. Re: No More FALCONS...!!

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3o0fe5$4d9@mercury.dur.ac.uk>
Source record: 166511

Thor Henrikson (thor@uunorth.north.net) wrote:

: > Mac can ever replace e.g. a Falcon - the design of Macs (keyboards,
: > mouse, strange disk drive, flickering 640x480 display, etc.) just doesn't
: Ummm, have you used a modern Mac at all? I used to have an ST, but sold
: it after using a Mac for one hour. The Mac did everything that I wanted
: my Atari to do all along... multitasking (no arguments on this please, I
: don't care), cut and paste between apps, quality hardware that didn't
: break etc.

I've used a lot of Macs, up to and including a PowerMac with 32Mb of RAM. While in many ways it's a nice machine, and _can_ at times be blisteringly fast (try out the demo application on the PowerMac which draws animated, light-sourced, 3D graphs at an amazing frame rate), in general I find that the Mac architecture doesn't seem to scale very well with increasing power of the subsystems. I've seen the specs for the PowerPC chip and I felt that the PowerMac was in general *much* slower than I expected it to be.

: > make me happy at all. And too many programs seem to have problems with
: > MacMagic, as well. Some people, besides, love MacOS - but I rather hate
: > it. It's as stupid as a cow. Easy, but stupid.
: Why? What part of the Atari OS do you like better? I can find
: absolutely nothing in the Atari OS that does not exist in the Mac OS. On
: the other hand, I can find HUNDREDS of examples of the opposite.

Well, I'm not sure about *hundreds* of examples. There are certain things MacOS is good at - particularly networking, res-independent graphics and long filenames that work throughout the system. However, it doesn't cater well for the 'poweruser'. For example, I have found myself stymied trying to do perfectly sensible import operations with ftp'd files simply because the type of the file in the filesystem is wrong. I wouldn't mind this, but for the fact that there seems to be no way to change the type from the desktop. In the end I had to do it from ResEdit, which is ridiculous. The Atari OS at least usually never stops you from doing things by taking 'user-friendliness' too far.

Besides, there is one thing in the various Atari OSs that I do regularly use that the Mac hasn't got, and that is proper, protected multitasking. As a programmer, I view this as important!

: > The REAL alternative may well be the Eagle. A German TT-clone, twice as
: > fast as a TT, and very easy to upgrade with 68040, or even 68060. Just
: The 68060 will never ship.

If the 68060 hasn't shipped yet (and I think it probably has), I think there's little doubt it will. A company does not spend the amount that Motorola has done on the 060, and release spec sheets and so on, and then leave it on the shelf.

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

1836. re: ed_pov ? how do you edit ?

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1351dlittle@nest.demon.co.uk>
Source record: 166512

General! We have intercepted a coded Imperial message from the Shore system!
PS> I've just got eb_edpov.lzh and it's running.
PS>
PS> How do you make a simple shape appear in the scene ?
PS> All I get is a white square (one side missing) with a diagonal line
PS> in it.
PS> Sadly, my French is pretty bad although I can usually make out what
PS> is being said.

Turn on the detailed viewing mode - you have it set to 'crap, no detail, box-with-a-diagonal-line' mode. I got the same thing until I found the right switch in the preferences box...

PS> Do you need MTOS running or is it optional ?

No - that's just annoying. Use the normal desktop.
:)

Doug.

--

1837. re: 6882 fpu now what?

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1352dlittle@nest.demon.co.uk>
Source record: 166513

General! We have intercepted a coded Imperial message from the Hohenstein system!
DH> From: dhohenst@gpu2.srv.ualberta.ca (Doug Hohenstein)
DH> I just got a 68882 FPU (math coprocessor) put in my Mega STE. Now
DH> what? What software is out there that makes use ofthis
DH> troublesome little chip?

Get somebody to compile FTPOV for the MegaSTE/FPU and go raytrace something really cool!

:)

Doug.

--

1838. re: persistence of vision (slow!!)

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1353dlittle@nest.demon.co.uk>
Source record: 166514

General! We have intercepted a coded Imperial message from the Mccall system!

RM> I was running POV last night on my 4mb Falcon with FPU. However
RM> after waiting 3 hours it still hadn't finished.

Get FTPOV. Its a hell of a lot faster and it's completely compatible...

RM> I selected box.pov (from the level 1 screens). My other settings
RM> were 2100k buffer and no multitos.

'Box' is a bit of a slow one due to that floor texture. Also, don't use the buffer option - it just starves POV of memory and doesn't speed things up (unless you trace to floppy disk).

RM> Is it normal for it to be this slow?

It's about normal. Remember - POV is a raytracer, not a renderer!

:)

Doug.

--

1839. re: my newish pm6100...

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1354dlittle@nest.demon.co.uk>
Source record: 166515

General! We have intercepted a coded Imperial message from the Pekka
Hietavuo system!
TPH> Name just three of us who drool your titles ;-) ! You have some
TPH> spectacular programs, true. And we have things like Apex Media
TPH> Mac doesn't have. Two worlds, different worlds. No use arguing!

And Apex is staying firmly Falcon-only for the visible future. This way we
keep our userbase happy rather than depressing the hell out of them, and we
have opened a fairly unique market, which we are gald to say, is now
getting the attention of PC, Mac & Amiga users worldwide. We can only
benefit from this in the long term and it makes sense NOT to stick it on
the PC now unless Falcons become so obscure as to be impossible to obtain.

Even then, the Falcon is so much fun we will probably update it even then...

:)

Cheers,

Doug.

--

1840. re: magic for falco

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1355dlittle@nest.demon.co.uk>
Source record: 166516

General! We have intercepted a coded Imperial message from the Pekka Hietavuo system!
TPH> houses have acted just like that when abandoning Atari- and Amiga
TPH> platforms. They have taken the A&A programmers out of their 68000
TPH> projects, and put them to make PC software instead in order to make
TPH> more profit.

This is exactly what happened - I was working at a software development house DURING this 'profit seeking' shift from the Amiga/ST onto the PC. They told us it was just an experiment to see how things went - but of course, it was more profitable to sell crap on the PC (since there were more of them) than it was to put some effort in and actually do something interesting on another platform. Needless to say, the PC became the norm - and you had to adapt to this or be ignored.

TPH> we really let the market decide everything, what'll we get? The
TPH> result from profit -orientered business thinking is this: no
TPH> alternatives anywhere. No Ataris. No different television programs.
TPH> No different newspapers. Only something that makes the faceless
TPH> "majority" satisfied, but doesn't make almost anyone really
TPH> happy.

When we formed BSS & started developing Apex for the Falcon, we got a lot of flak due to the fact that it didn't run on the ST or TT. We were told by many that it would not sell since it did not cover the entire range of machines and that there were not enough users to make it a profitable choice. Worst of all, the pressure was to drop it for the Falcon and develop it purely for the PC as it would sell more copies and in the process, become a more respectable product. What they were missing was that we intended to do a good job. Put some effort in, and write something WE would want to use when it was complete.

It worked better than we expected.

So far, we have outsold all expectations on the Falcon - and although the market is quite small, the market SHARE is much higher than we initially expected. We have a large number of professional users dropping their PC's for Falcons loaded with Apex, both in the design and cable video markets. We have people using Falcons in conjunction with PC's armed with 3D Studio so they can work with truecolour animations which Animator PRO can't edit. Even the newest incarnation of Autodesk's baby looks like it's going to be hampered by the speed of the Windows and although it looks really good, our customers are concerned that a Pentium running Studio Animator in truecolour will not be as fast as a 16Mhz Falcon with Apex!. There are even a few who are using the Falcon in preference to the Silicon Graphics Indigo2 workstation simply because they find the Falcon is easier to use -

even though it involves porting the images across and then back again afterwards!

Surely, all this has to count for something - even if it's just that there ARE some alternatives to a platform such as the PC.

TPH> I feel that we, Atari- and Amiga-users are mostly people who do
TPH> _NOT_ want to have a gray, uniform society where profits dictate
TPH> what we can buy and what not.

Yes, variety keeps evolution burning. The cease of growth is the first step towards certain death. I think Darwin or somebody equally qualified said this first, and I have no reason to doubt it...

TPH> but, above all, they must be able to satisfy all kinds of needs.
TPH> Also minority needs. We'll get a very nasty world to live in, if
TPH> money decides everything alone...

Agreed. I would never consider completely ignoring a platform simply because I thought another one was better or faster, but the PC does cause me some irritation in this respect. It would make a fantastic competitor in a group of computer systems, but marketing and human behaviour has pretty much wiped out all but the Mac, leaving the PC to mould in a configuration not too far from it's original design.

TPH> doing. This very clearly is a fight for life, now. If people get
TPH> tired of what Atari represents (the WAY of computing it
TPH> represents!), and move to other platforms, then computing world
TPH> will be a grayer place tomorrow. We have to fight against that, or
TPH> buy PCs. Who wants to do _that_ ? Macs won't get most of us much
TPH> happier, I'm afraid. Some, but not all. So, this is war!

There is another sad story to be told here, the story of the fresh, creative, new programmers. Or rather the LACK of them.

When the Amiga and ST was commonplace, they were owned mostly by the younger members of our society. Lots of them played games, some of them mucked about with other stuff as well. A few got to grips with the machines and started writing programs of one sort or another, getting quite good at it - good enough to write software and games. At this time, programming was just that - you got out your programming language and created something. It was quite easy (if you knew what you were doing) and it was good fun in itself. These people became very capable at their trade and some went off into the world to do greater things.

However, since the PC (and Windows/OS2 etc.) has come heavily into the fray, the process of development has become more difficult, less fun, prohibitively expensive and in some ways altogether frightening. Anybody who has used something like Borland 'C' (not bad by PC standards) or WatCom (different kettle of fish) will know what I mean. When I have to write something on my ST/Falcon/Amiga I think - excellent, something new to try out. If I have to do something on the PC, whether it be Pascal, 'C' or worse - 80x86 assembly - I think - sod it, not again...

I wonder how this is affecting the arrival of creative new talent?

TPH> If "business" forces us to buy bullshit, it's time to say "no" !

Yup. But it's hard for many people to see it this way. It's been too long now since the rot started.

TPH> If I have to use a PC to get some job, I'll do it. But at home I
TPH> will use whatever I _want to_ use. And that's Falcon. That's our
TPH> own choice, whatever the business-brains try to decide =-) !

And long may choice last, whatever it may be!

:)

Doug L. @ Black Scorpion Software

--

1841. re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1356dlittle@nest.demon.co.uk>
Source record: 166517

General! We have intercepted a coded Imperial message from the Pekka Hietavuo system!

TPH> Oh, I've seen (we all have) the KICKS some people get out of their
TPH> brand new Ferrari-PowerMacs, or Pentiums. They ride on the top of
TPH> the world! But so what? I get more kicks when processing 16-bit
TPH> sound with my Falcon and its DSP. And when using GEM, anyway.
TPH>
TPH> And finally, why do people buy PCs instead of Ataris?
TPH>
TPH> Why did millions of people follow Hitler and Stalin?
TPH>
TPH> Why do billions of people eat at McDonald's..?
TPH>
TPH> Maybe ten trillion flies *can* be wrong, and shit isn't good ;-)
TPH> ?

I must admit, although I have always agreed with this outlook in general (I have a DX2-66 and hate it with vigour), I've never actually seen this point of view conveyed so SIMPLY.

:)

Doug.

--

1842. re: searching for pov-editor

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1357dlittle@nest.demon.co.uk>
Source record: 166518

General! We have intercepted a coded Imperial message from the Grabnar system!

MG> From: matija@sirius.ijs.si (Matija Grabnar)
MG> In article <1180dlittle@nest.demon.co.uk>,
MG> Doug Little <dlittle@nest.demon.co.uk> wrote:
>> I think I have just what you are looking for - it's called EDPOV and
>> I got it just a few weeks ago from a French magazine.
>>
>> It is a bit strange
MG> I may com off as a total moron here, but I can't seem to get EDPOV
MG> to display any objects. (I got it of cnam.fr). The archive contained
MG> no documentation, so if there are any tricks to it, could someone
MG> please let me know?

EDPOV is not exactly EASY, to say the least. To say that it is bizarre is an understatement as well. I spent quite a while just trying to get it to load stuff up, but eventually worked out that it's internal resources for storing objects were not very clever. You have to select the maximum number of objects before you start, and too many will use up lots of ram. Also, it only really likes POV2.2. It was a bit of hassle getting it to talk to FTPOV2.1 (which I refuse to compromise on, due to it's much greater speed) as the parameters are a bit different.

If you didn't get POV (the Raytracer part) with it, then you are stuck until you do!

Anyway, it's worth battling with - but learning the POV language is probably a more realistic way to get results. Far more reliable in the long run, even if it takes some patience.

Doug.

--

1843. Re: I wanna new group!

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD5QCEBDUP@galaxy.teuto.de>
Source record: 166519

In <D7p4ry.Itw@aston.ac.uk> Graham Goring wrote:

>Y'know, I wish there was a seperate group for Atari games only. It's a real pain
>for us game freaks having to look through lots of techy articles.

I second this motion, I am not interested in reading all this games relate
stuff.

Perhaps

rec.games.video.atari

would be the right place to look.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1844. Re: Want to find Calligrapher Fonts/Users

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <3o03fg$2j6@studioweb.com>
Source record: 166520

G'day!

I'm a Cal user, but AFAIK, there are no PD fonts for it.

--

```
__ __ __ ___
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```

johnmoon@connexus.apana.org.au

1845. copying LARGE files on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: az822@FreeNet.Carleton.CA
Message-ID: <D7v01o.6zJ@freenet.carleton.ca>
Source record: 166521

I can't seem to copy any files larger than 5 or 6 meg. Most of what I wish to do is to back up audio files created in Cubase Audio or Logic Audio onto another partition of the same SCSI device that the original resides. When the file becomes larger than 5 or 6 meg, I get the error message that the output device is not functioning properly, or that the source file is corrupted. the source file is not corrupted because it plays back with no apparant glitches.
Has anyone experienced this problem, and if so, can anyone offer advice or a possible solution?
Thanks to any one who might be able to help

1846. FS: Atari 1040STFM/w color monitor $150.00

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: gern@teleport.com
Message-ID: <3o0qnj$2ob@linda.teleport.com>
Source record: 166522

I have an atari 1040STFM with st1024 version 2 monitor, mouse and about
20 old games. (nothing real exciting. It works great but the floppy
drive needs to be cleaned/realigned. No hard drive. Will ship if buyer pays
for cost. Willing to entertain offers if this is too high.
Thanks
Chris gern@teleport.com
--
gern@teleport.COM Public Access User --- Not affiliated with Teleport
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

1847. Re: I wanna new group!

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3o0qpd$2sv@golem.wcc.govt.nz>
Source record: 166523

] Y'know, I wish there was a seperate group for Atari games only. It's a real

Tough, y'ain't gonna get one! :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

1848. Web Browser for Mega STe

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: cunham@teleport.com
Message-ID: <3o12cu$5lq@sandra.teleport.com>
Source record: 166524

Could anyone tell me where I can get a WWW Browser for the Mega STe?
I have a friend who wants to got NET-surfing, but doesn't have the softare.

I think there is a program called LYNX that does it.

Also any FTP, E-mail, Gopher programs, etc. would be appreciated also.

1849. Re: Magic for Falco

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504302123.AA03091@ilmen.lanl.gov>
Source record: 166525

In a previous message, kim@dksoft.ping.dk (Kim Andersen) wrote:

> Then what do you suggest we do Hutch ?

As far as life itself goes...

Get yourself right with your God. Then love your family, help your neighbor, do your best at all you attempt, be true to yourself, eat right, exercise moderately, get sufficient rest and... don't forget to be happy.

But as far as computers go...

Sit back, relax and just enjoy the hardware and software that you have now. If you later decide to change systems, for whatever reason, that's OK too. Life goes on as does technology. These are computers, not a religion.

Cheers,

-Hutch- @ Fair Dinkum Tech

1850. Re: Magic for Falco

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504302137.AA03094@ilmen.lanl.gov>
Source record: 166526

In a previous article, kim@dksoft.ping.dk (Kim Andersen) wrote:

> And perhaps i am just a little kid who doesn't get it my way Hutch, but if
> thats the case, and with your statements, then i see no reason to look
> forward beeing an adult.

Then yours is a sad future, indeed.

But never mind all that. I concede. You win. You were right. I was wrong.

ANYTHING to stop this stupid thread!

-Hutch- @ Fair Dinkum Tech

1851. Re: MagiCMac demo

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504302148.AA03097@ilmen.lanl.gov>
Source record: 166527

In a previous article, alan@aybee.demon.co.uk (Alan Baker) wrote:

> which Mac's can run system 7 and have the 68030, and thus are capable
> of running MagicMac?

The Mac SE/30 was the first 68030 powered Mac, IIRC. From their you had
the IIcx, IIci, IIfx, IIsi, several Performa and LC duplicates, et al. All
the Centris and Quadra models are 040 powered and will run MagiCMac but
the new PPC-powered PowerMacs will not, at least not yet.

-Hutch- @ Fair Dinkum Tech

1852. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9504302154.AA03101@ilmen.lanl.gov>
Source record: 166528

In a previous article, mtaylor@perth.DIALix.oz.au (Mark Taylor) wrote:

> do you know if these drives have a 120 volt fixed power supply or a
> universal 120-240 volt unit.

I don't know if it is a universal power supply (I doubt it) but it -is-
an external unit. Makes for more wires under the desk but for a slimmer
and cooler unit on the desktop. Good point, though. Buying a unit made
for the US market would be more expensive if you had to change out the
power supply. But if you wait for those built for the European market,
the cost differential should be much less.

The hard part would be waiting, of course. :)

-Hutch- @ Fair Dinkum Tech

1853. Minix Teradesk?

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: Adrian Bridgett <apb25@cam.ac.uk>
Message-ID: <3nul5c$qqj@lyra.csx.cam.ac.uk>
Source record: 166529

A while (6 weeks) ago someone said that they saw a version of
Teradesk that could use minix partitions (properly I presume
rather than the 8.3 mapping that minix.xfs can do for all programs).
Does anyone know where this version is?

Thanks

Adrian

1854. Cubase Audio Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: ralunsfo@uncc.edu
Message-ID: <3nupjr$3o7@news.uncc.edu>
Source record: 166530

I've got some questions regarding Cubase Audio Falcon...I'd appreciate it if whoever uses this software could email me a response, so this could continue, as I'm considering buying it. I just need to know some things about the digital recording section.

A few questions for starters:
1. Say I record 2 separate tracks. Could I (preferably while the samples are playing) adjust the volume of the tracks independantly?

2. If I have limited HD space, could I record 2 separate tracks, then, when I was happy with the volume ratios, mix them down to one track.

3. If yes for #2, how many times can you mix tracks before signal quality degrades noticeably?

Thanks,
Russ

--
****
"Let yourself go with the disease, be with it, keep company with it - this is the way to be rid of it." - Bruce Lee
ralunsfo@uncc.edu

1855. Binhex4.0

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: mkoepp@earth.execpc.com
Message-ID: <3nuraf$flg@homer.alpha.net>
Source record: 166531

[No readable article body recovered]

1856. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: wizzo@connexus.apana.org.au
Message-ID: <3nuvmp$os5@studioweb.com>
Source record: 166532

Mark Taylor (mtaylor@perth.DIALix.oz.au) wrote:
: hutch@ilmen.lanl.gov (Hutch) writes:

: >In a previous article, wizzo@connexus.apana.org.au (Jared Jeavons Quinert) wrot
: e:
: >I think A$450 would be a little steep, even considering Australia's high
: >import taxes and all that rubbish. Shipping wouldn't be that much (<$20)
: >but you would be much better off to ask your own Australia Post about
: >the tax/duty situation as no one in the US would have any idea on that.

: >Considering these things are selling like hotcakes to Mac owners, why
: >not check around some Mac dealers down there to see what they reckon?

Thanks for the info, your original posting seems to be missing here (sigh).

Jared

--
'Hey gang, let's do the hustle!'

1857. Want to find Calligrapher Fonts/Users

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: mbecroft@status.gen.nz
Message-ID: <3nv2mc$gp1@status.gen.nz>
Source record: 166533

Hello.

A member of our computer club would like to contact other Calligrapher
users and also would like to know where PD calligrapher fonts can be found.

I would like to hear from anybody who can help with any of the above.

Thanks.

Mario Becroft (mbecroft@iconz.co.nz)

1858. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3nv73l$9l3@golem.wcc.govt.nz>
Source record: 166534

] I don't know ,why do more people buy Kylie Minogue records than Howling Wol
] ones ?

Now that's a thought that is debateably worse than why people buy PC's
rather than ST's....

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

1859. Re: Remote Imaging Protocol (RIP) on an STe (colour)

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3nv76n$9l3@golem.wcc.govt.nz>
Source record: 166535

] I'm looking for a program that may not exist, but which emulates a remote
] RIP session in either low or medium rez. I've see ST-Rip, and I wasn't
] overly impressed, but I need a RIP package to log onto a local RIP only BBS

The only one worth bothering with is monochrome only. Trying to do it
in any other ST resolution would probably be a real effort.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

1860. Re: Germans buying up Obsolete Computer Systems..

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3nv7dq$9l3@golem.wcc.govt.nz>
Source record: 166536

] Yep, and New Zealanders make anything they develop somewhat sheeplike. I
] wonder what Jeffrey Minter would think of it, but IMHO sheep are boring.
] As is - of course - Roger W. Sheppard.

Hey, don't insult us New Zealanders, Roger is English!

New Zealanders - the ones who _really_ flew first!

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

1861. Re: Geneva vs. MagiC

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3nv7hn$9l3@golem.wcc.govt.nz>
Source record: 166537

] BTW, is it possible to but Geneva into ROMs as it can be done with MagiC?

No, because Geneva is an AES replacement, Magic is more or less an
entire TOS replacement.

Well, Geneva probably could be, but it'd involve some pretty hard work :)
(There ain't much that can't be done if one is determined enough). Besides,
what would happen if you select "Quit" in Geneva and it's on ROM? ;-)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

1862. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3nv7eh$8a4$1@mhadg.production.compuserve.com>
Source record: 166538

>It is not the OS that limits the Atari but the lack of Hardware development
>and Software support.

No.. the thing that limits the Atari is Atari themselves.

If the company that made the computer cared anything about it, there would
be plenty of hardware and software support.

They don't, so there isn't.

BobR

1863. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3nv81l$8a4$2@mhadg.production.compuserve.com>
Source record: 166539

>It seems to me that PC owners find their computer is too hard for them!

So what would one of these totally clueless dweebs do if they mucked around inside their car's ignition system and totally messed up the system to the point where they couldn't put it right..?

Probably they'd turn to any one of thousands of auto mechanics and repair shops in their local area.

What happens if they mess up their IBM compatible computer..? Same thing.

Now, what about the poor defenseless new computer owner who's had an Atari system foisted off on them by some well-meaning zealot..?

If it breaks, they're totally screwed, because there's only a few places left in the world to get them fixed.

If they want software, they're almost totally screwed, because there are only a few places left in the world to buy software (or hardware).

If they need some kind of technical support, same thing.

(Remember, they're the same total newbies who would have otherwise bought an IBM system, and have no clue what the Internet is, or how to get here, and doubtless the local Atari user group is long since disbanded. If there ever was an Atari dealer nearby, they've long ago gone out of business from lack of support from Atari, or gone into a more stable marketplace.. like IBM)

That's not the way I *wish* things were.. I'd love to see an Atari store on every corner myself, but that's the way things *are*...

BobR

1864. Re: Minix Teradesk?

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: mbecroft@status.gen.nz
Message-ID: <3nvfgl$ooc@status.gen.nz>
Source record: 166540

Adrian Bridgett (apb25@cam.ac.uk) wrote:
: A while (6 weeks) ago someone said that they saw a version of
: Teradesk that could use minix partitions (properly I presume
: rather than the 8.3 mapping that minix.xfs can do for all programs).
: Does anyone know where this version is?

For a start, minixfs on my system does not do 8.3 maping for all
programmes, unless you change the translation mode to make it do this.
All my programmes seem to work fine without translation, even though they
run in TOS Domain. What you are referring to is probably a
version of Teradesk that runs in MiNT Domain, therefor not getting the
8.3 mapping. It will almost certainly still require minixfs to run. On the
other hand, I recommend Gemini as being much better than Teradesk, and
Gemini runs in MiNT domain anyway...

Hope this is of some help
-Mario Becroft (mbecroft@iconz.co.nz)

1865. Re: WTB: WD1772 and Mega P/S

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3nvg8g$pu2@news2.delphi.com>
Source record: 166541

hutch@ilmen.lanl.gov (Hutch) writes:

>In a previous message, DOMINGO@news.delphi.com (DOMINGO@DELPHI.COM) wrote:

>> My floppy controller went south and my P/S is anemic. I'd like to
>> replace them.

>If you don't have a local Atari dealer to help out then pick up the phone
>and call Toad Computers (Maryland) at 800-448-TOAD. Another great US dealer
>is Computer Studio (North Carolina) at 800-253-0201.

>You should know by now. :)

Just trying to be cheap! :-) Looking for somebody who might have
upgraded their Mega STe or done a HD upgrade. As for the p/s you never know
what people have in their closets. Egad!

Dom

1866. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: ralunsfo@uncc.edu
Message-ID: <3o158f$n55@news.uncc.edu>
Source record: 166542

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
: I think the problem is that Atari users have been spoilt with a simple
: computer, and now find it to hard to upgrade to a Real PC....

: To the average Atari user PC clones are to hard for them....!!!
I think this is total BS. Most Atari users now are either hackers or people who don't need to know a lot about computers in general. Almost all of my friends who own Ataris also know a hell of a lot about Unix and PC systems. Just like I've seen mentioned here so many times before, these people who work with other systems every day *love* to work with their Ataris. It's definitely not because they don't understand the other platforms, either...

Russ

--
****
"Let yourself go with the disease, be with it, keep company with it - this is the way to be rid of it." - Bruce Lee
ralunsfo@uncc.edu

1867. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: phil10@ix.netcom.com
Message-ID: <3o16pg$sms@ixnews2.ix.netcom.com>
Source record: 166543

The 800 and the 520ST were two of the best computer products ever designed. Unfortunately Atari never really improved on the capabilities of these two machines until it was too late - XL's, XE's, 1040's, and Mega's were basically retreads.

Anyone who says the ST was not a big deal when introduced was probably dozing at the time - 1/2 the price of the mono MAC, cheaper and faster than the Amiga, beautiful color monitor, zero wait states, read IBM compatible disks. Not to mention the games that came out for it - Hex, Time-Bandits etc.

This is coming from a current PC user waiting for Microsoft to bring out a 32 bit operating system 10 years after Apple, Atari, Amiga already had one - jeezzz.

1868. Re: Re^2: Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <1995Apr30.073704.11344@atlas.tntech.edu>
Source record: 166544

In article <3n1q76$qr7@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:
> In article <ftn_2.200.423_2f90d958_Jesper.Kock@kockens.ct.se>, jesper.kock@kockens.ct.se (Jesper Kock) writes:
> >Hello android Taylor! The 16.04.95 you talked about "Any good pd or shareware
> >Fax ST programs, and where??",and my reply is:
> > > From: S.P.Taylor@bradford.ac.uk (Steve Taylor)
> > >
> > > On Fri, 14 Apr 95 17:26:00 +0100, Jesper Kock wrote:
> > >
> > > : Qfax v4.08. STraight Fax and Qfax is equal good.But i will still
> > > recomend : Qfax as i have NEVER had any problems with it.
> >Qfax v4.08 is availible in German,English and Swedish version.
>
> And Dutch...:-)..

What is Q-fax? Commercial or shareware, and where is it available?

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

1869. Re: True Type Fonts

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <1995Apr30.075829.11345@atlas.tntech.edu>
Source record: 166545

```
>> Are there different types of True Type fonts? My friend just
>>bought NVDI 3 at the ACE '95 show and it doesn't seem to like the headers
>
>THere's only one kind of TrueType font, but each font differs in the
>number of character set encodings stored in the font. eg UNICODE,

Actually, there are PC and Mac versions of TrueType. I'm not exactly sure what
the difference is, but SpeedoGDOS (and most likely NVDI) needs the PC version.
I believe that the same is also true of Type 1 fonts (PC and Mac versions).

+-------------------------+----------------------+--------------------------+
| Hiram W. Lester, Jr. | School: | Home: |
| Electrical Engineering | TTU P.O. Box 14587 | 1903 E. Main St. |
| Tennessee Technological | Cookeville, TN 38505 | Murfreesboro, TN 37130 |
| University | hwl0978@tntech.edu | h.lester1@genie.geis.com |
+-------------------------+----------------------+--------------------------+
```

1870. Re: A most obvious FAQ, and some other Q's

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: Callum.Lerwick@flight.org
Message-ID: <adc_9505010106@flight.org>
Source record: 166546

I am 100% sure the SF354 floppy drive is single-sided (360k), I have one
sitting on my desk right now! Although I personally upgraded it to DS.
---------------------------- -//- ----------------------------
Internet: Callum.Lerwick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

1871. MagiCMac demo

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <e6c_9505010022@tor250.org>
Source record: 166547

A > : And yes, it does require System 7 - it also requires a
A > minimum : of 8 megabytes RAM, 350 mB hard drive, and a 68030
A > processor on a : Macintosh.

A > 4 MB RAM are enough if you do not need Ease, you then have
A > about 1,5 MB free RAM for your Applications. 5 MB of free
A > space on your hard drive should be enough for the system
A > itself.

Thanks for pointing that out. However, I was going by what
System Solutions was recommending in their seminar at the ACE '95
show - they were running it on a Mac LC575 system with such a
configuration. The eight megabytes was not only to allow Ease to run
(which IMHO you'll probably WANT to run with MagicMac, it's so
wonderful an enviroment to work with) but also for room to run
certain productivity software or wish to make the most use of its
multitasking capabilities (and believe me, you'll want much more
free memory than 1.5 mB if you're wanting to run Calamus SL with
MagicMac). And don't forget you'll also still need room to run
System 7 and any desk accessories you may want/need in THAT
enviroment.

Same with the hard drive - you'll need at least that room to
start storing all your application programs on it (albeit to be
fair, one of the nice things about Atari software is the fact that
it's reasonably small, my setup of Calamus SL takes up 4 megabytes
of hard drive space, counting the number of fonts and documents I
have). And once again, you'll need that space to store System 7 and
any enhancements to it - as well as the Mac applications and fun
software which, quite frankly, most people who own a Mac will
probably want :)

Thanks for pointing out those things, though - I'm certainly not
a computer expert, so I do need to be corrected from time to time,
albeit not on an ongoing basis like a certain humourless individual
we all know here.......

... Answers: $1, Short: $5, Correct: $25, dumb looks are still free.
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

1872. A most obvious FAQ, and s

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <e6d_9505010022@tor250.org>
Source record: 166548

G > This afternoon I found a 520ST in a thrift shop (included
G > mouse, SF314 drive, some mystery-unknown name 5.25" drive, and
G > appropriate power supplies) This at all a good computer? (use
G > your own definition of "good computer" if you respond) ...at
G > all a good computer considering I picked it up for about
G > us$13.00? =^)

$13.00 for a used 520ST unit is not bad at all. And although
it's only 512K, you should be able to do a few things with it (read
on)

G > Is there any kind of built in self test?

unfortunately, no.

G > What kind of drive is the SF314? DD? HD?

if it's the original disk drive the 520 came with, it's most
likely a single-sided drive unit. However, you should be able to
replace it with a DD internal drive with very few to no problems.

G > What kind of boffo cool stuff can this puppy do? (and where
G > do I get started?)

At 512K, it's obviously NOT going to allow you to run the type
of software Atari power users get to play with (like Calamus DTP and
Logic 2 MIDI software). However, there is quite a bit of public
domain/shareware programs out there that will run happily in 512k,
including word processors, games, fractal generators, comms software
- even a few MIDI sequencers (make some good use out of those round
ports on the back of your computer). There are some good Atari ftp
sites at the University of Michigan and at HENSA for software.

You might want to get in touch with Toad Computers in Maryland -
they're one of the biggest Atari stores in the US, and they do mail
order anywhere in the world. Phone them at 1-410-544-6943 and ask
about their catalogue - if you've got a PC and WWW access, they have
a Web page at http//www.charm.net/~toad/. David and Jennifer Troy
are wonderful people who have helped me out in the past, and should
be able to give suggestions on the best ways to use your little
addition to your computer stable.

G > Where does the 520 stand among the ST computers? (and what
G > does "ST" stand for anyway? =^)

520 is the short form for the fact that the machine is set up
with 512K of RAM; ST stands for Sixteen/Thirty-Two, which is the bit

structure. Basically the machine is a 16-bit computer based around
an 8mhz Motorola 68000 chip.

Hope this helps - and have fun!

... So, Puddy-tat's not so bwave in Gwanny's microwave....
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

1873. Case for peripherals?

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <e6e_9505010022@tor250.org>
Source record: 166549

```
G > Well using a standard PC shouldn't cause any problems that I
G > can think of, the only possible problem I can think of would
G > be the power supply & its connections. I'd gofor a small
G > tower unit if possible, as they look the business and are
G > easier to cableup inside... I've just installed a 540Mb
G > SCSI-2 Hard disk and a 16Gb DAT drive (overkill, but who
G > cares!) into an ordinary PC Midi-Tower case. All the cables
G > fit beautifully, and my Link II is bolted to the rear of the
G > case for stability.

Ditto to that! I installed my current hard drive setup inside a
mini-tower case that sits on top of my desk next to the STe- inside
it is my current boot drive, an IBM WDS3100 100 meg drive; a Conner
40-meg drive (currently not in the SCSI chain, but my brother and I
are going to try to get both drives going on Monday), and an NEC
CDR-84JD-1 CD-ROM drive. The only other mods to it are an "Intel
Outside" sticker in the brand panel window, and a bumper sticker on
the case that says "ATARI SUPPORT? We don't NEED no stinking
support! :) Looks cool, very few problems. I mounted the 50-pin
Centronics socket to the outside of the case near the bottom with
metal screws so the Link II doesn't flop around when it's plugged in.

...HEY LOOK! A picture of Roger Sheppard, next to "IDIOT".

___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
```

1874. Germans buying up Obs

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <e6f_9505010022@tor250.org>
Source record: 166550

> Well after all this stuff with the Germans and the
> Falcon,Medusa Eagle thing they now have the Amiga... Does
> this meen that Germans don't know how to make and develope
> Computers..???

G > Of course not, we are totally unable to do so. Besides those
G > multi-parallel machines, of course. BTW, we can't build cars
G > either, that's why BMW bought Rover *sheesh*.

GOOD ONE!

G > Yep, and New Zealanders make anything they develop somewhat
G > sheeplike. I wonder what Jeffrey Minter would think of it, but
G > IMHO sheep are boring. As is - of course - Roger W. Sheppard.

Now, now, let's not tar all Kiwis with the same brush because of
the ramblings of one humourless, uninformed misanthrope (who himself
is a British expatriate, not a native New Zealander). Remember Steve
(the Anti-Sheppard) Wells also inhabits this conference as well.

LOL at the reference to Minter, though....

... Mr. Safety Tip #5 - DON'T punch bears.
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

1875. Re: FS: Digidesign Sound Tools for Atari Mega ST

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: 73173.603@compuserve.com
Message-ID: <73173.603-3004951517350001@mac41.kip.apple.com>
Source record: 166591
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,fr.comp.sys.atari,rec.music.makers.marketplace

I'm interested if you still have the stuff.

In article <3npq3l$9tb@homer.alpha.net>, drichard@execpc.com (Dean
Richard) wrote:

> For Sale: Digidesign Sound Tools system for Atari Mega ST. Note,
> this system REQUIRES a Mega ST because the DSP board plugs directly
> onto the Mega ST's bus. I paid over $2000 for this system, and
> am asking $450 or best offer. It's in very good condition and
> comes with original manuals, etc. If you're unfamiliar with
> the system, here's what it does:
>
> The Digidesign Sound Tools system is a hard disk digital audio
> recording, playback, and editing system. It can be used for
> mastering CD's, tapes, etc. or for editing digital audio. The
> system I'm selling consists of the following 3 components:
>
> 1) DAT I/O digital interface for doing direct digital audio I/O
> (entirely in digital domain) from DAT, Mini Disc, DCC, or a CD
> player that has digital output. It has both AES/EBU and
> S/P DIF ins/outs. This is a separate box with cable that
> plugs into the DSP processor described below.
>
> 2) The Sound Tools DSP, a Motorola 56001 DSP processor
> on a 'card' that plugs onto the Mega ST bus. This processor
> speeds up DSP functions, and allows things like realtime
> EQ during playback.
>
> 3) The Sound Designer II software. This is the software that
> drives the hardware described above. In addition to
> recording and playing back digital audio it includes cut
> and paste editing, scrub editing, EQ, waveform redraw,
> normalization, regions and playlists, fades and gain
> changes, smoothing, mixing of sound files, sample
> rate conversion, and time compression/expansion.
>
> In addition to the components described above I also have
> final beta copies of the Digidesign MasterList software
> (For putting together a Master List of several songs with
> timing, blank space, etc. for a CD or tape).
>
> If interested in this system please reply via Email to
> drichard@execpc.com.
>

> Thanks,
>
> Dean

1876. Ethernet/LAN?

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3nv5rs$s7l@cville-srv.wam.umd.edu>
Source record: 166592
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

At school here, there are outlets in all the rooms for ethernet connections. Is there a way to use these with Localtalk ports? Are they compatible in some way, or are they the same, or what? Thanks in advance!

--Lunatic

1877. Re: Case for peripherals?

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3nv8re$8a4$3@mhadg.production.compuserve.com>
Source record: 166593
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>Can I use a standard PC case with ST peripherals?

Yes.. that's a popular choice. The power supply in a typical PC case is more than adequete for anything you'd want to mount in the case, and there should be plenty of mounting bays for drives and other things.

In fact, a rather popular modification is to remount the entire ST motherboard inside a tall tower case and use an IBM keyboard interface adapter to connect a detached keyboard PC-style.

The problems with doing this are first, making sure the case you get is large enough to hold your ST motherboard (Mega STs are easier to fit), and second, bringing all the connections out from the ST motherboard to the standard connectors on the PC case.

Many of the ST connectors are not standard, so you have to come up with some way to plug in your monitor and floppy drives, but the connectors to make extension cables ARE available (try Best Electronics, whose phone number I've unfortunately lost track of at the moment).

Special PC style cases ARE made specifically for the ST, but unfortunately these are rather expensive by comparison with a $79 PC style tower case.

If all you want to do is mount a hard drive, an inexpensive PC case is ideal.

BobR

1878. Me!

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1995Apr30.204410@phlem.ph.kcl.ac.uk>
Source record: 166594
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Well, I'm now installed at Logica in South London, so if anyone
has been trying to contact me, the address to use is:

gornalls@lgcp.logica.com

I'm in the process of getting news access, but this may take a
while, so email will be more likely to get a reply for the time
being...

I've still got the FTP site, so things are still welcome for
upload, though it may take a day or two to move from pub/ from
now on :-(

ATB,
Simon.

[PS: New Mega-archive (the 2nd volume) due out any time now :-]

--
>>> Simon Gornall - (ex)Kings College London. Email: sjg@lgcp.logica.com <<<
>> home page: http://www.ph.kcl.ac.uk/~sjg/home.html <<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <
"Delenda est Microsoft!"

1879. Graphics cards and STEs

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: paul@bigbox.demon.co.uk
Message-ID: <799271422snz@bigbox.demon.co.uk>
Source record: 166595
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I've recently got my hands on a nice 19" monitor and I've got it working
on my STe quite nicely, however, ST High res looks very blocky and
the text is too big to read. I would like to know something about reflex
graphics cards, or another graphics card which works on an STe with
a T28 accelerator and compatable with the operating system (MiNT).
I'd like a resolution of about 1280 x 1024 in monochrome. The price
can't be too much as I'm a student with no cash.

~~ What's the point of MS Windows, moving the power switch to
. the 'off' position is much quicker and easier!
` Paul Sanders, 6 Kirby Road, Corsham, Wiltshire, SN13 9DS
\/ paul@mantrap.bigbox.demon.co.uk

1880. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: aa113@cfn.cs.dal.ca
Message-ID: <D7uAtE.8B3@cs.dal.ca>
Source record: 166596

FELDAK79@SNYONEVA.CC.ONEONTA.EDU wrote:
: Roger:

: In many ways the ST was ahead of its time. Don't forget that the machine was
: designed way back in 1985 using cutting edge technology and pretty much
: was thrown together in about 6 months.

I have 2 ST's and a Pentium 90, sure the Pentium is verry fast but as far
as ease of use goes the ST's blow the Pentium away.

: I only came back when the ST series was starting to show its age - when
: I needed to run certain programs for college classes, when I wanted to
: play games that were only available for the PC, and when I figured I could
: make more money working on game projects than I did on the ST line.

I only got the PC beacuse I just could not get the same software for the
ST, and not enough new software is comming out for the ST's any more.

: I'll agree with anyone who says the ST is superior to the PC as long as
: they're talking about a 286 or 386SX running Windoze as the difference
: between a 386SX/16 and a 486SX is alittle short of amazing.

Not to much of a difference between a 386DX/40 and a 486 SX/25 though.

: Probably my biggest gripe about the ST series when I was an owner, was that
: Atari locked you into its 320x200x16 low rez mode. Hell, my PCjr had
: the same gfx modes! Had Atari added a 256 color mode with the release of
: the Blitterized STe series, I might of kept my Atari. The TT had VGA
: video capabilities but the machine was FAR too expensive and the Falcon's
: are under-powered (much like a 386SX under Windoze).

I agree with you on this, and graphics cards for ST's are FAR to expensive,
I would have got one, but the price is nuts.

: Still, while I do enjoy my PC, I do miss my STs and the many fond memories
: I have of the machine. I might even pick one up again as my finances allow.

: Well, just my two cents...

I could not get rid of my ST, even though I hardly use it now. Would
miss it's many nice features to much.

- aa113@ccn.cs.dal.ca | http://www.ccn.cs.dal.ca/~aa113/Profile.html -
---

1881. Re: re^2: magic for falcon

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD5JFFBKUP@galaxy.teuto.de>
Source record: 166597

In <1270dbrewood@nest.demon.co.uk> Daron Brewood wrote:

> PK> I'm convinced the Falcon version is going to be the hit of the year,
>Yeah, but which year??

I think one is save to say, it'll be this millenium :)

Hendr!K

1882. Re: Falcon accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD5KBBAOUP@galaxy.teuto.de>
Source record: 166598

In <950421Z165610.623tomlin@stomlin.spods.dcs.kcl.ac.uk> Keith Tomlin wrote:

>I'd like to know if the Barracuda can run Linux/m68k?

isn't that a little premature to ask? Let's wait and seem if it can run
anything :)

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1883. Re: MagiCMac demo

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD5KBBAUUP@galaxy.teuto.de>
Source record: 166599

In <7d2_9504261352@tor250.org> Dan Dreibelbis wrote:

> And yes, it does require System 7 - it also requires a minimum
>of 8 megabytes RAM, 350 mB hard drive, and a 68030 processor on a
^^^^^^^^^^^^^^^^^

That is not a must-have requirement. The other two are, that's right. It might even be helpful to have 16megs and a 68040 ...

> BTW, wouldn't it be easier just to run the Atari version of
>MagiC on your computer :). You ARE running an Atari, aren't you?

ST running an Apple-emulator, which then runs MagiCMac :-)

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1884. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-04-30 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FD5KBBAXUP@galaxy.teuto.de>
Source record: 166600

In <3nlv2c$130g@rover.ucs.ualberta.ca> Doug Hohenstein wrote:

>locks up while loading. I pulled out the PAL chip that tells the
>computer an FPU is present, and everything worked great! Except now, I

IIRC, iti is a *GAL* which is required for fpu installation.

> I downloaded a serialfix program that said int he description that it
>also dealt with "the PAL problem". unfortunately, the text on how to fix

Like you said in your first line, "serialfix" fixes a problem with the serial
port of some machines. Hasn't got nothing to do with the fpu!

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1885. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3o2fao$akp@bs33n.staffs.ac.uk>
Source record: 166401

Roland Givan (rgivan@cix.compulink.co.uk) wrote:

: off-1> <3nqtoq$17q@bs33n.staffs.ac.uk>
: X-Newsreader: CixRead/CixComm

: In message <3nqtoq$17q@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk
: said:
: > David Stevenson (djs@jet.uk) wrote:
: > : BobR <76702.1466@CompuServe.COM> writes:
: >
: > : >>What software is out there that makes use ofthis troublesome little
: > chip?
: >
: > Neon, Raystart, Linux, Xenomorph 2 (takes advantage of it), Arrow 1.2,
: ^^^^^
:
: But note - Linux is not going to run on a MSTE even *with* an FPU. Its
: needs a proper MMU as well - and this normally means a 68030.

My mistake.. I thought we were talking Falcon here... damn we need a
Falcon only newsgroup.....

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

1886. Re: verdict on atari world please?

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3o2fi6$akp@bs33n.staffs.ac.uk>
Source record: 166402

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: > OG> Check out issue 2.
: >
: >When?

: Soon. It's at the printers' AFAIK.

Look forward to it... still havn't got my issue one cover disk though :(

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

1887. Re: help needed : upgrading ST memory

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3o2fskfto3@mhafc.production.compuserve.com>
Source record: 166403

As I've mentioned here before, in my opinion the only really reliable and relatively inexpensive "upgrade" to the memory in 520 and 1040 ST computers is to buy a used Atari 1040STe...

The memory in a 1040 ST cannot be upgraded by "piggybacking" RAM chips onto the existing ones (a rather inelegant solution at any rate), so you need to obtain a third-party "upgrade board" to hold the extra RAM. Most of these use various bizarre methods of connecting to the motherboard which render the system less than totally reliable. Most of them are somewhat expensive too.

A used 1040STe is VERY easy to upgrade because (except for a few very early versions) they use industry standard SIMM modules which are easy and relatively inexpensive to obtain, and easy to install in the STe.

In addition, the STe comes with TOS 1.62, which is FAR better than the earlier versions (think of it as a FREE upgrade for your TOS), and has better graphics and sound.

Watch the "For Sale" ads here on UseNet, on local BBSs and in the local newspaper... I bought a used 1040STe with 4 Megs of RAM in it for $125 a little over a year ago. You could easily pay that much for the memory "upgrade board" that you still have to hack and slash your computer to install..

BobR

1888. Re: Imagecopy 3

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.799327847@gen-off-1>
Source record: 166404

Terry.May@rebel.genesplicer.org (Terry May) writes:

>Anyone know if Imagecopy 3 author Jeremy Hughes has an Internet address?
He's on CIX, j_hughes, iirc

Thus: j_hughes@cix.compulink.co.uk
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

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The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
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1889. FOR:SALE: Atari 1040ST $90obo

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: MARSALONE@news.delphi.com
Message-ID: <3o2gvb$sb5@news2.delphi.com>
Source record: 166405

```
Okay, I've got a MINT Atari 1040ST for sale. Comes with
Original Box
Manual
Mouse
RF Cable
and A/V cables

Price: $90 or best offer.
THanks.
```

1890. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HQ028SLAMAAIDZ66@SNYONEVA.CC.ONEONTA.EDU>
Source record: 166406

David:

Thank you for correcting any inaccuracies to my statements.

However, I do remember reading somewhere that the GI/Yamaha sound chip in the ST did have stereo capability it - hence, it was possible for the tweety board adapter to do its magic.

You're right that Atari did make a mistake in not publishing established interface guidelines for GEM. However, I think they also wanted to have programs appear as fast as possible for the ST - as GEM documentation was always sparse, this lack of a standard only helped get things released.

You're also correct in the ST's screen display being slow but that was only under GEM - as I'm sure you'll recall much of GEM was written in C and many parts of TOS were far from optimized. When programmers began to learn to write directly to the screen, things really screamed (remember TEMPUS?). The ST's video RAM organization, fast CPU, and good video architechture made the ST's graphics very fast - except when doing screen blits of large objects. For that time, only the Amiga with dedicated hardware could move sprites faster - and the Amiga had sluggish text output as well.

Although I didn't realize it at the time, Atari killed the ST series very soon after release for the simple fact that they did not make it EASILY expandable/upgradable. The Megas came out almost 3 years after the ST line made its appearance - by that time things were already starting to sour. Heck, one of the reasons why the AMiga line survived was because almost every model from the 1000 on had some expansion capability. Regardless of the market niche (home or office), computers are expensive - the ability to reliably upgrade a machine fends off obsolescence and reduces the cost of acqiring future technolgy. Apparently, the Tramiels were blind to this trend with the IBM PC and when they did regain their sight it was too late.

In their defense, I remember hearing that part of the reasons for the delays in updated ST hardware was the fact that their primary hardware engineer and creator of the original ST left Atari in some sort of a power struggle. I guess it was easier AND cheaper for them to just put bandaids on the system (i.e. new TOS, 4096 colors, etc.) than to release new and innovative hardware. The most exciting machine they ever released was the much heralded Falcon which I enjoyed for the 6 months I owned it. Yet, this machine was too expensive and far too underpowered. muhch t was

Ari

"Even a stopped clock tells the right time twice a day..."
- Ride "Cool your boots" (1992)

1891. Ease and NeoDesk (was: Emulator for the mac?)

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.799328020@gen-off-1>
Source record: 166407

neptune@galaxy.teuto.de (Hendrik Mylius) writes:

>In <djs.798720083@gen-off-3> David Stevenson wrote:

>>does this. The second most important thing is to set the environment in
>>which those programs run. Ease does NOT do this. It's not just for

>Which version?
I'm using the version that comes bundled with MagiCMac. Even if it passes
on an environment, it has no way of setting the environment variables. That
is done in a .INF file which is only read when MagiCMac starts up.
This is no good at all.

Are Gribnif out there? When will NeoDesk 4 work with MagiCMac?
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1892. Re: Falcon Games List

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3o2g60$akp@bs33n.staffs.ac.uk>
Source record: 166408

Paul Hills (hillsp@genrad.co.uk) wrote:

: >: Towers II
: >: Llamazap
: >: Robinsons Requim
: >: Ping 2000
: >
: >Ishar, Ishar II and Ishar III use the extra colours and the enhanced audio
: >system of the Falcon.

: Surely there's not much point without a brief review of each one. I
: wouldn't buy one just because it's on a list. Where to get it and how much
: would be useful too.

Brief reviews? Ok....

Ishar 1 - total crap, I'm sorry but its VERY slow and annoying for the most part and I wouldn't recommend it.

Ishar 2 - completely amazing, much faster, better graphics and better plot, well worth investing in.

Transarctica - its 'different' sort of a strategy train set simulation, some nice aspects to it, very nice graphics and sound but might get boring after a while if it doesn't grab your attention.

Llamazap - not as brilliant as most people think IMHO, but the graphics are slick, the sound is superb and there are plenty of usual Minter effects, you'll need a joypad though and it is very challenging 'ie read - difficult!'

Steel Talons - again a joypad is required (or there is a little program you can FTP which fixes it for joystick, but joypad is best) - very nice helicopter flight sim with a slant towards action and blowing things up than doing much else. Frame rate isn't all the stunning but the graphics are nice, the sound is adaquate and you can get a real feeling of a rush when flying low and fast through a canyon shooting the crap out of the tanks on the ground.

Towers 2 - this is a slice of shareware history for the Falcon if you ask me, great graphics and sound, very nice 'Wolfenstein' style game engine and plenty of things to do, people to duff-up and items to collect. Very system friendly, worth the download.

Pinball Dreams - its a classic to be honest, graphics don't seem to be as colourful as the A1200 version but basically the sound and playability remains intact. Challeneged only by Obsession but thats not Falcon

specific so I'm not going to list it here.

Bubble Bobble 2000 - coming very soon (hopefully commercially) the beta versions I have are stunning. Graphics are full True Colour and very attractive, playability is intact and its better than the arcade version if you ask me. Look out for it.

Ping 2000 - didn't like this one at all, sorry. Sort of pong does True Colour with lots of whizzy alien things flying around getting in your way. Nice enough graphics but the main problem is that the game works from left to right (ok ok I know Pong should!) but the screen just ain't wide enough and at the speed the ball moves its all over too quick. Suck it and see I guess, I didn't like the taste.

You can get nearly all of the above from 16/32 Systems, Merlin PD or Daze Marketing. All addresses in popular Atari magazines, usual price is 20-25 quid but Daze are known for doing good special offers. All games above are nicely packaged (except Towers 2) and come with proper manuals.

Hope that helps.

Rich

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_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

1893. Re: Cubase Audio Falcon Questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.799328290@gen-off-1>
Source record: 166409

contacts@mits.mdata.fi (Pekka Saarinen) writes:

>In article <3nupjr$3o7@news.uncc.edu>,
>Russell A Lunsford <ralunsfo@uncc.edu> wrote:
>>3. If yes for #2, how many times can you mix tracks before signal quality
>> degrades noticeably?

>The signal quality does not degrade at all, as "ping-pong'in'" is entirely
>digital. But of course you can produce distortion by making too heavy EQ'ing
>etc. as in all mixing situations (also analog).
This is not right. The number of bits used to represent the mixed signal
is the same as each individual signal. Therefore, you are decreasing the
resolution of the input signals (or risk clipping).
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

1894. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: st39@bton.ac.uk
Message-ID: <D7wDDD.M3t@bton.ac.uk>
Source record: 166410

Anthony McDonald (aa113@cfn.cs.dal.ca) wrote -

:: Probably my biggest gripe about the ST series when I was an owner, was that
:: Atari locked you into its 320x200x16 low rez mode. Hell, my PCjr had
:: the same gfx modes! Had Atari added a 256 color mode with the release of
:: the Blitterized STe series, I might of kept my Atari. The TT had VGA
:: video capabilities but the machine was FAR too expensive and the Falcon's
:: are under-powered (much like a 386SX under Windoze).
:
: I agree with you on this, and graphics cards for ST's are FAR to expensive,
:I would have got one, but the price is nuts.

It seems to me that this is when things started to go a bit wrong for
Atari. The rumors in the press were about a super ST that would support
256 colours. Instead, the STe came out basically the same as the STfm
and was a bit disappointment to all.
--

Stephen Ticehurst /\ BSc Computer Science Yr2
s.ticehurst@bton.ac.uk \/ University of Brighton
=-

1895. Re: A most obvious FAQ, and some other Q's

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3o2es2fto2@mhafc.production.compuserve.com>
Source record: 166411

The SF314 is the Double Sided Double Density drive, ie: 720K...

The SF354 was the 360K Single Sided floppy drive.

BobR

1896. Re: HSMODEM and MiNT, how?

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FEBIFGBOUP@galaxy.teuto.de>
Source record: 166412

In <avg.798895015@news.cwi.nl> Annius Groenink wrote:

>MiNT there is a problem; run the patches before MiNT, and
>MiNT throws them out; run them after MiNT (that is from
>MINT.CNF or /etc/rc), and I get the usual friendly MiNT

Why not run it from the AUTO-folder (after MiNT, of course ;-)?

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1897. Mega ST questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: pgl@draco.bison.mb.ca
Message-ID: <3o3n54$od5@draco.bison.mb.ca>
Source record: 166413

Just wondering what the differences would be between my ol' 1040STf and a Mega ST? Well, besides the obvious detachable keyboard and 3 megs extra RAM. :-) BTW: The Mega does have the cart. port does it not?

1898. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D7wFop.Bxu@sci.kun.nl>
Source record: 166414

In <3nv81l$8a4$2@mhadg.production.compuserve.com> BobR <76702.1466@CompuServe.COM> writes:

>>It seems to me that PC owners find their computer is too hard for them!

>So what would one of these totally clueless dweebs do if they mucked around
>inside their car's ignition system and totally messed up the system to the
>point where they couldn't put it right..?

>Probably they'd turn to any one of thousands of auto mechanics and repair
>shops in their local area.

>What happens if they mess up their IBM compatible computer..? Same thing.

Nice metaphor. But what strikes me is that it is *so* easy to screwup
a PC. I don't consider myself computer-illiterate, and I've solved
many PC-problems for friends of mine (you'd be *amazed* how illogical
the solutions usually are... It's too crazy for words that the sole
fact that program B was installed suddenly stops program A from
printing, or whatever...) but the stupidity of some PC-stuff goes
beyond me. The brother of my girl-friend tried to upgrade his Windows 3.1
to WFW 3.11. He had DOS 5.0 installed, so he got 6.2. He sat down
behind the computer at about 2pm, thinking it would be done in a
breeze, but came down at about 11pm. The result of various tries was
that the computer couln't even find its harddisk. He had to reformat
it.

I won't say I never had problems with my Atari (mostly autofolder
stuff) but that always happened when I knew what I was doing and that
some `risk' was involved (as in: `I might have to change the order of
these two autofolder programs...'), not at all like `I'd better backup
my harddisk, because I might have to reformat it after installing this
Tetris version'.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

1899. Re: True Type Fonts

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950501084127.4714A-100000@moose.erie.net>
Source record: 166415

On 30 Apr 1995 hwl0978@gemini.tntech.edu wrote:

> >> Are there different types of True Type fonts? My friend just
> >>bought NVDI 3 at the ACE '95 show and it doesn't seem to like the headers
> >
> >THere's only one kind of TrueType font, but each font differs in the
> >number of character set encodings stored in the font. eg UNICODE,
>
> Actually, there are PC and Mac versions of TrueType. I'm not exactly sure what
> the difference is, but SpeedoGDOS (and most likely NVDI) needs the PC version.
> I believe that the same is also true of Type 1 fonts (PC and Mac versions).

Thanks for the feedback. Thesea re TrueType fonts for the PC.

1900. Serial Port- No of stop bits?

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: neilt@ftel.co.uk
Message-ID: <NEILT.95May1143012@collapsible-frink.ftel.co.uk>
Source record: 166416

I am trying to use the serial port on my ancient ST using the VT52
emulator program supplied on the ST Basic disc. However the manual
doesn't tell me how many stop bits are added. Any ideas where I can
find this info? . The RS232 config program supplied has a field
labelled strip bit which can be toggled ON/OFF but I dont know what it is.

1901. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199505011137.a39030@ms.maus.de>
Source record: 166417

In article <b8e_9504221736@genesplicer.org>, Terry May
(Terry.May@rebel.genesplicer.org) wrote:
> AF>> programs are not fast-loaded, and which ones get a different kind of
> AF>> fast loading -- how much memory is cleared.
>
>By default it clears a certain amount of memory (32k?) for each program,
>which overcomes a lot of problems that programs have with the fastload
>bit. You can also fastload all ACCs, unlike the fastload bit.

The fastload bit works for ACCs as for normal programs.

> AF>> One handy use of Pinhead is to make sure that the last program in
> AF>> the auto folder and the first desk accessory are loaded without the
> AF>> FL option. You do this by specifying those filenames in the
> AF>> PINHEAD.DAT file.
>
>Why is that handy? Why would I want to do that?

Because the ROM AES itself has a bug (it relies on certain memory
blocks being zeroed).

1902. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D7vL23.3yH@ecf.toronto.edu>
Source record: 166418

I would just like to clarify some of the points you made.
No, this is not a flame.

>ST's Video - it was indeed a form of local bus video. Yes, it used DRAM for
>it video but that was because it used RAM from the system to store its video.
>However, unlike CGA equipped PC's, the ST was able to update the screen and
>the CPU at the same time.

The ST interleaved CPU and video's access to RAM, ensuring that there would
be no "wait states" by alternating CPU and video access.

>This combined with the ST's efficient screen ram
>arrangement allowed for VERY fast graphics (i.e. lines, boxes, simple blits).

I beg to differ. One of the major complaints of the ST was the slow screen
redraw speed. Keep in mind that this problem was caused by TOS, though. It
was not a hardware issue.

>ST's Sound Chip - certainly not the best. It was in fact the same chip
>that was used in the Colecovison game system. The C-64's SID was
>better but the Yamaha/GI chip used in the ST had stereo capability, ad
>noise generator and was still better than the Mac+'s 4 voice tone
>generator and much better than the polyphonic chip used in the IBMPCjr.

The sound chip was the weakest part of the orignal ST. It had 3 voices, and
had no stereo capability. It was capable of only square and triangular waves.
The Amiga sound chip is what should have been built into the ST.

>ST's interface - compared to the Mac+ it was childish but the ST didn't
>lock developers into anyone standard way of doing things either.

One of the things that makes any interface easy to use is standardisation.
Once again, this was a major problem with the ST. Atari should have set down
rules for the interface and promoted them extensively. As it was, there were
no rules or guidelines. This was a problem not only in terms of user interface,
but also in terms of compatibility. (Remember all the programs that failed
when TOS 1.4 came out?)

Having said all that, though, for its time the ST was truly incredible.
The ST was an incredible engineering effort. In approximately six months,
Atari designed from scratch a computer that was better than anything ouit
there at the time. The problem was that Atari didn't do anything with it.
After the 1040ST, they let the ST die. The improvements Atari made to the
ST line after that were all too little, and the ones that weren't came out
too late. Atari should have been continually improving its machines in
significant ways.

--
David "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

1903. Robinson Requiem tips

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3o2p1o$b3a@bs33n.staffs.ac.uk>
Source record: 166419

Found this saved from a few months back... some might find it helpful..

Robinsons Requiem Hints
=======================

The axes are found in the lake world

To get there you need to go out of the bottom right hand side of the first world and through the cave system - there are some nasty worm jobs in there so watch out. Crawl through the start and end of the cave system otherwise you will not be able to get through.

In this world there are several things - namely four tigers, a robinson with a lazer pistol which you can get if you kill him (use the arrows - it took me ages!!!!), and several goatmen and some arrow firing centaurs

Thee goatmen etc can be found up the hill if you go due east when you enter the world - they are tough so be prepared!!!! they will all drop 'hatchets' which are alot better than the knife - the monsters in the amazon world only need a couple of hits!!!!

There is also a raft which you can float around on and some artichokes growing by the lake - these are good for you so colect as much as you can carry for snacks!!!!!

Good luck!!!

HipSTer

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

1904. Germans buying up Obsolete Computer Systems..

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: rji@cheetah.inmos.co.uk
Message-ID: <3o2pb6$he@lion.inmos.co.uk>
Source record: 166420

Oh so people think that other countries know how to make computers ? Bugger off if you call makeing PC Clones makeing computers you are sadly mistaken. The ST/Amiga/Apple all have better H/W designs than the old PC, its just that by some mistake the PC dominated the business world and now this has moved to the games/home market.

With the loss of the Atari and Amiga, people at home now have to fork out at least 1200 quid for a machine capable of giving the same gaming experiance as an ST or Amiga (how many PC games use more than 320*190 resolution ?). The Germans are probably onto a good thing buying up rights to Atari and Amiga, as many coders/hackers in the Northern European Countries can and will use this kit, and for a first computer they are ideal. If they can develop a PowerPC based box its even better.

Also with 68k based kit if you can program it in asm/C then jobs in the embedded market are also pretty relevent.

Anyway I say good luck to em and if a PowerPC machine comes out then put me down for one.

Bye,

Richard.

Acorn A420/1 -|
Atari 520STFM -|--- Probably The Best Machines Around For Hacking/Gaming
Atari Lynx -|

1905. Re: Re^3: falcon games list

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3o2q1q$8gj@news.iesd.auc.dk>
Source record: 166421

[No readable article body recovered]

1906. Re: Re^3: falcon games list

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3o2q8i$8gj@news.iesd.auc.dk>
Source record: 166422

In article <ftn_2.203.611.5_2f9ca306_Christian.Andersson@tnogobl.ct.se>,
christian.andersson@tnogobl.ct.se (Christian Andersson) writes:
> HLW>> LAZERZOOM (Haven't tried it yet, I think it's from germany)
> >
> > Never heard of this one.
>
> He probebly means Of Lazer and Men (Des lasers et deds homes)
> /Chris./ (*Falcon /030/* _4/580_ /32Mhz/)
> GEM-WWW-Browser in 95!
>
> (UUCP Dialup connection)
>

No I don't. I saw LAZERZOOM in an advert (amongst other things) in the german ST COMPUTER
magazine as being one of a number of commercial games sold by an a
german ST/Falcon software-dealer.

Keep Cool and Flying...

ChainXOR...

1907. Re: Falon Owners List

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: stuaster@deepcove.com
Message-ID: <3o2rk2$h3q@Kaos.deepcove.com>
Source record: 166423

I own a Falcon

Stuart A. Lyster

s.lyster@genie.geis.com

I use it for telecommunications (Flash 2) gaming, wordprocessing and spreadsheet (AW).

1908. Re: I wanna new group!

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: goringgn@aston.ac.uk
Message-ID: <D7x4pI.A52@aston.ac.uk>
Source record: 166424

In article AA02564@ilmen.lanl.gov, hutch@ilmen.lanl.gov (Hutch) writes:
>In a previous article, 'game freak' goringgn@aston.ac.uk (Graham Goring) wrote:
>
>>Y'know, I wish there was a seperate group for Atari games only. It's a real
>>pain for us game freaks having to look through lots of techy articles.
>
>Well, have you tried these?
>
> alt.atari-jaguar.discussion
For the Jag
> alt.atari.2600vcs
For the 2600 piece o' crap
> rec.games.video.atari
VIDEO, see my point. Consoles again
> alt.games.lynx
The lynx... sigh, this is getting repetitive
> alt.games.video.classic
Video (need I say more)
> rec.games.video.arcade
Bless my bottom, the video again, and ARCADE too
> rec.games.video.classic
Poke me till my head falls off, it's a video group again
> alt.games
Yeah, right, the atari ste is SUCH a big machine, I cannot MOVE for atari posts in
that group. Or rather, needle in haystack.
> rec.games.video.marketplace
What? You're just being silly now.
> rec.games.video.misc
VIDEO! and misc, ie, all the crap we sold at car boot sales ten years ago.
>
>This isn't all of them, but it should get you started. I don't think there
>is enough traffic for a separate Atari computer games newsgroup, but if
>you want to go through the RFD & CFV procedure, go right ahead.
>
>-Hutch- @ Fair Dinkum Tech

Thanks, but NOT ONE is even slightly related to the Atari COMPUTERS, which is what
I believe I am after.

Ta very muchly, but no.

Graham

+---+
|Why not visit my unfinished Home Page? Refreshments served every hour.|

```
+---------------+ http://www.aston.ac.uk/~goringgn/ +------------------+
| Set in the beautiful country-side |
| Of Aston University |
+-----------------------------------+
```

1909. Re: SLIP OR PPP For atari 1040?????

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199505011725.a21426@iz.maus.de>
Source record: 166425

In <3nsrii$8fc$1@perth.DIALix.oz.au>, tim@perth.DIALix.oz.au (Tim Middleton) wrote:

TM>I own an atari 1040ST with no hard drive. I was wondering whether SLIP
TM>or PPP (including FTP, TELNET ETC.....) is available on one 720K
TM>floppy?

Yes, the NOS written by KA9Q, but I think ftp isn't very useful w/o any
hard drive. :-)

TM>I am also interested in any info on SLIP or PPP for the atari's.

I think MiNT/MiNT-Net is the best choice, but you'll need 4MB RAM and
a hard drive.

cu...Ole

Ole_Pahl@iz.maus.de AX.25: DK1LP@DB0HES.#SLH.DEU.EU

1910. Re: Address of ATARI in U.K.?

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: agoold@cix.compulink.co.uk
Message-ID: <D7x4FL.CqH@cix.compulink.co.uk>
Source record: 166426

```
In message <3nvoum$2rjn@news-s01.ny.us.ibm.net>, kilwing@ibm.net said:
> In <3nfvt3$f6v@tuegate.tue.nl>, chide@stack.urc.tue.nl (Chide
> Groenouwe) writes:
> > What's the e-mail address of ATARI (company) in the U.K.? Other
> > addresses are also nice too have (U.S. etc.).
> >
>
> Atari UK doesn't have an email address. But you might contact their
> technical support rep Alistair Bodin on his compuserve ID but don't
> expect to much help from him.
>
> You can reach him on: 75300,2632@compuserve.com
>
> //-------------------------------------
> // Wilfred F. Kilwinger kilwing@ibm.net

Try atari@cix.compulink.co.uk

================================
Al (agoold@cix.compulink.co.uk)
================================
```

1911. CD ROM software for the Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D7x34D.81C@cix.compulink.co.uk>
Source record: 166427

I the original blurb I got from Atari it said that a program that would allow you to use IBM CDROMS like Encarta was in development. Does anybody know what happened to it?

Steve

1912. Re: Silhouette

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: trek@ihgp6z.ih.att.com
Message-ID: <D7wt1z.4Jo@ssbunews.ih.att.com>
Source record: 166428

In article <95042979738@microserve.com>,
Jeffrey Wisniewski <Jeffrey.Wisniewski@Microserve.com> wrote:
>
>You might try to send some E-Mail to Toad Computers at toad@charm.net
>
>I believe that they would know something or that they handle the program now.
>I am not sure which.

I sent in my disks to Toad over a year ago for the upgrade. Toad has told
me that the author has quite working on the program and that an upgrade
will never be coming. Don't you wish it weren't so? Wayne Booth

1913. Re: SM 147 For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: Ginny <ginny_s@delphi.com>
Message-ID: <pW68aav.ginny_s@delphi.com>
Source record: 166429

Would you take $65.00 for the SM-147 monitor?

1914. Re: Want to find Calligrapher Fonts/Users

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <hW7-aEi.dpj@delphi.com>
Source record: 166430

John Moon <johnmoon@connexus.apana.org.au> writes:

>I'm a Cal user, but AFAIK, there are no PD fonts for it.

John,

You're right - Calligrapher uses proprietary fonts.

Dana @ STReport International Online Magazine

1915. [Q] LaTeX2e?

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: dietz@lirmm.fr
Message-ID: <3o2anh$ave@lirmm.lirmm.fr>
Source record: 166431

Hello!

Does anybody know if LaTeX2e is distributed for the Atari ST?
If so, with which TeX-package (Lindner, Strunk, other)?
Where can I get it?

Thanks in advance

Andreas

1916. Re: Silhouette

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: Jeffrey.Wisniewski@Microserve.com
Message-ID: <95050183790@microserve.com>
Source record: 166432

Wayne,

Yep, I heard that Toad was accepting upgrades for Silhouette but I think they stopped accepting them until they have the upgrade in hand.

-Jeff

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1917. Re: Address of ATARI in U.K.?

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: S.P.Taylor@bradford.ac.uk
Message-ID: <1995May1.231447.18001@bradford.ac.uk>
Source record: 166433

On 30 Apr 1995 10:31:50 GMT, Wilfred Kilwinger wrote:

: Atari UK doesn't have an email address.

erm... atari@cix.compulink.co.uk abodin@cix.compulink.co.uk

--
Steve Taylor. Atarian. HOME PHONE: +44 (0) 1706 827190
6, Oxhey Close, Ramsbottom, Bury, Lancashire, England. BL0 9TJ

1918. RE: compression

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: timbe@lsl.co.uk
Message-ID: <1995May1.184813.5272@lsl>
Source record: 166434

The sofware to decompress is gzip to untar you will need sttar , both are on HENSA. There is no reliable (across all methods of transfer) way of decompressing before you transfer; and it is either slower or more expensive to transfer the decompressed files anyway.

Have fun

Boing

1919. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.5.0009DA40@cfcsc.dnd.ca>
Source record: 166435

In article <FDYODHUYUP@dksoft.ping.dk> kim@dksoft.ping.dk (Kim Andersen)
writes:
>HM> Do you have any idea how many everyday-applications make _real_
use of the
>HM> advanced features of a 486 or Pentium? IMO, this figure would
be real close>to
>HM
> ZERO.
Agreed Hendrick. I purchased my 386 4 years ago. three years ago I was told it
was "obsolete". Just this year I purchased OS/2 - the FIRST 32 bit
program/operating system generally available for my 32-bit "obsolete" 386.
something like five years after the introduction of the first 32-bit PC (the
80386) we are finally starting to see some 32-bit software, so for 5 years
anyway no one was using that advanced aspect of the 32-bit chips
>You need to
learn alot about the PC market, cause you have no idea what >you're talking
about. Windows and OS/2 are shit (well, OS/2 seems to do>better now). Windows
and OS/2 on anything below an 486 DX2xx is a very BAD>idea if you need to do
some serious work. You just start counting how many>Windows users who is out
there, and you'll have a fine picture of how many>people are using 486 and
better, (or will in the future). And my guess is>ALL OS/2 users are using
minimum a 486 DX2xx.
You guessed incorrectly. I am running os/2 Warp on a 386DX
33MHz. It runs satisfactorily but then I have(and most people I would think)
little use for multitasking (as opposed to task switching). I do serious work
on it also, graphics (corelDRAW - which by the way I DO NOT reccomend)
All I need is more memory, lots more! which is standard PC thing, and the most
important reason why PC's are so dominant. It's not because of the hardware or
software(YECHH!) but because lots of dealers making lots of money selling
upgrades and peripherals for basic stuff. Atari dealers can't make a lot of
money selling video or sound cards. :^)
-ken

1920. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <799382608.4@mettav.exnet>
Source record: 166436

It was none other than Kim Andersen who did write on 18 Apr 95 that ....
>> The PC is also an outdated machine and the OS (Windows) has more bugs
>> than TOS.
KA> Windows yes, but who talked about using Windows.. Have you ever heard
KA> about OS/2. And if everything should go wrong, there's always DOS,

os/2 is almost a bad ..but also as dead in the water as TOS as far as user base is concerned ..despite a MASSIVE ad campaign and at least a 6 month lead over the Microsoft offering it is a complete non event !!

KA> which i belive is very bad, but still an alternative.

DOS is the reason that Windows is so bad !!! Windows runs on top of DOS lest yea forget !! WIndows is nothing more than an alternative desktop like Say Gemini is to TOS ...still subject to the same limits as DOS hence the Fact that there is only 64K limit to the GDI which anyone who has had more than a passing flirtation with MSW completely cripples the whole thing and the horrific leakage with even Microsofts own programs that exists with this resource regularly brings the system crashing around your precious data.

KA> What alternatives do we have on our Atari ?

TOS,MINTOS,LINUX,0S9,OMEN,MAGIC (okay not strictly an alternative but as much as Windows is to DOS),MROS,That cartridge port multitasking system (Can't remember its name now), bound to be loads more I haven't come across.

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

1921. Re: Magic for Falco

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FEBPDGVQUP@dksoft.ping.dk>
Source record: 166437

In <9504302123.AA03091@ilmen.lanl.gov> Hutch wrote:

>> Then what do you suggest we do Hutch ?
>
>As far as life itself goes...
>
>Get yourself right with your God. Then love your family, help your neighbor,
>do your best at all you attempt, be true to yourself, eat right, exercise
>moderately, get sufficient rest and... don't forget to be happy.

Sounds borring 8)

>
>But as far as computers go...
>
>Sit back, relax and just enjoy the hardware and software that you have now.
>If you later decide to change systems, for whatever reason, that's OK
>too. Life goes on as does technology. These are computers, not a religion.
>

Hmm!. Thats what we always do.. I guess you aren't in for a change.. Well,
nothing to do about that.

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

1922. Re: Geneva vs. MagiC

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3o2bgq$gq4@whitbeck.ncl.ac.uk>
Source record: 166438

In article <3nq2fl$mju@news.uncc.edu>, ralunsfo@uncc.edu (Russell A Lunsford) writes:
|> Well, Geneva is not Mint compatible now, but I know Dan Wilga said the next
|> version definitely will be. I read this on GEnie from Dan himself, and since

Dan has also said that on this newsgroup, and also his boss said it in an email
to me....

|> Geneva is an AES replacement, it will be a better alternative than
|> Multitos (speedwise)...

That depends which version of the MultiTOS AES we are talking about.
AES4.1 is very stable, and has a nice turn of speed, but has never been
released by atari (if you can get it, it's good). This is not the so called
TOS4.92a that has been kicking about, it's a more recent version as a
GEM.SYS. Still doesn't have the same level of functionality as Geneva though,
nor the raw speed of MagiC......

Craig.

-- -
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

1923. Re: Available support?

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3o28od$kss@dux.dundee.ac.uk>
Source record: 166439

M. Dekker (mdekker@fwi.uva.nl) wrote:
: abstract@wam.umd.edu (Lost) wrote:

: :
: : I keep hearing people like Roger talk of the unavailability of
: :support for Atari stuff. I haven't had any problem that someone on this
: :Newsgroup hasn't been able to help with. It's nice having a computer
: :system whose users seem to care about each other... It's nice having a
: :system that can divide... ;-)

: eh, usually when atarians complain about support, they complain about
: lack of support from Atari (the company), not from the users in this
: group. In fact support from Atari is non-existant, and Atari Europe
: will be non-existant in a few months (I heard that Atari Europe, which
: has office in Holland, is about to stop all activities and all employees
: will be sent home...)

Does this mean the Atari Europe office in Slough, England will also
close?

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1924. Re: Address of ATARI in U.K.?

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3o28rb$kss@dux.dundee.ac.uk>
Source record: 166440

Wilfred Kilwinger (kilwing@ibm.net) wrote:
: In <3nfvt3$f6v@tuegate.tue.nl>, chide@stack.urc.tue.nl (Chide Groenouwe) writes:
: >What's the e-mail address of ATARI (company) in the U.K.? Other addresses
: >are also nice too have (U.S. etc.).
: >

: Atari UK doesn't have an email address.

Are you sure?

From what I gather their CIX addres is for Atari UK.

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1925. Re: Falcon Games List

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3o28tc$kss@dux.dundee.ac.uk>
Source record: 166441

Sven Bornemark (sven.bornemark@p56.dada.ct.se) wrote:
: To: rmccall@mcs.dundee.ac.uk

: Hi Rod,

: Excellent idea this! Have you had time and energy to make a complete list of
: all the replies you've had on this?

Eaxm revision has somewhat subdued he current carnival atmosphere, but
I will do this shortly.

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1926. Re: HSMODEM and MiNT, how?

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <R1LZBTH@moacs.indiv.nl.net>
Source record: 166442

Michael Hohmuth (hohmuth@irs.inf.tu-dresden.de) wrote:

> > I tried HSMODEM, and it works fine on plain TOS; but with
> > MiNT there is a problem; run the patches before MiNT, and
> > MiNT throws them out; [...]
>
> As far as I understand the issue, this is not true. MiNT uses the
> HSMODEM routines to some extent (to the same extent any non-HSMODEM-
> aware program would use it, i.e. the routines sitting in the BIOS
> trap). However, MiNT doesn't directly use HSMODEM ``callbacks.''

In fact your MiNT (MH-MiNT) is HSMODEM aware, it checks for the RSVF cookie, and passes all ioctl()'s to HSMODEM if applicable.

> > Shouldn't the HSMODEM patches be included in MiNT, together
> > with a flag that enables the high speeds, much like what
> > Linux does?
>
> This would be ideal. However, this would require (a) the HSMODEM
> sources to be free, and (b) that someone would be willing to rewrite
> them into a new serial driver for MiNT.

I dislike the idea of including HSMODEM in MiNT itself. MiNT supports eXternal Device Drivers, there should (and will) be a proper device driver for the serial ports. Don't forget that the majority of MiNT (c.q. MH-MiNT) users is not capable of (or does not have the tools and resources) building their own kernel. It would be unfair to include all drivers in the kernel, and leave them with a 2 MB large mint.prg.

Actually I would suggest to bring down the MiNT-internal support for serial ports back to the bare minimum.

Waldi

1927. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <5ZLZBJF@moacs.indiv.nl.net>
Source record: 166443

```
> mount -t <filesystemtype> /dev/sda2 /mnt
>
> ie if its a Minix FS then:
>
> mount -t minix /dev/sda2 /mnt

or, better yet: use an ext2 fs:

mount -t ext2 /dev/sda2 /mnt

> Now the problem *I'm* having is that many commands give me:
>
> Unknown error -2
>
> and that mount gives:
>
> Unknown error -16
> or
> Unknown error -19

Your tools might be out of sync with your shared libraries. You're
probably using a new libc and some very old tools, recompile them
(or, better: 'cd /usr/src; make world'), and the problem should vanish.

Waldi
```

1928. Re: *Help!* Need a communications program

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <31LZB3J@moacs.indiv.nl.net>
Source record: 166444

Soeren Schnee (sos@sos.shn.com) wrote:

> UPOINT 'light' does all what he needs. It's PD.....

No! UPOINt is definitely NOT in the public domain. Copyright
belongs to Mr. Brusch.

> Email to the author: brusch@eslapion.shnet.org .

Waldi

1929. Update: Anyone using Ghostlink-Help Please

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: mmcinnis@biddeford.com
Message-ID: <3o2vnf$8oa@noc1.portland.net>
Source record: 166458
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <3nlnff$6dv@noc1.portland.net>, mmcinnis@biddeford.com (Michael S. McInnis) says:
>
>
>I'm trying to get Ghostlink to work between my 1040st & 486.

Turned out to be a bad null modem cable from an office supply chainstore.
Thanks for the help!

Regards,

Michael

Michael S. McInnis Sound Designer/Composer/Audio Editor
Michael McInnis Productions 207-775-3362
Portland, Maine U.S.A mmcinnis@biddeford.com

1930. Re: VGA, SVGA, what?

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FEBIFGALUP@galaxy.teuto.de>
Source record: 166459
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <3nklm4$n3a@cville-srv.wam.umd.edu> Lost wrote:

> This may be a FAQ, but can I use a VGA or SVGA with my 1040STfm?

For all three resolutions? That'll be tough.

ST-high should be possible, but newer monitors won't sync the colour ones.

Here's a list (partly German, but the figures speak for themselves, don't
they):

------------------------------cuthereplease-----------------------------

Datei: MONITOR.TXT ï¿½ Michael Ruge Rï¿½sselsheim, den 11.11.1993

Email: Michael_Ruge@WI2.MAUS.DE)

Einige MultiScan-Monitore haben einen H.- und V.-Frequenz-Arbeitsbereich,
der auï¿½erhalb der H.- und V.-Frequenz liegt, die der ST/STE durch die Hard-
ware vorgibt. Diese Monitore kï¿½nnen die gewï¿½nschten Auflï¿½sungen nicht wie-
dergeben und kï¿½nnen ggf. Schaden nehmen.

Um einen MultiScan-Monitor am ST/STE (in allen Auflï¿½sungen) zu betreiben,
muï¿½ der Monitor die Horizontal-Frequenzen aller gewï¿½nschten Auflï¿½sungen
darstellen kï¿½nnen.

Diese sind beim ST/STE in:
Farbe - 15,625 KHz
S/W (SM124) - 35,700 KHz

Diese sind beim TT030 in:
Farbe (VGA) - 31,500 KHz
Monochrom - 72.000 KHz (NUR TTM194/TTM195/Protar 19Zoll Monitor mit
ECL-Eingang)

Diese sind beim Falcon030 in:
Farbe (RGB/TV) - 15,625 KHz
Farbe (VGA) - 31,470 KHz (~31,500KHz)
ST-Hoch (VGA) - 31,470 KHz (~31,500KHz) mit 60Hz Bildwiederholfrequenz
SM124 (SM124) - 35,700 KHz mit gewohnten 71HZ Bildwiederholfrequenz

Er sollte also einen H.-Frequenzbereich von 15,625 - 35,7 kHz haben, wobei
das Frequenzband auch grï¿½ï¿½er sein darf, also z.B. 15,5 - 38,5 kHz.

Ferner muï¿½ der Monitor auch die Vertikal-Frequenzen der gewï¿½nschten Auflï¿½-
sungen darstellen kï¿½nnen, da er sonst nicht synchronisiert wird.

Diese sind beim ST/STE in:
Farbe - 50-60 Hz
S/W (SM124) - 72 Hz

Diese sind beim TT030 in:
Farbe (VGA) - 60 Hz
Monochrom - 72 Hz (NUR TTM194/TTM195/Protar 19Zoll Monitor mit ECL)

Diese sind beim Falcon030 in:
Farbe (RGB/TV) - 50 Hz Interlaced oder auch nicht
Farbe (VGA) - 61 Hz
ST-Hoch (VGA) - 61 Hz
SM124 (SM124) - 71 Hz

Er sollte einen V.-Frequenzbereich von 50 - 72 Hz haben, wobei ebenfalls
das Frequenzband wieder grï¿½ï¿½er sein darf, aber - wie bei der H.-Frequenz
- die beiden Frequenzen beinhalten muï¿½.

Reine VGA-Monitore sind zum Betrieb am ST/STE vï¿½llig ungeeignet!
(Ich kann Dir genug Monitore zeigen, die SThoch eben nicht machen, weil es
reine VGA-Monis sind. Also ist ein Blick in die Doku dringend angeraten, ob
der Typ 38KHz horizontal macht, denn auch 35.5KHz-Bï¿½chsen liefern z.T. sau-
mï¿½ï¿½ige oder gar keine Bilder, und die reinen 31.5KHz liefern ï¿½berhaupt kein
brauchbares Bild.

------------------------------cuthereplease------------------------------

>If so, what additional hardware/software would I need? Unfortunately, I

A cable-adaptor.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1931. Re: Zero-5 demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3o2qqv$8gj@news.iesd.auc.dk>
Source record: 166460

In article <3nlfbj$2dm@ionews.io.org>, diehl@r-node.io.org (Eric March) writes:
> : The game is great fun and plays for a long time.
>
> What machine does this game run on? It just bombs on my Mega ST4.
>
> --
> _____________________________ _____________________________
> _____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
> _________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
> _________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

It ONLY runs on STE (MSTE? TT?) and FALCON systems.

ZERO-5 is a STE-only game that has Falcon-Enhanced features.

Keep Cool and Flying...

ChainXOR...

1932. Kylie (Was: Re: C-Lab Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505011357.AA03361@ilmen.lanl.gov>
Source record: 166461

In a previous message, Spencer.Davies@mettav.exnet.com (Spencer Davies) wrote:

>Whats wrong with Kylie Minogue? Shes just so grrroooovvvyyyy!!! ;->

Aw, Fair Dinkum! Like, my mum is sooooo fat. She like get's her
bras from the Army Surplus. They used to be tents! Fair Dinkum!"

<visualize big wad of chewing gum being twirled around finger>

Heee, heee... so is Kylie and the Comedy Company still on TV?

-Hutch- @ Fair Dinkum Tech

1933. Re: Magic for Falco

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505011404.AA03367@ilmen.lanl.gov>
Source record: 166462

In a previous message, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

> Think about BETA or V2000 video's owners... Should they be happy?

Hmmmm... good analogy. But to answer your question, "Yes!" I think they should be happy. If they can do so with their superior, yet unstandard, technology, then fantastic. If not, they should dump it and follow the world leading VHS format. Sitting around grousing about how Sony Corp screwed up by not marketing Beta successfully isn't going to change the world situation and it's not likely to make them happier, either.

> Some people may say: "we can't help it - so let's just follow the
> others..". But enough people *can* make a difference. If we want to
> keep something alive - we can.
>
> If it's worth it.

That last part is the most important part of your statement, IMHO. You have to decide for yourself if your 'cause' (whatever that may be) is -worth- it and if you have the resources to make the changes you desire.

I don't think Atari computers will ever achieve the status they once had or the world dominating position I always hoped they would achieve.

But... that will NOT keep me from being happy (and enjoying my Atari). :)

-Hutch- @ Fair Dinkum Tech

1934. FS: TT030 etc.

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <3o2tb2$g3a@studioweb.com>
Source record: 166463

For Sale: TT030 with TTM194 MONITOR, 230 CONNER HD, 4meg ram blah blah.
All software and a box of chocolates included. $1599 (australian) O.N.O.

Phone (work) 61 3 419 3177
(mobile) 61 3 018 391756

Ask for ALON.......

--

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@connexus.apana.org.au

1935. Re: MagiC & Demon

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: awood@f030.demon.co.uk
Message-ID: <799341620snz@f030.demon.co.uk>
Source record: 166464

In article <799321749snz@ivecoft.demon.co.uk>
Rod@ivecoft.demon.co.uk "Rod" writes:

<Q> I'm trying to get Demon SW usable on my STe (runs under MagiC & Ease). I have
<Q> setup the various files as to what they should be (I think) and I'm having
<Q> the following errors. Everything has been installed on the E: drive of my
<Q> HD (lots of room) in a /NOS folder
<Q> 1) on starting DEMON.TOS dialog saying cant find nosmenu.tos err#-34
<Q> pressing enter carries on. Everything seems to run ok until I try...
<Q> 2) Option A from main menu (dial) I get cmd exit code -69 with 2 bombs.
<Q> the whole thing falls in a heap.
<Q> 3) Trying dial under TOS 1.62 I get a fundemental error and no bombs.
<Q> 4) As soon as I startup demon the mouse pointer gets lost (I have just
<Q> grabbed a mouse recovery prg from hensa so I should be able to sort it)
<Q> my setup is 1040 STe with 4M ram. 127M hd. 14000 USR modem. +other bits
<Q> which are irelevant to the problems.
<Q>
<Q> Got any suggestions?

Have you run the INSTALL program in NOS to make sure all the software knows
which drive it is using ?

Andy

--
Andrew Wood
awood@f030.demon.co.uk
53-54 CV37 6LN UK

1936. GFA Basic 4.x

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: Martin Pettersson <martinp@styx>
Message-ID: <Pine.LNX.3.91.950501171426.992B-100000@styx>
Source record: 166465

Does anyone know if GFA Basic 4.x is available and who's developing it?
Also I'd like to know where it can be bought or the adress to the author?

Regards: Martin Pettersson

1937. intel's tungsten filaments.

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1367dlittle@nest.demon.co.uk>
Source record: 166466

General! We have intercepted a coded Imperial message from the Van Der Knokke system!
GVDK> piece of junk ! It's a garbage collection of old standards and
GVDK> kludged systems put in a chrome plated box with a shiny warning
GVDK> label 'Intel inside'.... (they should place Intel behind bars
GVDK> just for the fact that they create processors which produce so
GVDK> much heat that you have to cool them down with fans, talking about
GVDK> waste of energy/power..)

Yup - I tried the 'biro pen top test' on my DX266, and guess what?

It melted - or would have if I left it another 3 seconds. Soggy plastic is enough to convince me thanks very much, although the blister backed it up quite well too.

The engineers at Motorola must be really upset with whats going on out there just now - especially as all their designs are based around highly efficient architectures, as opposed to the silicon lightbulbs we end up having to put up with...

:)

Doug.

--

1938. SToop

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3o169iqer1@perth.DIALix.oz.au>
Source record: 166467

G'Day, I keep reading about SToop, can someone please tell me where it's available from ? & is it shareware or commercial ????
Thanks in advance

--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

1939. Re: Minix Teradesk?

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: Adrian Bridgett <apb25@cam.ac.uk>
Message-ID: <3o18uq$ajs@lyra.csx.cam.ac.uk>
Source record: 166468

mbecroft@status.gen.nz (Mario Becroft) wrote:
>
> Adrian Bridgett (apb25@cam.ac.uk) wrote:
> : A while (6 weeks) ago someone said that they saw a version of
> : Teradesk that could use minix partitions (properly I presume
> : rather than the 8.3 mapping that minix.xfs can do for all programs).
> : Does anyone know where this version is?
>
> For a start, minixfs on my system does not do 8.3 maping for all
> programmes, unless you change the translation mode to make it do this.
> All my programmes seem to work fine without translation, even though they
> run in TOS Domain. What you are referring to is probably a
> version of Teradesk that runs in MiNT Domain, therefor not getting the
> 8.3 mapping. It will almost certainly still require minixfs to run. On the
> other hand, I recommend Gemini as being much better than Teradesk, and
> Gemini runs in MiNT domain anyway...
>
> Hope this is of some help
> -Mario Becroft (mbecroft@iconz.co.nz)
>
I like gemini, but teradesk is much easier on memory (150k vs 600k).
Point taken about the mapping - I just want to see all those nice
long filenames!

Adrian

1940. HAS STARDUST BEEN RELEASED YET IN ENGLAND?

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: amez1@monash.edu.au
Message-ID: <amez1.25.000A8F0C@monash.edu.au>
Source record: 166469

I have sent away for it and it is taking ages to arrive. Has it been released?

1941. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: komb1@r-node.io.org
Message-ID: <3o1c67$b1f@ionews.io.org>
Source record: 166470

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: Assuming you have created a file system on it then you need:

: mount -t <filesystemtype> /dev/sda2 /mnt

: ie if its a Minix FS then:

: mount -t minix /dev/sda2 /mnt

Thanks That works!

: and if its a TOS FS then

: mount -t msdos /dev/sda2 /mnt

: though of course a TOS FS is no good to run Linux from.

That's good to know. Didn't think it could access TOS dirs

: I'm a little bit further on - to the extent I have crated a partition laid
: out like a real Unix system and loaded all the Linux files onto it.

: Now the problem *I'm* having is that many commands give me:

: Unknown error -2

: and that mount gives:

: Unknown error -16
: or
: Unknown error -19

: unless I force Linux to mount the filesystems via the fstab file.

: The bottom line seems to be many commands (ie cp, touch, me etc) won't
: actually create new files. I have to use tricks like:

: cat > filename

: to create a file so that the commands can actually work with it. Its not
: file permisions as 'cat' works - as does GNU C and Elvis (vi).

: I'm using a v9PL5 kernel and the root and usr.bin archives from the TSX-11
: directory tree on the InfoMagic March CD no. 3.

: It all works fine with the RAM disk.

: Thanks

: :-)

: Roland.

: @CiX

Well, I got "mount" to work & "cp"ed all the files over, except for /dev
That just won't copy. I noticed the MAKEDEV file in there but it can't find
some external prgs (pids?) it needs to work.

Anyway when I try to boot into the hard drive it seens to lock up! No error
message at all. Gets to VFS: something (minix) then just sits there &
blinks the drive light all day. No fun! :-(

Hope you get past those errors!
--
-=-=-=

1942. PAK 030/Networking Help needed!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: acurtis@theshack.demon.co.uk
Message-ID: <acurtis-0105950256410001@theshack.demon.co.uk>
Source record: 166471

Hi There!

I am in need of help. It's as simple as that. Here's the problem:

I want to run a cartridge port network (Lantech101) using a PAK68030 fitted to an Atari STe 4Mb. The software I use at present is PowerNET. This is basically PowerDOS with a NETWork driver bolted on. This software completely fails to drive the network with the PAK system switched on. The driver loads but the network does not become active. Does anyone know of a fix for this? I believe the PAK board uses TOS 3.06, is this the problem? Does anyone out there know how to make the PAK run with TOS 2.06? I have heard that this may be possible. I am looking for compatibility, folks. If I can't get the network up and running by fair means or foul then the PAK is of no use to me. I have two Networked BBS's to keep running and I would like to use the extra speed advantage that the PAK provides.

I have heard of a program called Universal Network which is an alternative way of using this cartridge port networking hardware. If anyone has a second hand copy of the Universal Network Software that I could beg, steal, borrow or even buy I would be very anxious to hear from you.

Finally - and as a last resort - does anyone have an Adspeed ST 16Mhz upgrade? I already run one and it supports PowernET just fine as well as enabling use of high speed serial port mods as well. At 8Mhz with PowerNET loaded I cannot use a 28800 modem effectively, the processor is too tied up.

There must be someone out the who can help me in one way or another. Please email me as soon as you can. I can be reached at the following addresses:

<andyc@adlib.netkonect.co.uk> <acurtis@theshack.demon.co.uk>
<Andy.Curtis@adlib.centron.com>

Thank you in anticipation!

Cheeers,
Andy.

--
@@@

1943. Re: Magic for Falco

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3o1mer$2s2@sphinx.Gsu.EDU>
Source record: 166472

Hutch (hutch@ilmen.lanl.gov) wrote:

: Sit back, relax and just enjoy the hardware and software that you have now.
: If you later decide to change systems, for whatever reason, that's OK
: too. Life goes on as does technology. These are computers, not a religion.

Well said. It would be easy, if the real world just let people do what they want to - e.g. use computers they want to use.. But, unfortunately, the commercial world doesn't care much about minorities. Some people lose what they think is important for them - just because they don't appreciate the "right" things. Sometimes even the best things disappear, because some marketer does his/hers job better than the others.

Think about BETA or V2000 video's owners... Should they be happy? We have two choices: to let the world rule us, or to let us to rule the world. As long as the great majority just swallows what the commercial world throws them, we're not the rulers. We're just servants.

If we _really_ think rationally, it shouldn't be the business that rules us. As long as the best systems don't succeed, whether they are computers, stereos, or whatever - as long there is something wrong with the whole way things work. Some people may say: "we can't help it - so let's just follow the others..". But enough people *can* make a difference. If we want to keep something alive - we can.

If it's worth it.

TH

1944. Dave Small's e-mail address

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: h8ji013@stan.xx.swin.OZ.AU
Message-ID: <3o1hfs$ckm@lucy.swin.edu.au>
Source record: 166473

Hi.

Does anyone know Dave Small's e-mail address!?

Many Thanksm

Karl.

1945. Re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3o1no5$2s2@sphinx.Gsu.EDU>
Source record: 166474

Kim Andersen (kim@dksoft.ping.dk) wrote:
: In <345393151wnr@buchs.demon.co.uk> "Gavin I.Dandridge" wrote:

: >On the ST though we have a wonderfull platform that few people seem bothered
: >to support or develop. Perhaps our problem is the attitude of those who
: >don't seem to enjoy choice. As much as I would like to see choice on the PC
: >software & OS market. So I would like to see choice in the the range of
: >computers avaiable. By people abandoning the ST and moving over to the PC we
: >are moving towards and single computer market. How could this be good??

It's not good at all.. Our problem is this: the current commercial world
just doesn't treat "alternatives" well. Profits are everything, and
being an enthusiast means being a fool. Unfortunately, most of those
people who don't need Ataris (and other machines) around, haven't used
ones - and in their eyes, we really are fools. They can't understand
what this is all about. I can't blame them - but it's sad. We have a
whole generation of kids and elder people who can't understand the FUN of
using Amiga or Atari. For them, professional Windows-world, and the
mammoth applications, are what computing's all about. Serious business...
Very serious, sometimes.

: I'm not sure who your message was pointed at, but to make you, (and others)
: absolutly sure, i do the best i can to get software for our Atari platform.
: As you said yourself, a single computers market isn't good at all, and
: specially not when it's based on MS developements. I'm not sure too much
: software support is that bad at all, but i hate seeing everything beeing
: developed on the wrong, (wrong in my opinion) platform like the PC.

We must act together to survive. Otherwise there will be one alternative
less, pretty soon.. If enough people want TOS computers, they'll get those.
If not from Atari, then from somewhere else..

: >Let's do our best to work together for the computer industry as a whole and
: >not get caught up 'Mine's better than yours' arguments. They waste time,
: >reduce choice and cause hostilities. We are all computer users and the
: >end of the day are we not?

I like to think that way. It's just easier to think that way when you
belong to the majority; nothing threatens you. Far too often, it just
happens: you meet a PC/Mac owner, and try to discuss things as you were
equal. In a few minutes, you may see that you're _not_ equal. The other
side just laughs at you, or doesn't bother to talk at all.. Because
you're not to be taken seriously: you own a wrong computer. I believe,
we all know these attitudes - and how irritating that is. It's hard to
defend your choice every **** time you meet someone. I guess, this
creates a "ready to defend" -attitude. You expect trouble - and behave

therefore aggressively yourself.

This has happened here, too. I'm sorry for possibly insulting some of you here with my messages. It's not right. Defending your favourite computer shouldn't create aggressions. Computers are just computers, after all.

: We sure are. But we have to discuss our feelings once in a while, and
: perhaps some developers are out there listning and may get some good ideas.

I agree. Sometimes I just wish that more developers would write their opinions here.

: Greets
: Kim

Cheers,
TH

1946. SubStation

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3o1ngp$7ca@golem.wcc.govt.nz>
Source record: 166475

So, where can I FTP/WWW/Gopher the Substation demo from? :) I need some good mindless gratuitous violence to relieve the gratuitous boredom of the day. ;-)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

1947. Re: gemram/winx & MTOS

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3o1rsr$ed4@status.gen.nz>
Source record: 166476

Russell A Lunsford (ralunsfo@uncc.edu) wrote:
: Does anyone have any tips for getting Winx and Gemram to run under MTOS? I've
: got it running fine under plain TOS...

I have 2.2 Winx and it does not run under AES 4.0, sadly. The docs state
this. However. I don't know about the 2.3 version I saw on some FTP site,
you would have to download it and see.

-Mario Becroft (mbecroft@iconz.co.nz)

1948. Re: Adress from JV Enterprises

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3o1s3c$ed4@status.gen.nz>
Source record: 166477

Rene Bauer (Geburah@kether.snafu.de) wrote:

: Does any body know an email adress from JV Enterprises in USA, Nevada ?

I believe it is: v.valenti@genie.geis.com or gaghon@nevada.edu

-Mario Becroft (mbecroft@iconz.co.nz)

1949. Re: copying LARGE files on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3o1qo0$cej@sphinx.Gsu.EDU>
Source record: 166478

Angus P. Armstrong (az822@FreeNet.Carleton.CA) wrote:
: I can't seem to copy any files larger than 5 or 6 meg. Most of what I
: wish to do is to back up audio files created in Cubase Audio or Logic
: Audio onto another partition of the same
: SCSI device that the original resides. When the file becomes larger than
: 5 or 6 meg, I get the error message that
: the output device is not functioning properly, or that the source file is
: corrupted. the source file is not corrupted because it plays back with no
: apparant glitches.

I'm not entirely certain about this, but: it seems like DMC (Calamus developers) at least thought that there is a bug in TOS that affects copying very large files. There is a tiny fix-program available, too (sorry, I don't have my Falcon here - so I can't send you the fix..).

But another solution: get yourself KOBOLD - the lightning-fast file copying program from Germany! It's magic (not MagiC ;-) - really. Makes moving stuff from one place to another, as fast and easy as it can be!

Maybe some German reader could send this DMCFIX (or whatever it was) to you, or (even better) to our FTP-sites? If DMC allows it...

Greetings,
Tommi

1950. Re: magic for falco

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3o1q35$2s2@sphinx.Gsu.EDU>
Source record: 166479

Doug Little (dlittle@nest.demon.co.uk) wrote:
: General! We have intercepted a coded Imperial message from the Pekka
: Hietavuo system!

: TPH> houses have acted just like that when abandoning Atari- and Amiga
: TPH> platforms. They have taken the A&A programmers out of their 68000
: TPH> projects, and put them to make PC software instead in order to make
: TPH> more profit.

: This is exactly what happened - I was working at a software development
: house DURING this 'profit seeking' shift from the Amiga/ST onto the PC.
: They told us it was just an experiment to see how things went - but of
: course, it was more profitable to sell crap on the PC (since there were
: more of them) than it was to put some effort in and actually do something
: interesting on another platform. Needless to say, the PC became the norm -
: and you had to adapt to this or be ignored.

Yes, that's the way the real world works..

: When we formed BSS & started developing Apex for the Falcon, we got a lot
: of flak due to the fact that it didn't run on the ST or TT. We were told by
: many that it would not sell since it did not cover the entire range of
: machines and that there were not enough users to make it a profitable
: choice. Worst of all, the pressure was to drop it for the Falcon and
: develop it purely for the PC as it would sell more copies and in the
: process, become a more respectable product. What they were missing was that
: we intended to do a good job. Put some effort in, and write something WE
: would want to use when it was complete.

: It worked better than we expected.

I'm *VERY* happy to hear that =-) ! I guess, most Falcon-owners share
this feeling.

: So far, we have outsold all expectations on the Falcon - and although the
: market is quite small, the market SHARE is much higher than we initially
: expected. We have a large number of professional users dropping their PC's
: for Falcons loaded with Apex, both in the design and cable video markets.
: We have people using Falcons in conjunction with PC's armed with 3D Studio
: so they can work with truecolour animations which Animator PRO can't edit.
: Even the newest incarnation of Autodesk's baby looks like it's going to be
: hampered by the speed of the Windows and although it looks really good, our
: customers are concerned that a Pentium running Studio Animator in
: truecolour will not be as fast as a 16Mhz Falcon with Apex!. There are even
: a few who are using the Falcon in preference to the Silicon Graphics
: Indigo2 workstation simply because they find the Falcon is easier to use -

: even though it involves porting the images across and then back again
: afterwards!

That sounds really good! Just for curiosity: now, when Atari doesn't seem to care much about computers (at least, in public..), what plans do you have for Apex Media? Will you count on C-Lab Falcon (expensive, but apparently good), Barracuda 040 / Afterburner 040 -accelerators, Eagles or Medusas? Any plans for porting Apex Media to MagicMac?

What kind of systems do those Apex-professionals typically use? Do they use ordinary Falcons, or turbocharged versions?

How do you see Falcon's future, generally?

: TPH> but, above all, they must be able to satisfy all kinds of needs.
: TPH> Also minority needs. We'll get a very nasty world to live in, if
: TPH> money decides everything alone...

: Agreed. I would never consider completely ignoring a platform simply
: because I thought another one was better or faster, but the PC does cause
: me some irritation in this respect. It would make a fantastic competitor in
: a group of computer systems, but marketing and human behaviour has pretty
: much wiped out all but the Mac, leaving the PC to mould in a configuration
: not too far from it's original design.

I hope more people thought like you. It was rather sad to hear e.g. Dino Dini's comments about games for ST - and especially, Falcon.. =-(He didn't agree with you, it seemed. To put it mildly..

: When the Amiga and ST was commonplace, they were owned mostly by the
: younger members of our society. Lots of them played games, some of them
: mucked about with other stuff as well. A few got to grips with the machines
: and started writing programs of one sort or another, getting quite good at
: it - good enough to write software and games. At this time, programming was
: just that - you got out your programming language and created something. It
: was quite easy (if you knew what you were doing) and it was good fun in
: itself. These people became very capable at their trade and some went off
: into the world to do greater things.

: However, since the PC (and Windows/OS2 etc.) has come heavily into the
: fray, the process of development has become more difficult, less fun,
: prohibitively expensive and in some ways altogether frightening. Anybody
: who has used something like Borland 'C' (not bad by PC standards) or WatCom
: (different kettle of fish) will know what I mean. When I have to write
: something on my ST/Falcon/Amiga I think - excellent, something new to try
: out. If I have to do something on the PC, whether it be Pascal, 'C' or
: worse - 80x86 assembly - I think - sod it, not again...

: I wonder how this is affecting the arrival of creative new talent?

The commercial pressure is frightening. The competition is far too hard, I think. It doesn't encourage people to make better programs, but instead make bigger, fancier datamonsters (like Microsoft Word) - with

not enought time to debub them properly. Btw, what progr. languages do
you use on Falcon? Devpac 3/DSP? Lattice C ?

The computer world is just a photograph of the life most people live
today - especially in the U.S.A. Research has shown that most people
don't have nearly enough sparetime. They just work, work - and work.
Work through nights, weekends - and their best years. To be able to get
their kids to the right university - or just because a hard-working man
is a good man. There's little time for playing in this world. What you
do, must be profitable. In one way, or another. Is it such a wonder to
see that those same people want to bring their office PCs and Macs into
their homes ? And what do they do? Work. Of course. There's no time
for just "having fun with your computer" today... =-(Everybody's so
damn busy and serious today. I wonder, if there'll be going back to the
80's, when computing really was exciting - and fun.

: TPH> If "business" forces us to buy bullshit, it's time to say "no" !

: Yup. But it's hard for many people to see it this way. It's been too long
: now since the rot started.

Extremely hard, I've noticed! And it's not just the computers. How many
times I've cursed the inferior cassette decks, amplifiers, loudspeakers,
cameras, etc. of today! Sometimes it just seems like you can't purchase
a decent 3-head cassette deck, no matter how much money you put in it..
And why? Because most consumers just don't need real quality. So nobody
makes it. Neil Young was right in his latest album, singing about "Piece
of Crap" ! Everything seems to be plastic, piece of crap, today..
Rot, indeed.

: TPH> If I have to use a PC to get some job, I'll do it. But at home I
: TPH> will use whatever I _want to_ use. And that's Falcon. That's our
: TPH> own choice, whatever the business-brains try to decide =-) !

: And long may choice last, whatever it may be!

You just took the words right out of my mouth 8-) !!

And may thy software live well, and surprise the world !

: Doug L. @ Black Scorpion Software

TH (wondering: anyone selling Apex Media in Finland..?)

p.s - TIFF -import/export module for Apex ? ;-)

1951. Re: What TOS?

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FEBIFGAIUP@galaxy.teuto.de>
Source record: 166480

In <3nk3ss$s28@mailer.fsu.edu> Mickey Boyd wrote:

>> >with TOS 2.05/6. Some TOS upgrade boards allow you to switch between
>> >your old TOS and 2.06, which would fix this problem.
>> Is there a way to patch around this Micky? A lot of people have
>> 2.05/2.06 (me included of course) and it is a real pain to find those
>> dear old games don't work anymore not to speak of setting up a
>> switchable TOS!
>I know of no way to patch around this. I have been told that one can load

Neither do I. But installing a switchable TOS in a MegaSTE is as easy as
1-2-3.

One needs a pair of 2MBit eproms (27C2001) and a switch. Shoot both
TOS-versions into the eproms, connect A17 to the switch (which itself is
connected to +5V and GND), insert eproms and have fun :-)

I have done this with various eproms and it works great. And even better if
one uses TOSPATCH to install some patches into the image as well.

BTW, MagiC[2|3] can be put into eproms as well.

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1952. Re: FILE/ITEM Selectors..

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FEBIFGARUP@galaxy.teuto.de>
Source record: 166481

In <3nlc4n$9n7$1@perth.DIALix.oz.au> Peter Feszczur wrote:

>Hendrik Mylius (neptune@galaxy.teuto.de) wrote:
>: What should one expect from that one certain lad from down-under :)
>Hendrik, don't class this as a flame BUT.... Most think of 'down-under' as
>AUSTRALIA..... N.Z. can not be classed as Australia, if it was and I knew that

Ok, what should I put instead? Kiwi-land?

>a certain person (Roger Ramjet !!) lived in 'my' country, I'd emigrate....

ROTFL ;-)

Come to Germany, the wages here are much better anyway. At least one certain
Roger thinks so :)

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1953. Re: Case for peripherals?

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FEBIFGAVUP@galaxy.teuto.de>
Source record: 166482

In <457673424wnr@blkplnet.demon.co.uk> Black Planet wrote:

>> If not, what other options do I have to hold internal SCSI
>> devices? Thanks in advance!
>Well using a standard PC shouldn't cause any problems that I can think of, the only
>possible problem I can think of would be the power supply & its connections. I'd go

There are special SCSI-towers available. They come as 1, 2, 4, or even 7 bay
units.

I installed my SyQuest and CD-ROM in a 2 bay one. It comes with all the
required cables, 2 SCSI-centronics connectors in the back, neat device
selectors, PSU. There is were even some holes in it, to mount a couple of
RCA-connectors for the audio-out of the CD-ROM.

I used the second centronics-baby to plug in an external terminator. This is a
great way if you want to take the package to another machine. No internal
fiddling with the resistors required.

Hendr!K

--
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+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

1954. Re: AVI Problems

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: alexis@barcrest.demon.co.uk
Message-ID: <799354301snz@barcrest.demon.co.uk>
Source record: 166483

In article <RC39xF7.chrishinds@delphi.com>
chrishinds@delphi.com "I am the Owl" writes:

> STIRRE31@MAINE.MAINE.EDU> writes:
>
> I recently downloaded a couple of AVI files as well as an AVI player
> for the Falcon. However, I cannot get it to work. When loading
> an AVI I get a dialog which says, "Fehlerhafte Bildinformation!"
> I figure this is German. What does it mean? Also, has anyone gotten
> AVIs to play on their Falcons? Thanks for any help!
>
I think this may be a problem with the fact AVI files are mearly a shell
for windows to describe a file with A/V stuff in it. I belive the AVI file
contains info about with Code/Decode drive to use and the Falcon AVI player
only handles one or two types. I've had no success either :(

What version of the player have you got?

Whilst we're on MM stuff anyone know about any MPEG players which also
play the audio stream?

```
+-------------------------------------------------------------------------+
| Alexis Bennee is alexis@barcrest.demon.co.uk but we all knew that already..|
+----------------------All views are entirly my own -------------------------+
```

1955. For Sale:1040ST w/4MB and more

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: rhondaa@boi.hp.com
Message-ID: <D7wxJF.B56@boi.hp.com>
Source record: 166484

I have a 1040ST which has been upgraded to 4MB. It comes with
many extras including both a color and b&w monitor. I will
also include an ICD SCSI host adaptor in a box with a power
supply and cabling. All you need to do is get a SCSI drive
to be ready to go. I had a 40 MB then a 700 MB drive in the
system, but I've kept the mechanisms. I just wanted to point
out that the host adaptor performed well for me.

I will also include a 1200 baud Hayes Smartmodem.

I have many software titles, but they might be out of date. I
migrated to MSDOS a couple of years ago and didn't keep my software
revisions current. This computer gave me several years of
reliable service. (sniffle)

Anyway I will take $200 PLUS shipping (I will ship according
to your instructions) or make me an offer if you think that is
too much. I will sell it to the highest bidder.

Please email, I don't read this group.

--

Rhonda Wilson rhonda@hpdmd48.boi.hp.com

"And now I'm serving time for mistakes made by another, in another
lifetime."
{Emily Saliers}

1956. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3o3clr$dvl@newsbf02.news.aol.com>
Source record: 166485

AF>> One handy use of Pinhead is to make sure that the last program in
AF>> the auto folder and the first desk accessory are loaded without the
AF>> FL option. You do this by specifying those filenames in the
AF>> PINHEAD.DAT file.

> Why is that handy? Why would I want to do that?

Terry, under normal TOS (everything but MagiC), fast-loading the last auto-folder TSR and the first DA can result in memory violations. This is an old problem that goes back to the release of TOS 1.04 and was never fixed. Under MagiC, I have not seen a sign of this quirk.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1957. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0105951532570001@edwarda.interlog.com>
Source record: 166486

In article <01HPWVWCUJZ6AIDVCJ@SNYONEVA.CC.ONEONTA.EDU>,
FELDAK79@SNYONEVA.CC.ONEONTA.EDU wrote:

> I've found the reliability of Atari hardware to be better than most other
> computer hardware I've owned.

Wow! I cannot say I had the same experiences with my Atari for 5
years. I had all sorts of problems.

In addition, the cases were simply "cheap" looking, the keyboards were
horrid (except on the Mega ST's, which were superb) and you had all of
those cables sticking out the end. All in all, I considered it to be an
upscale C64, not a downscale Mac.

> ST's Video - it was indeed a form of local bus video.

Define "local bus".

> it video but that was because it used RAM from the system to store its video.
> However, unlike CGA equipped PC's, the ST was able to update the screen and
> the CPU at the same time. This combined with the ST's efficient screen ram

It didn't _really_ do this though, it used 68000 dead-bus time to jump
in and grab the video while the CPU was doing other things. The result is
that the video ran quite quickly all things considered, but the total
amount of bytes that could be moved about was very low. The outcome of
this design is that the video resolutions were linked to bit depth, you
could only get reasonable numbers of colours at low res.

The result was odd, great performance for the time (almost ten years ago
after all!) but the system was locked into "lower" graphical displays.
This is an example of short term gain making the long term possibilites of
the machine a lot less than they could have been, IMHO.

Yes yes, I know it has more and better modes now, but they are still
"hard wired" and unlike the Mac, an app written for 320x200 runs in
320x200 - the price you pay for direct access to the hardware.

> The 1985 Mac+ didn't even have color like the ST and due to its video
> arrangement was up to 20% slower than ST. Let's not forget the ST's mono
> mode gave 20% more screen space than the Mac's screen either... :)

That's not true either. The video was simply smaller, they both used
the same system for accessing the hardware (bus dead time).

What made the difference was that the Mac was always running the fully
indirect QuickDraw at times, whereas the Atari rarely ran GDOS. With GDOS
loaded, the Atari was NOTICABLY slower than a Mac.

The long term result of this is that the Mac video is totally disconnected from the hardware, games that were written in 1984 still run great on my Q800. In fact, they run a lot faster because the hardware underneath is so much faster. VRAM, changes to the OS, 24bit colour on a 16" screen... the programs don't know or care. And there it is again, a little short term pain for long term gain.

> ST's disk drives - they used DMA (i.e the WD1772 FDC worked with the DMA
> chip for reads/writes). As a result, the ST had the some of the fastest
> floppies at that time and for many years to come. Because they used MFM

Good point, accepted.

> technology and an MS-DOS compatible format, they were able to read many
> types of disks the Mac+ couldn't. The Mac+ also used variable speed
> floppy drives that resulted in slower floppy access.

Actually, speed was not the issue that I can remember. The reason for this was better density, 880k vs. 720k

> ST's Sound Chip - certainly not the best. It was in fact the same chip
> that was used in the Colecovison game system. The C-64's SID was
> better but the Yamaha/GI chip used in the ST had stereo capability, ad
> noise generator and was still better than the Mac+'s 4 voice tone

Again the software makes the difference. Even a Mac + has a complete stereo drivers, polyphonic abilities (16 easily) etc. What the Mac lacked in hardware was MORE than made up by the OS's API's, which are simply superb. Although the Mac Plus's sound generator was quite simple, as you note, the system could in fact make 16 channel sounds in the background in software, and then mix it down the the chip for playback.

> ST-s Hard Drives - for a long time, the ASCI HD interface in the ST delivered
> very good HD performance. It dusted many circa1985 HD equipped PC clones
> and destroyed the HD of the 1985 vintage Mac+...

The Mac + had stinky SCSI, agreed.

> ST's interface - compared to the Mac+ it was childish but the ST didn't
> lock developers into anyone standard way of doing things either.

Which meant that learning one program didn't help you learn another - the whole idea of a standard. TOG wrote a great story on this, about a car manufacturer that installed the driver's seat backwards because it made backing up a lot easier...

The point is that a GUI is NOT easier to use unless you all agree on standards. In fact, you don't even NEED a GUI if you have the standards. If F7 means "save" in every application, you don't have to go to the manual for every application. If you know Undo is the first item in every Edit menu, you don't have to look around for it.

In 5 years of owning an ST, I saw nothing even close. Even the Edit menus we're standardized! And what does Undo key do? In STWriter it's Paste! All this needs is someone to sit down and write out a guide. No

one at Atari did this.

> GEM was available for the PC and it was thought that many applications
> would be available...

True, but yet another example of the difference between what could have
been if they believed in the ST, and what really happened. Is it just me,
or do other people think they sold this thing like a toaster too?

> PC applications to be ported over very easily. All in all, GEM wasn't a
> bad hack in 1985 - considering it was written in C and put into a
> machine that cost over $1,000-$1,500 less than a comparable Mac+!!!! :)

All true, but no lasting power.

> Oh yeah, one last thing - the Mac was under development by Apple for many
> years - the ST wliterally designed from scratch in less than a year!

Actually, this is true for the Mac as well. It was a skunk-works
project to "beat" the LISA.

> It took 4 months for Atari to prototype 4 custom chips which made up the
> core of the ST. All in all, considering the times and the financial
> resources of Atari in 1985 this is pretty impressive.

I have no argument against this. Let me be a little more direct...

a) Atari's hardware was a superb achievement for it's time - minor
arguments here. It was an example of how much you can do if pressed.
b) Atari's GEM OS had potential, but it remained undeveloped.
c) Atari went back on it's promises (GEM in ROM for free)
d) No development information for a long time
e) No standards docs.

I think everyone will agree with this statement, that sums up how I feel:

I think the ST was a great starting point for a long development of
Atari machines. Instead, Atari seems to have spent more time trying to
cut costs per box and pushing them out the door as game machines than
investing in it's future or new concepts. The result was that a machine
that was great for it's day suddenly looked very old. While Atari was
dropping the ball on the "Abaq" and TT, Apple was actually shipping 030's,
then 040's, and finally the PPC machines. It shows to me an almost
staggering lack of direction, forethought or vision.

Maury

1958. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0105951537570001@edwarda.interlog.com>
Source record: 166487

In article <3nu1qa$nml@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

> Do you happen to remember, how ridiculously slow Mac was then (and is today,
> too - because of its slow OS..) ?

Oh how I do! Remember, I _bought_ an Atari back then!

> You must be joking, are you ?

No, GEM is a joke compared to the Mac. Even back then. Long filenames, automatic document/application linking, standardized interfaces, suberb QuickDraw etc. Although GEM did a lot of things the Mac OS did, it was not as "rich", a point that everyone willfully ignores in these threads.

> Bullshit (sorry)! Mac was known to have such non-standard ports, that
> one had a VERY tough time trying to use his PC-disk drives, printers, or
> almost anything with Mac... =-(Not mentioning the non-compatible disk
> format..

This is true, I'll admit to this.

> The conclusion: Mac had a very slow hard disk controller - but still
> faster than most PCs with MFM controllers.

The current Mac will DMA about 10meg/second into your machine. Will an ST?

> It's your opinion alone.

Well of course it is! Did I imply otherwise?

> Sorry, but you just won a prize of "the worst arguments of today" !
> Not worth writing in public (IMHO).

C'est la vie.

Maury

1959. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0105951538290001@edwarda.interlog.com>
Source record: 166488

In article <Pine.LNX.3.91.950427092335.17137D-100000@moose.erie.net>,
Dennis McGuire <mcguired@moose.erie.net> wrote:

> Funny the MindSet won a award, the Atari did NOT, so Please make comments

What the heck IS a MindSet? I have never heard of it.

Maury

1960. Re: HELP with ATARIWORKS

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3o3did$e5i@newsbf02.news.aol.com>
Source record: 166489

> upon boot up, works informs me that i will not be able to print
> because it cannot find my graphics fonts. i have a crap load of gdos
> and speedo fonts installed. how do i make this work?

Do you have NVDI 3? It works so much better than Speedo GDOS (if that is what you have) .... And your fonts-not-found problem will go away.

Word Up was not stable at any time. I used it a lot many, many years back. Atari Works and Papyrus are both stable and excellent in what they do. Word Up will not use scalable fonts anyway.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1961. Re: Geneva vs. MagiC

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3o3dif$e5m@newsbf02.news.aol.com>
Source record: 166490

> Well, Geneva is not Mint compatible now, but I know Dan Wilga said the next
> version definitely will be.

The MiNT-compatible version of Geneva is being beta-tested now.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1962. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0105951540070001@edwarda.interlog.com>
Source record: 166491

In article <3o16pg$sms@ixnews2.ix.netcom.com>, phil10@ix.netcom.com (Phil Carasso) wrote:

> The 800 and the 520ST were two of the best computer products ever
> designed.

Yes!

> Unfortunately Atari never really improved on the
> capabilities of these two machines until it was too late - XL's, XE's,
> 1040's, and Mega's were basically retreads.

Yes, this is EXACTLY my point! Good, it's not just me!

Maury

1963. Re: MagiC and ICD HD software

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3o3dm7$e70@newsbf02.news.aol.com>
Source record: 166492

> After replacing ICD pro with AHDI everything worked fine together
(Magic,
> Ease, NVDI 3.0) and I had never any problem again.

Thanks, Thomas. The MagiC/NVDI/Ease/AHDI combination has been very stable
here.

Al Fasoldt, Systems Editor, Syracuse Newspapers

1964. Atari Cases?

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: pgl@draco.bison.mb.ca
Message-ID: <3o316d$a82@draco.bison.mb.ca>
Source record: 166493

This may sound rather odd, but I'm wondering if any place sells 1040 cases? Surely you must be able to buy them as spare parts?

1965. digital audio, HELP me please!

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: markw@southwind.net
Message-ID: <3o3g6t$arc@onyx.southwind.net>
Source record: 166494

I'm new to the world of Atari. I would appreciate any information on digital audio recording software/hardware for atari computers. I'm trying to keep my options open for deciding on which computer platform to use for this task. I will be using an Amiga for sequencing, and am currently undecided on what to use for digital audio.

thanks!

1966. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: gjw@netcom.com
Message-ID: <gjwD7x6sq.Fvv@netcom.com>
Source record: 166495

In article <3o1c67$b1f@ionews.io.org>,
Lance F. Squire <komb1@r-node.io.org> wrote:
>Roland Givan (rgivan@cix.compulink.co.uk) wrote:
>
>: The bottom line seems to be many commands (ie cp, touch, me etc) won't
>: actually create new files. I have to use tricks like:
>
>: cat > filename
>
>: to create a file so that the commands can actually work with it. Its not
>: file permisions as 'cat' works - as does GNU C and Elvis (vi).
>
>: I'm using a v9PL5 kernel and the root and usr.bin archives from the TSX-11
>: directory tree on the InfoMagic March CD no. 3.
>
>: It all works fine with the RAM disk.

According to the "announce-0.08" file, the way that values are returned
from system calls was changed, and breaks the 4.5.19 (and prior) shared
library, and all existing statically-linked programs created on prior
releases.

If the versions on the CDROM predate the 0.08 kernel, they will have
this problem.

>Well, I got "mount" to work & "cp"ed all the files over, except for /dev
>That just won't copy. I noticed the MAKEDEV file in there but it can't find
>some external prgs (pids?) it needs to work.

You can't use "cp" to copy device nodes, they must be created with
"mknod" (which is invoked by the MAKEDEV script). Some
versions of "tar" know how to copy device nodes, though.

>Anyway when I try to boot into the hard drive it seens to lock up! No error
>message at all. Gets to VFS: something (minix) then just sits there &
>blinks the drive light all day. No fun! :-(

I'm trying to bring up Linux 0.9pl5 on my TT and so far have not been
having much luck. I hope you gentlemen can help.

I have a TT with 4 megs TT RAM and 4 megs system RAM. I have an internal
SCSI hard drive, and (currently) an ACSI hard drive and a streaming tape.
I'm planning on moving the ACSI drive over to SCSI as soon as I can get
a cable.

I can bring up the 0.9pl4 kernel and ramdisk. However, the 0.9pl5 kernel
does not come up at all; after the "Booting Linux..." message prints, the

machine just hangs with no messages at all. I've tried both the 0.4 and 0.5 revisions of the bootstrap, with the same results. By the way, the 0.5 version bootstrap boots the 0.9pl4 kernel just fine too. I downloaded the 0.9pl5 kernel a second time to make sure it hadn't been corrupted, and got the same results as before: nothing.

Also, with 0.9pl4 kernel, if I use the ICD software to run my hard drives, then Linux reports a SCSI timeout on the internal drive, prints a message about resetting the SCSI bus, and then hangs. When I use AHDI 4.06, Linux successfully reads the partition information from the internal drive, but does not find the ACSI disk drive or tape (reports "0 ACSI devices"). When I used ICD's software with the internal drive bypassed, Linux read the internal partition information, saw the ACSI drive, but reported that the sense information seemed invalid, and then ignored it.

What I'm wondering is, since you've got the 0.9pl5 kernel to at least come up, how your configuration is different from mine, and what I might try to get it to work.

Thanks for any suggestions you might have,

-Greg

1967. Re: A most obvious FAQ, and some other Q's

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <1995May1.182909.11388@atlas.tntech.edu>
Source record: 166496

In article <950428Z015056.128barheath@heathen.demon.co.uk>, barheath@heathen.demon.co.uk (Barry Heath) writes:
> I'm happy to be corrected if I'm wrong, as my memory of the old days is a
> little hazy, but I'm sure the SF314 was the 360k single sided drive.
> I've just "archived" all my reall yold ST User mags into the attic, so
> checking is a little difficult ATM :-)
>
> Any historical Atarians confirm or deny??

Nope, the 354 was the SS drive. The 314 is the DS drive. I've still got one of those "historical" Atari's as my everyday computer. 520STM with a XTRA-Ram 2.5 Meg upgrade, a SF314 and an SF354 with a double-sided mech from a 1040STF that's not working right now (bad power supply), a MegaFile 30, and an SC1224 monitor. I also have a LineLink 144e modem and a Panasonic KXP-1091i 9-pin printer thrown in for good measure and getting ready to add a Star heat transfer color printer to the mix for better output with AtariWorks and SpeedoGDOS for those lab reports for school. <g>

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

1968. PD Drum Machine

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: jed-x@ada.csm.uwe.ac.uk
Message-ID: <1995May1.100133.27701@pat.uwe.ac.uk>
Source record: 166497

Do you know of a PD drum machine/sampler for the atari ST?
Please email mail me if you do.
Thanks

Julia
--

The only way to hold onto something is with an open hand
julia@uwe.ac.uk

1969. Re: emulator for the mac?

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3o2ak8$kss@dux.dundee.ac.uk>
Source record: 166498

Whats this No-DESK think like then?

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1970. Legend Of Faerghail (anyone finished?)

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: zap@eskimo.com
Message-ID: <D7xBMG.37u@eskimo.com>
Source record: 166499

I am looking for saved characters(10+ Lvl) and saved games. Has anyone solved all the puzzles and/or mapped all the different locations?
Do the altars have any specific purpose? Can I use some item on the altar to gain special access. The slave temple has an unusual altar. What is it's purpose? I would appreciate some dialogue on this game as I have been playing it for some time now. It is better than Dungeon Master but no one seems to have heard of it. Thanks to any that reply via e-mail or here.
--
Randall Dale Spreadborough <zap@eskimo.com>
PGP v2.6.2 Public Key Available by Request

1971. MindSet and Other Computers...

Newsgroup: comp.sys.atari.st
Date: 1995-05-01 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3o2bku$hia@golem.wcc.govt.nz>
Source record: 166500

Well from memory there were some 3 computers that had better features
than the Atari ST, at that time...

MindSet was developed by Atari people, use a Intel chip and had graphic
proccers, was on the front page of a Byte Magazine, 1986..??...

Amiga also developed by Atari people, had better sound(Atari stuffed up there
new AMIE? sound chip) and better graphics and could multitask from day one...

Lysa/Mac was also out at the time...

Atari ST was at a low low price and that was the only thing going for it,
and came out with a single sided drive and TOS loaded from disk...

Yes I do read mags and books and no I am not a Atari bigot and don't suffer from
tunnel vision....

Lighten up lads and find out what is in this real world....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

1972. Re: Upgrading 1040ST ram - how?

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: stinformer@chatlink.com
Message-ID: <3o6cot$u1l@chatlink.com>
Source record: 166301

Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
: How hard/easy is it to upgrade the memory in my 1040ST? It's TOS 1.02,

: I'll probably buy another computer near the end of the year (or sooner if

: Pref. please don't suggest places to buy anything, as I don't want to have
: to send overseas for stuff. I just want to be able to plug something in,
: or remove chips and replace with 4Meg ones or something.
: Richard =8-]

: PS. Please no suggestions about upgrading my TOS, as I don't want to spend
: money particularly - just enough for RAM =8-]

Maybe I can show you how to turn a sows ear into a purse. You are going
to need to spend money to do what you want. Since New Zealand has no
dealers, you will have to send away for what you want. The procedure
should be easy to accomplish, with a little how-to advice. I would
contact someone like toad@charm.net and get their best advice. The new
Simms upgrade system can be done for about $150 US$. Drop them a line.

Regards,
Rod MacDonald "Keep On Keepin' On"
ST Informer Magazine - A&D Software
GEnie: ST-INFORMER CIS: 75300,2514
Internet: stinformer@chatlink.com

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: (_)(_) (_)
: Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
: If you are sending a large file - please e-mail me for confirmation first
--
Rod MacDonald at ST Informer Magazine and A&D Software
Internet: stinformer@chatlink.com GEnie: ST-INFORMER CIS: 75300,2514
Orders 800-800-2563, Support (503)476-0071 Fax (503) 479-1825

1973. Re: The MindSet PC

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HQ1DFT7LHU8WW0FJ@SNYONEVA.CC.ONEONTA.EDU>
Source record: 166302

The MindSet was in fact an MS-DOS compatible machine that came out back in the mid-80's - 1984 I think. For its day it had incredible built-in graphics capabilities - 640x400x256 - I mean, real high end stuff considering that most PC's still had CGA boards. The Mindset also had built-in gfx support hardware to give it fast graphics and other capabilities.

If I remember correctly, it didn't succeed because it was expensive relative to other PCs and it wasn't fully PC compatible - ie. it failed to run certain "business" apps that were acid tests for PC compatibility.

I don't know much about the system besides that although I'm sure that it was related in some way to the Amiga-Loriane prototyle shown in the 1984 Winter CES. Essentially, the machine was nice and way ahead of its time but seeing as there was no graphic art market niche back then, it didn't matter...

Ari

MTV = Mind control Television

1974. Re: A most obvious FAQ, and some other Q's

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: stinformer@chatlink.com
Message-ID: <3o6ddr$vsl@chatlink.com>
Source record: 166303

Galen Tatsuo Komatsu (gkomatsu@uhunix3.uhcc.Hawaii.Edu) wrote:

: This afternoon I found a 520ST in a thrift shop (included
: mouse, SF314 drive, some mystery-unknown name 5.25" drive, and

: What kind of drive is the SF314? DD? HD?
This is a single sided 360k disk drive. You will need to keep that in mind when you buy software for the computer. Since you are on-line now, I presume you could download some stuff from internet. Try some public domain games, etc. You have 512k RAM machine, unless it has been internally upgraded. You will find lots of fans, and suggestive help here in this group.

Regards,
Rod MacDonald "Keep On Keepin' On"
ST Informer Magazine - A&D Software
GEnie: ST-INFORMER CIS: 75300,2514
Internet: stinformer@chatlink.com

--
Rod MacDonald at ST Informer Magazine and A&D Software
Internet: stinformer@chatlink.com GEnie: ST-INFORMER CIS: 75300,2514
Orders 800-800-2563, Support (503)476-0071 Fax (503) 479-1825

1975. Re: "Winsock" equivelant for ST?

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: Conan Ford <ford@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.90.950502163135.74315A-100000@srv1.freenet.calgary.ab.ca>
Source record: 166304

On 2 May 1995, Hallvard Tangeraas wrote:

> Is there a program available as the equivelant of "Winsocket" for the Peecees
> running Windozzzzzzze... available for the ST?
> Wouldn't a program like this let me emulate a SLIP/PPP connection and run
> say, "Netscape" or "Mosaic" via UNIX which my host server (hopefully) has
> installed?.. Or am I getting this all wrong?

You'll also need a program like X11 to use your ST as a X terminal. This
needs MiNT anyways, so you might as well install MiNTNet for the
PPP/SLIP, and X11 for remote Mosaic running.

1976. TOS upgrade

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: keiths@pavilion.co.uk
Message-ID: <3o6eh3$cd4@fitzherbert.pavilion.co.uk>
Source record: 166305

Just a thought. At the moment I am loading my existing TOS 1.4 (1.62)
into RAM as I run WINX. Would it be possible to load TOS 2.06 in the
same way instead of my existing one?

Keith
100:1011/12.0
2:254/108.12

1977. Re: Available Support...

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: stinformer@chatlink.com
Message-ID: <3o6e6e$1u6@chatlink.com>
Source record: 166306

FELDAK79@SNYONEVA.CC.ONEONTA.EDU wrote:

: Others here have pointed out that there's no shortage of friendly and
: informative user support on the internet and in user groups and with this
: I agree.

: The situation doesn't bode well for novices who need their hands held
: regarding fixing system problems and finding/running certain software.

: I remember a time when there were half-a-dozen glossy ST mags and several
: large ST dealers in my area. Now there are neither...

NEITHER is a rather encompassing word. We have published since 1984 and currently are putting together issue 92 covering the goings on with NEW programs and NEW hardware being developed to meet the needs of a hungry alternative computer platform like Atari

Don't pound the nails into the casket just yet, there is a whole lot of second generation computer enthusiasts coming into their own, who read our magazine, get some tips, call for suggestions, and continue to enjoy their new "Alternative Computer Platform" computer. When the slickness of a good running system gets appreciated, you get an "Enthusiast" or as some say "Cult Computer User". New users should call us for help and advice. We don't mind as long as you call our support line (503) 476-0071.

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Internet: stinformer@chatlink.com

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Rod MacDonald at ST Informer Magazine and A&D Software
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Orders 800-800-2563, Support (503)476-0071 Fax (503) 479-1825

1978. Re: High Speed Modem on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3o6f74$g1c@blackice.winternet.com>
Source record: 166307

> jmercay@dinews.epfl.ch (Julien Mercay) writes:
> Hello,
>
> A friend of mine want to buy a modem for his falcon. An V34 (28.8Kbps)
> would be great. But can the Falcom handle this speed? As I know, the machine
> has only a 16440 UART :-(And we can't replace it with a newer UART 16550 ...
>
> Had anyone tested these modems on a Falcon ? Which was the avergage CPS, and
> what software to use? (BTW, GEW is limited to 19.2Kbps :-(
>
>
> Thank in advance,
> jm

I run a USRobotics, 28.8, V.34 on a FALCON all the time without any problems. Mostly 28.8 connects, locally and 26.4 and 24K long distance. STalker 3 is my software and if I remember, I had to change the port in the setup so it would accept the higher speed. That is the Software's problem, not the FALCON's.

Rich Mier

1979. Re: I wanna new group!

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: steve-j@teleport.com
Message-ID: <3o52fs$97c@linda.teleport.com>
Source record: 166308

In article <FD5QCEBDUP@galaxy.teuto.de>,
Hendrik Mylius <neptune@galaxy.teuto.de> wrote:

>>Y'know, I wish there was a seperate group for Atari games only. It's a real pain
>>for us game freaks having to look through lots of techy articles.

>I second this motion, I am not interested in reading all this games relate
>stuff.
>
>Perhaps
>
>*rec.games.video.atari*
>
>would be the right place to look.

Unfortunately, rec.games.video.atari is primarily game system
discussions and someone looking for Atari ST/TT/Falcon game info
only would have to wade through hundreds of Jaguar/Lynx-related
posts. Personally, I think it might be nice to have
comp.sys.atari.st branch into a few more subcategories.

1980. Re: copying LARGE files on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: steve-j@teleport.com
Message-ID: <3o52p8$9bh@linda.teleport.com>
Source record: 166309

>Angus P. Armstrong (az822@FreeNet.Carleton.CA) wrote:

>: I can't seem to copy any files larger than 5 or 6 meg. Most of what I
>: wish to do is to back up audio files created in Cubase Audio or Logic
>: Audio onto another partition of the same
>: SCSI device that the original resides. When the file becomes larger than
>: 5 or 6 meg, I get the error message that
>: the output device is not functioning properly, or that the source file is
>: corrupted. the source file is not corrupted because it plays back with no
>: apparant glitches.

Which version of TOS do you have? I have a Falcon030 w/ TOS 4.04 and
don't have any problems at all copying 20-30MB+ digital audio files --
even copying them onto the same drive/partitition/folder. I've never
heard of any other problems like this.

1981. Re: [Q] LaTeX2e?

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: ludewig@PROBLEM_WITH_INEWS_DOMAIN_FILE
Message-ID: <3o5597$daq@rzsun02.rrz.uni-hamburg.de>
Source record: 166310

Andreas DIETZ (dietz@lirmm.fr) wrote:
: Hello!

: Does anybody know if LaTeX2e is distributed for the Atari ST?
: If so, with which TeX-package (Lindner, Strunk, other)?
: Where can I get it?

: Thanks in advance

: Andreas
Hello Andreas,

Latex2e will run with any TeX-package for the atari, since it is only a
macro package, just as the old Latex (now Latex2.09) was.
You can get Latex2e from "ftp.dante.de" in "/pub/tex/macros/latex/base".

Greetings,
Thomas
--
_____ Thomas Ludewig, Hamburg, Germany
_ _ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
_ _ e-mail: ludewig@tu-harburg.d400.de
_ ____ Maus (<16kB): Thomas Ludewig @ HH

1982. Re: WHAT IS MAGICMAC ??

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: sacha@aslan.en.open.de
Message-ID: <02051995150526187978@aslan.en.open.de>
Source record: 166311

sanskrit@techunix.technion.ac.il wrote:
>
> Basically the question is What is Magic Mac ? I have NO clue

MagiCMac is a MagiC compatible operation system for the Apple Mac.
MagiC is a TOS compatible OS for the Atari ST/TT :-)
So, MagiCMac is a Atari compatible OS for the Mac. Many GEM-based
applications can be used with a 68030 or 68040 Mac. It's great.

So long, Sacha

--
Sacha Moufarrege - sacha@aslan.en.open.de / SACHA@ASLAN{.seven.sub.org}
Deutschland ohne Auslaender ist wie ein Klavier ohne schwarze Tasten!

1983. Re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: gerrymon@Glue.umd.edu
Message-ID: <3o65ti$nvf@pepsi.eng.umd.edu>
Source record: 166312

In article <3o5fj7mmk1@mhade.production.compuserve.com>,
BobR <76702.1466@CompuServe.COM> wrote:
>> On the ST though we have a wonderfull platform that few people seem
>> bothered to support or develop. Perhaps our problem is the attitude of
>> those who don't seem to enjoy choice.
>
>No.
>
>The problem is the company which used to make the computers.
>
>There's nothing all of us can do if they refuse to succeed.
>
>BobR

Bob,

I'm not sure if I would place all the blame on Atari. How many companies have sucessfully marketed a non-PC compatible computer? Commodore failed. Coleco failed. Texas Instruments failed. Digital failed. MSX failed. Only Apple has had some sucess and I personally feel they may be headed in the same direction as all the other companies (I hope I'm wrong on this).

The PC standard is just too strong....

--Gerry

1984. Re: New HTML Reader Available (!)

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: aclauss@rbg.informatik.th-darmstadt.de
Message-ID: <3o5clb$aq7@rs18.hrz.th-darmstadt.de>
Source record: 166313

In article <3nt8u8$8je@mercury.dur.ac.uk>, M J Maisey <M.J.Maisey@durham.ac.uk> writes:
>
> It's quite nice, although it can be rather slow. The only really annoying
> thing is that it assumes ASCII files are of the DOS CRLF type - which is
> annoying for me because the files on my Unix-based home page are of the
> unix type (surprise!). It means I have to go through and convert them
> before taking them across to my account and vice versa.

Ooops. There shouldn't be any problem with Unix linefeeds.
Do you mean 'normal' ASCII files or HTML files?

Alexander
--
email: aclauss@rbg.informatik.th-darmstadt.de

1985. Re: Problems with TeX HELP!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: i0080108@ws.rz.tu-bs.de
Message-ID: <3o61ks$jdh@ra.ibr.cs.tu-bs.de>
Source record: 166314

Sander Stoks (sanders@sci.kun.nl) wrote:
: In <D7p58q.BIA.0.-s@cs.vu.nl> fvkampen@cs.vu.nl (Kampen van F) writes:

: >Hello,

: >I am trying to use TeX with my MiNT/X11 setup but I have the following
: >problem: The CTEX prgram (Gem) takes care ofthe %format line at the beginning
: >of the TeX file. In MiNT however I just type tex file.tex at the command line.
: >It refuses to do anything with LaTeX!! How do I get TeX to use the LaTeX
: >package?

: tex &lplain file
: ^^^^^^ After the ampersand you specify what format file TeX
: should use. Of course, you make an alias for that.

Remember that you are on a UN*X-system where the & is a special
charcter!

tex '&latex' file
will do the job. (If you are using the new LaTeX2e, Remember:
You will need a Big-TeX to do that.)

(I have a file called latex:
#! /bin/sh
tex &latex $1
which does the work for me (to old to remember about the &))

--
Axel Kielhorn

The blue wizard

i0080108@ws.rz.tu-bs.de

1986. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995May2.090355.279@genrad.co.uk>
Source record: 166315

In article <D7px2D.MBu@cix.compulink.co.uk>,
rgivan@cix.compulink.co.uk ("Roland Givan") writes:

> > Paul Hills (hillsp@genrad.co.uk) wrote:
> >
> > : > I just got a 68882 FPU (math coprocessor) put in my Mega STE.
> > : > Now what? What software is out there that makes use ofthis

I didn't write that, I quoted it. I haven't got an STE.

Paul

1987. Re: The Youngest Day on your computer?

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995May2.101226.280@genrad.co.uk>
Source record: 166316

In article <tonmaas-2904950744380001@stat13-153.xs4all.nl>,
tonmaas@xs4all.nl (Ton Maas) writes:

] What is the last possible date your computer / operating system allows? It
] just occurred to me that the Mac clock's options expire on December 31st
] 2019 (at which point we're supposed to switch from linear time to cyclic
] time, because the next date will be January 1st 1920). Is this just another
] case of randomly planned obsolescence?

If you're still using a 1995 computer in 2020, you will be in a
museum. Can you imagine using a 1970s computer today? My first computing
experience was writing BASIC programs on coding sheets to be sent to county
hall to be run. The printout sent back the following week would tell you all
your syntax errors (it encouraged good coding!). That was 1978, and it was
probably quite advanced at the time!

Paul

1988. Re: Help with PowerUP 2 installation!

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: sdelaney@steil.demon.co.uk
Message-ID: <799441734snz@steil.demon.co.uk>
Source record: 166317

There are two 6850's in the Falcon (in the ST too). When I fitted my PowerUp I had the same problem with the software (TOS or CPX versions) having no effect on the hardware. The instructions suggested connecting to the 6850 on the right hand side of the motherboard but the software addressed the 6850 on the left hand side! The wire (can't remember which one it is now) must be connected to the same leg on the 6850 which sits at the opposite side of the board to that suggested by the instructions. If in doubt, talk to Tony at the Windsor office or email ssolutions@cix.compulink.co.uk.

Regards
Steve Delaney

--

==
| Steve Delaney | Floppyshop and |
| sdelaney@steil.demon.co.uk | Atari World Magazine |
==

1989. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FECXAIXEUP@dksoft.ping.dk>
Source record: 166318

In <3o4sq6$tr@lister-05.cs.strath.ac.uk> Brian A Baird CS92 wrote:

>And no, advance orders won't spurr them on. In the UK, System solutions _refuse_
>to sell the latest version until it's Falcon compatible. And good on 'em.
>

Music to my ear 8) It seems like i'm not the only stupid person here then.
On the other hand, i'm not sure not selling the other version would do
any good. But thats just how i can compromise.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

1990. Re: High Speed Modem on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FECXAIXHUP@dksoft.ping.dk>
Source record: 166319

In <3o4jii$cis@disunms.epfl.ch> Julien Mercay wrote:

>Hello,
>
>A friend of mine want to buy a modem for his falcon. An V34 (28.8Kbps)
>would be great. But can the Falcom handle this speed? As I know, the machine
>has only a 16440 UART :-(And we can't replace it with a newer UART 16550 ...
>
>Had anyone tested these modems on a Falcon ? Which was the avergage CPS, and
>what software to use? (BTW, GEW is limited to 19.2Kbps :-(
>

No problems at all. I tested a Hayes 28k8 no long ago. And since the serial
port on the Falcon can handle 115.000 DTE baud, it suits a V34 modem
just fine. I manage to get very fine CPS rates such as 11490 transfering
straight ascii files between two Hayes 28k8 modem were both machines was
running 115000 DTE baud. Compressed files, (such as .ZIp and .LZH) i got
just around 3200 cps.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

1991. Re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FECXAIXKUP@dksoft.ping.dk>
Source record: 166320

In <3o1no5$2s2@sphinx.Gsu.EDU> Tommi Pekka Hietavuo wrote:

>We must act together to survive. Otherwise there will be one alternative
>less, pretty soon.. If enough people want TOS computers, they'll get those.
>If not from Atari, then from somewhere else..

Thats the main problem right now, as we can't even agree, (well some of us
can't). How can we expect the developers to know what to do when the users
don't agree. On the other hand, it doesn't hurt telling wishes.

>: We sure are. But we have to discuss our feelings once in a while, and
>: perhaps some developers are out there listning and may get some good ideas.
>
>I agree. Sometimes I just wish that more developers would write their
>opinions here.
>

I'm not sure if they're in this newsgroup at all. If they are, it's time
they start saying something.

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

1992. Re: A most obvious FAQ, and some other Q's

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: cherborth@semprini.waterloo-rdp.on.ca
Message-ID: <H.eg._cPEGCUs1_Y@semprini.waterloo-rdp.on.ca>
Source record: 166321

In <D7rrIn.EuL@cix.compulink.co.uk>, "Roland Givan" writes:
> > Any historical Atarians confirm or deny??
>
>I *am* an historical Atarian! Bought my STM+SF354 in 1986! :-)

Me too. I bought my 1040STf in Feb. '86, and it's still my only computer (ouch!). Of course, it's now got 4M of RAM and a 1.44M disk drive with an interface card, but that's it.

Every day, I'm amazed that this thing still works. It still has the original power supply, too.

--
------------------==------------------
||| Jaguar 64-bit cherborth@semprini.waterloo-rdp.on.ca
/ | \ DO THE MATH Chris Herborth
Backwards-compatibility is crippling the computer industry in the 90's.

1993. b'lox!

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fa619ae_Tom.Thomason@fpc.ct.se>
Source record: 166322

To: dbrewood@nest.demon.co.uk

On 26 Apr 95, Daron Brewood shot this through the ether to All ...

DB> Basically it's horses for courses, you've now a confirmed PC type guy,
DB> and I'm willing to live on the edge with my Falcon. You are happy that
DB> way, so am I. Therefore why not leave off slagging off Atarians and go
DB> join some PC newsgroups.
DB>
DB> It seems to me that you just stay around in this group to spout off
DB> and annoy people.

Well said, Daron!!

Cheers,
Tom

(UUCP Dialup connection)

1994. Re: Falcon Owners List

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fa61b0f_Tom.Thomason@fpc.ct.se>
Source record: 166323

To: rmccall@mcs.dundee.ac.uk

On 24 Apr 95, Rod McCall shot this through the ether to All ...

RM> If this origanisation would like to publish its list on the net
RM> then I'm sure a lot of people would be very grateful. :) I know
RM> I would.

There seems to be some UK data legislation which prevents them from publishing their membership list. The simplest way to obtain it would be to become a member. Write a mail to either Colin Fisher-McAllum or to Kevin Beardsworth. They're the founders of the FFF. Membership is free!

ATB,
Tom

(UUCP Dialup connection)

1995. Recovering data from floppy on ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fa61cac_Tom.Thomason@fpc.ct.se>
Source record: 166324

To: RTEPHILZ@MUSIC.CC.UGA.EDU

From: tom_thomason@fpc.ct.se

On 27 Apr 95, Philip Fitzpatrick shot this through the ether to All ...

PF> A friend of mine is in a bind and I hope someone can help. She accident-
PF> ally threw away some documents which were on a floppy disk. She has an
PF> Atari 520 ST with no hard drive. Is there a data recovery program out
PF> there which she could use to get the doc's back. Thanks.

She could try using KnifeST version 1.03. It includes an UNDELETE.TTP
whichshould be able to recover the files unless she's subsequently written
something to the diskette. If she has, the chances of recovering the files are
very slim. Diamond Edge has the same type of utility and is a bit more modern.
Wish her luck from me!

PF> Philip Fitzpatrick
PF> Grady College of Journalism
PF> University of Georgia

My, my, my! My Dad's Alma Mater. Jounalism sometime in the middle of the
1940's. How are things in the Peach State. Let's see, UGA, that's either Rome
or Athens IIRC.

BFN,
Tom

(UUCP Dialup connection)

1996. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fa627c5_Tom.Thomason@fpc.ct.se>
Source record: 166325

To: seimet@rhrk.uni-kl.de

From: tom_thomason@fpc.ct.se

On 24 Apr 95, Uwe Seimet shot this through the ether to Tom Thomason...

US> This is nonsense because you cannot use the DSP to make the operating
US> system faster. The DSP is limited in its range of applications to
US> funtions that profit from special features of a DSP directly. TOS or GEM
US> or MagiC are no such applications.

My information on this particular point is second-hand but from a source that I would, generally, accept as reliable. I'm not much of a programmer myself so I'm not familiar with the details but I_was_ under the impression that the delay is due to the intricacies of the DSP chip. If that's wrong, I'm sorry.

US> Do you think those who have an ST or TT and which can run MagiC 3 NOW
US> think this was stupid, too? Don't forget that most users have an ST.
US> Falcon users are a minority.

Granted but, as I've said before, Falcon owners have been sitting here for over a year now waiting for a version that was Falcon compatible while ST/STe owners are now up to version 3 and MacIntosh owners have gotten their version (even if it is based on v 2), as well. Stupid was perhaps a strong word to use in the context but I still think it's precisely that in the context of customer relations. Again, done is done and I don't really feel like getting into an argument about something I can't change.

BTW, I want to thank you for HDDriver. I installed my copy a couple of days ago and it's done lovely things for my boot up time! I haven't been able to get TCache working properly as yet but I'm sure it's just a question of time. Nice program!! :^)

Als dann,
Tom

(UUCP Dialup connection)

1997. Re: Re^2: Any good pd or shareware Fax ST programs, and where??

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fa62aea_Tom.Thomason@fpc.ct.se>
Source record: 166326

To: hutch@ilmen.lanl.gov

From: tom_thomason@fpc.ct.se

On 25 Apr 95, Hutch shot this through the ether to All ...

H> Since when does the mere existence of a piece of software on the boards
H> or give proof that it is still being supported? There is a LOT of stuff
H> out there for download that the authors have long ago abandoned.

Yeah, but CoMa 2.8 was only _released_ last month!

ATB,
Tom

(UUCP Dialup connection)

1998. Re: CD ROM software for the Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3o50ur$r0t@dux.dundee.ac.uk>
Source record: 166327

Stephen Atty (satty@cix.compulink.co.uk) wrote:
: I the original blurb I got from Atari it said that a program that would
: allow you to use IBM CDROMS like Encarta was in development. Does anybody
: know what happened to it?

I'd imagine that this along with thelikes of STOS pro, and various othr
bits of software bit the dust within a few months of the falcons release.

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

1999. Barracuda

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3o5f9j$hnf@dux.dundee.ac.uk>
Source record: 166328

Is their any news on the price of this yet?

Also can I use my exisiting RAM (16bit) at the same time as the faster
32bit stuff?

Depending on the price/performance of this gizmo, I will make my mind
up as to whether to stay with the Falcon or not!!

Rod

--
Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
DEMO CD ROM FOR PC & MAC only #3.50

2000. Ugrade for NVDI and MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: Darren.Trutzenbach@f616.n266.z1.fidonet.org
Message-ID: <285_9505040321@nisc.fidonet.org>
Source record: 166329

Can anyone please assist me, i need to find out how i can upgrade my 2.xx versions of NVDI and MagiC from the USA. I have tried writing a letter to Behne & Behne Systemsoftware but have recieved no reply for 3 months or better now. a Phone number or any other info would be greatly appriciated.

+===+
| ### R_O_U_N_D T_A_B_L_E BBS ### Shamong, NJ USA. (609)268-7524 |#
| ATARI & IBM Support, 12oo - 28.8, 2.2 Gig + 3 CD-ROM's |#
| -- |#
|Sysop: Darren.Trutzenbach@f616.n266.z1.fidonet.org - Darrenet@aol.com|#
| Fidonet 1:266/616 Atarinet 51:1/18 Tablenet 26:1/1 |#
| ~ NeST 90:301/18 FANFiles 95:200/18 ~ |#
+===+#
###

2001. Re: GFA Basic 4.x

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: af221@cfn.cs.dal.ca
Message-ID: <D7xI8H.6yr@cs.dal.ca>
Source record: 166351

Martin Pettersson (martinp@styx) wrote:
: Does anyone know if GFA Basic 4.x is available and who's developing it?
: Also I'd like to know where it can be bought or the adress to the author?

Also whether there is any upgradeability for former owners of GFA BASIC 3.x.

<<<<< Cum Ga\idhlig beo\. >>>>>
George / Seo\ras Seto
Internet Address: af221@cfn.cs.dal.ca

2002. FS:Atari ST hardware and software

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: rmartin615@aol.com
Message-ID: <3o4nct$ql3@newsbf02.news.aol.com>
Source record: 166352

SOFTWARE: (all have original boxes & disks) make offer....

Programs
1st Word+ (word processor)
A-Ram (ram disk)
Alycon C compiler
AssemPro (68000 assembly language)
Copy II ST
Degas (drawing program)
Degas Elite (drawing program)
Final Word (word processor)
GFA Basic
GFA Basic Compiler
H&D Base (DBase III clone)
Hippo Disk Utilities
Interlink ST (telecommunications software)
Modula2 compiler
PC-Ditto (xt clone)
PowerPro (spreadsheet)
Publishing Partner (publishing program)
Thunder! (spelling checker)
Various PD software disks

Games
Alien Syndrome
Altered Beast
Anarchy
Barbarian II
Blood Money
Bratacus
Gauntlet II
Goldrunner
Infestation
Menace
Phantasie III
Robocop
Robotron:2029
Shadow of the Beast
Silent Service
Starglider
Starglider 2
The Pawn
Trinity

HARDWARE:

1 single-sided floppy drive (360k) with power supply
1 double-sided floppy drive (720k) with power supply
1 supra SCSI hard disk controller with software
1 external 1200baud modem
2 joysticks
1 mouse master (mouse/joystick switch)
1 printer scanner
1 82mb SCSI hard disk
1 external case for hard disk (with power supply and fan)

BOOKS:

3D graphics on the Atari ST
Atari ST Tricks and Tips
Gem Programmers Guide
ST Disk Drives: In and Out
Various ST Hardware and programming manuals (API, VDI, hardware, etc)

2003. Re: IOMEGA ZIP Drive Info..

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3o4orq$47d@hpscit.sc.hp.com>
Source record: 166353

Julian Reschke (Julian_Reschke@ms.maus.de) wrote:
: Why would anyone with Atari hardware buy a drive with a *parallel*
: interface?

If you have a PC w/o SCSI and want to use the ZIP drive on both the
PC and the ST (for data exchange), this could make sense.

Does someone have details on the SCSI protocol fake on the parallel
port?

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>---

2004. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3o4pl4$47d@hpscit.sc.hp.com>
Source record: 166354

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
: >Bzzzt, wrong..... Computer of the Year award in the late 80's...

: Yes some crummy UK Mag, the Mindset Won the Design Council Award of New York,
: the ONLY COMPUTER TO DO SO..!!!!!!

The Atari ST also was Computer Of The Year in 1985 (or maybe 1986) for the editors of "Chip", a very renowned German magazine. No doubt, the Atari ST won high accolades in the mid-80s, and rightfully so. It was largely superior to the PCs of that time, and it could rival the Mac, but for a much lower price.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>--

2005. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3o4q3n$47d@hpscit.sc.hp.com>
Source record: 166355

Maury Markowitz (maury@softarc.com) wrote:
: > For its day the ST had many firsts and employed many sophisticated and/or
: > well proven technologies. Among other things, the 1985 vintage ST included
: > a fast, 16bit CPU(the 68000),

: So did the Mac.

But at a much, much higher price.

: > local bus video (for very fast graphics)
: Uhh, no, doesn't it use the DRAM for video?

It did, but it still is local bus video, i.e. the video chip is connected
very tightly to the processor bus for maximum performance.

: > a very fast HD controller
: The WD unit used in PC's all over the place at the same time.

Yes, and I remember that you had to use interleave 1:3 until 1987
on those PCs because they weren't fast enough. The ST's DMA chip
gave you interleave 1:1 right from day 1, with the basic machine.

: > fast and flexible floppy drives that used DMA
: They did?

Sure. DMA for both floppy and hard disk transfers, unlike PCs or
any Mac of that time. Mac started to have dedicated hard disk DMA
in the early 90s!

: > and a decent sound fx generator.

: The sound chip was one of the things I hated the most about my ST. The
: C64's SID chip was at least as powerful.

Still, it was much more than what you got from a bare-bone PC or a Mac!

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>---

2006. Re: Pagestream and MagiC

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3o4qf7$3ad@percy.cs.bham.ac.uk>
Source record: 166356

neptune@galaxy.teuto.de (Hendrik Mylius) writes:
>In <1995Apr14.134323.6718@bradford.ac.uk> Steve Taylor wrote:
>
>>BTW, how does LIMITMEM actually work? As the names of the programs it acts
>>upon are not actually stored anywhere, I assume it must modify the
>
>IIRC, the information ist stored somewhere in the header of the file.

Close! I believe limitmem actually tacks some bytes onto the *end* of
the program file. I can't remember offhand if there is enough space in
executable headers for a memory limit value.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

2007. Re: Persistence of Vision (SLOW!!)

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3o4qjn$jha@news.iesd.auc.dk>
Source record: 166357

In article <3nnul6$68v@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
> Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
> : Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
> : : I was running POV last night on my 4mb Falcon with FPU. However after
> : : waiting 3 hours it still hadn't finished.
>
> : : I selected box.pov (from the level 1 screens). My other settings
> : : were 2100k buffer and no multitos.
>
> : : Is it normal for it to be this slow?
>
> : I've never used it myself however I suspect that if the version you had
> : didn't take advantage of the 030 or FPU then it wouldn't benefit from
> : being run on a Falcon.
>
> The version I used was the 030 TT/Falcon version.
>
> --
> Rod McCall : Dept of Maths & Computer Science, Dundee Univ.
> President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)
> CDROM, 900+ books and PC hardware? cdsales@cix.compulink.co.uk
> DEMO CD ROM FOR PC & MAC only #3.50

POV is a bit slow in general, unless of course you run it on a SUN Sparc or SGI :-)
But the results are very nice.

Keep Cool and Flying...

ChainXOR...

2008. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: bbaird@cs.strath.ac.uk
Message-ID: <3o4sq6$tr@lister-05.cs.strath.ac.uk>
Source record: 166358

In article <3nmiqt$8b7@chatlink.com> stinformer@chatlink.com (Rod McDonald) writes:

>Oh Contraire... there is a greater population of ST/TT machines than
>anything else. If MagiC is as smart a marketer as they should be, go for
>the largest segment of machines first. Get some sales, then continue
>development for other segments of the market. They are just being smart
>about things.. Give them some credit... Falcon development will take
>place as funds permit.. who knows, and advance order on your part might

Falcon owners _have_ gotten a rough deal off the MagiC developers... Are you honestly saying there's more moneyin a *Mac* version than a Falcon compatible one?

We're not even talking about a Falcon enhanced one - I just want a _compatible_ version...

And no, advance orders won't spurr them on. In the UK, System solutions _refuse_ to sell the latest version until it's Falcon compatible. And good on 'em.

Brian

2009. High Speed Modem on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: jmercay@dinews.epfl.ch
Message-ID: <3o4jii$cis@disunms.epfl.ch>
Source record: 166359

Hello,

A friend of mine want to buy a modem for his falcon. An V34 (28.8Kbps)
would be great. But can the Falcom handle this speed? As I know, the machine
has only a 16440 UART :-(And we can't replace it with a newer UART 16550 ...

Had anyone tested these modems on a Falcon ? Which was the avergage CPS, and
what software to use? (BTW, GEW is limited to 19.2Kbps :-(

Thank in advance,
jm
--
+---+
Julien Mercay	E-Mail : jmercay@di.epfl.ch
Av. des Colleges 52	Fidonet: 2:301/315.12
CH-1009 PULLY	
+---+

2010. Re: New HTML Reader Available (!)

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: e80097@pbhrzx.uni-paderborn.de
Message-ID: <3o4t8i$3ns@news.uni-paderborn.de>
Source record: 166360

In article <3nnsuc$d9j@frigate.doc.ic.ac.uk>,
Leon Guy Louis Brocard <lglb> wrote:

>You can use this program to look at HTML files on an ST/TT/Falcon using GEM.
>Restrictions: Only bitmap fonts (no outline), HTML files must be on local disk
>(not a browser!), images shown only in mono.
>
>Haven't tried it out yet, but I will... ;-)

It works very fine but isn't perfect yet. But as a 0.5beta it's usable and
I now have the possibility to test my html's at home.

Ciao, Dirk

+---+
Dirk Hagedorn	MausNet: Dirk Hagedorn @ MK2
In der Esmecke 9	Internet: dh@mk2.maus.sauerland.de
D-59846 Sundern	e80097@pbhrzx.uni-paderborn.de
+---+

2011. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: Adrian Bridgett <apb25@cam.ac.uk>
Message-ID: <3o4v47$7vf@lyra.csx.cam.ac.uk>
Source record: 166361

alfasoldt@aol.com (Al Fasoldt) wrote:
>
> AF>> One handy use of Pinhead is to make sure that the last program in
> AF>> the auto folder and the first desk accessory are loaded without the
> AF>> FL option. You do this by specifying those filenames in the
> AF>> PINHEAD.DAT file.
>
> > Why is that handy? Why would I want to do that?
>
> Terry, under normal TOS (everything but MagiC), fast-loading the last
> auto-folder TSR and the first DA can result in memory violations. This is
> an old problem that goes back to the release of TOS 1.04 and was never
> fixed. Under MagiC, I have not seen a sign of this quirk.
>
> Al Fasoldt, Systems Editor, Syracuse Newspapers
Does MiNT have this problem? You could always turn off the fastload
header bit using one of the many programs - eg. Albion.

2012. Re: Falcon accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D7y283.438@ridgecrest.ca.us>
Source record: 166362

s925377@mailserv.cuhk.hk (Malcolm) wrote:
>
> >> Speed, at whatever the cost! I have a Mighty Sonic 32 with 32
> >megs of fast ram. If the Barracuda can out fly this, I'm game.
>
> >
> >Mike Grove 32mhz F030/14/32TTRam/2-540LPS/1Seagate Hawk/Plextor
>
> How much does this Mighty sonic that can accommodate more ram cost then?
>
> ====================================~ Malcolm <=====
> | Good Luck! |
> | |
> | " I am such a peculiar girl |
> | have my dreams and thoughts in another world..... |
> | So lost in time So lost in space |
> | I belong to an unknown human race....." |
> | |
> | Dreaming Girl, Bel Canto |
> ==================s925377@mailserv.cuhk.hk==========

I paid $579.00 (ouch!) for the Mighty Sonic board. The 32mhz dosen't make a lot of differance but when you run applications in fast ram things really fly. If you have used a DX/2 66 you will have a good bench mark. The bad part is that it is not compatible with all Falcons. Atari uses various chip manufactures and this I am told caused compatibility problems with the hardware. There is a document called Chips172.zip that goes into detail about this. The Barracuda will get here. How long did we wait for the Falcon? I have talked to Steve at Wizztronics and if they don't go bankrupt this will be the ultimate upgrade for the Falcon. Of course it goes without saying that you have to be an Atarian regardless of cost.

Michael Grove in sunny California.

2013. Re: CD ROM software for the Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3o4u9h$5j8@epsilon.qmw.ac.uk>
Source record: 166363

Stephen Atty (satty@cix.compulink.co.uk) wrote:
: I the original blurb I got from Atari it said that a program that would
: allow you to use IBM CDROMS like Encarta was in development. Does anybody
: know what happened to it?

Hi Steve

There is some stuff coming from It's All Relative. They have something
which allows you to read Grolier's CD on your ST/Falcon, in all it's
glory AIUI.

Regards
Danny
--
.signature.signature

2014. Re: Web Browser for Mega STe

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3o3mdd$c4f@hasle.oslonett.no>
Source record: 166364

cunham@teleport.com wrote:
: Could anyone tell me where I can get a WWW Browser for the Mega STe?
: I have a friend who wants to got NET-surfing, but doesn't have the softare.
: I think there is a program called LYNX that does it.
: Also any FTP, E-mail, Gopher programs, etc. would be appreciated also.

yes, there is a version of "lynx" available for the Atari ST series,
but it's a text-only browser.
I haven't bothered to try it out since I use the UNIX version of Lynx which
is installed on the host I'm connected to while online.
But if a graphical version comes along......

Hallvard
--
** Hallvard Tangeraas, Oslo, Norway **
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
****
Norway, Norvege, Noruega, Norwegen, Norge

2015. "Winsock" equivelant for ST?

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3o3moe$clb@hasle.oslonett.no>
Source record: 166365

Is there a program available as the equivelant of "Winsocket" for the Peecees running Windozzzzzzze... available for the ST?
Wouldn't a program like this let me emulate a SLIP/PPP connection and run say, "Netscape" or "Mosaic" via UNIX which my host server (hopefully) has installed?.. Or am I getting this all wrong?

Hallvard
--
** Hallvard Tangeraas, Oslo, Norway **
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
****
Norway, Norvege, Noruega, Norwegen, Norge

2016. Re: Falcon, what can it do?

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D7y2sp.4AB@ridgecrest.ca.us>
Source record: 166366

shawstad@mhd1.moorhead.msus.edu (Michael Shawstad) wrote:
>
>
> (I'm hoping this will auto-post thru my server despite being a moderated
> group.)
>
> I'm posting because I didn't see a FAQ. If there is one, could someone
> send it to me? Advance thanks. :)
>
> I was a die-hard 8-bit user but sorta lost touch over the last few years.
> However, one look at the specs of the Falcon030 blows my mind. Im
> wondering if there are any programs out there that use the DSP for
> multi-track digital recording or processing? (I remember hearing a demo
> of the Yamaha DSP-1 sound processor several years ago, was wondering if I
> can process audio with the Falcon like that...) I also have a need on the
> side for a scientific reason, recording and processing the full frequency
> range of cetacean speech. Does anyone know if it can work with 300khz?
> Anyone out there want to volunteer programming help or services? ;)
>
> Im also trying to find info on any user-groups (or even any users at this
> point!) so I could get more information on the Falcon and the software
> available for it, as there is zero information available locally. Can
> anyone lend a hand?
>
>
> Advance thanks,
>
> Mike Shawstad

Mike; The best thing to do is contact Toad Computers WWW site. You
can view the specs on the Falcon and brouse their software line-up.
Not trying to promote just one dealer though, if you subscribe to
Current Notes mag or ST Informer you'll find plenty of dealers and
I personally try to use as many as I can to help support the Atari
retailers. Have you not heard of Cubase Audio with Digital interface
of up to 16 track of hard disk playback. You're going to have fun
"catching up".

Michael Grove

2017. Re: want to find calligrapher fonts/users

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: andrew@minster.york.ac.uk
Message-ID: <799416254.11@cs.york.ac.uk>
Source record: 166367

Roger Cain (rcain@nest.demon.co.uk) wrote:
: On 30 Apr 95 Mario wrote::

: MB> A member of our computer club would like to contact other
: MB> Calligrapher users and also would like to know where PD calligrapher
: MB> fonts can be found.

: I use Caligrapher and have spent some time looking for PD fonts. AFAIK
: these don't exist!

Ditto for me. I've look for PD fonts but there arn't any. There are many
commercial fonts and because Calligraphy is no longer in production they may
eventually be released to the PD but don't hold your breath. I think they
ought to release the specification of the format that they use so
that people can write a converter to Calligraphy format fonts.

--
Andrew Hague -- D.Phil Research into Motivation in Human-Computer Interaction
Department of Computer Science,University of York, YORK, England. YO1 5DD
Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk
WWW - http://dcpu1.cs.york.ac.uk:6666/~andrew/ (including Atari Jaguar page)
Prospective interactive entertainment developer - I'm available for interview

2018. Re: want to find calligrapher fonts/users

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: st39@bton.ac.uk
Message-ID: <D7y9At.DAM@bton.ac.uk>
Source record: 166368

Roger Cain (rcain@nest.demon.co.uk) wrote:
: On 30 Apr 95 Mario wrote::

: MB> A member of our computer club would like to contact other
: MB> Calligrapher users and also would like to know where PD calligrapher
: MB> fonts can be found.

: I use Caligrapher and have spent some time looking for PD fonts. AFAIK
: these don't exist!

Am I correct in saying that before the company who wrote Caligrapher
closed down, there were a small number of very expensive fonts about??
--

Stephen Ticehurst /\ BSc Computer Science Yr2
s.ticehurst@bton.ac.uk \/ University of Brighton
=-=-=-

2019. Re: MagiCMac demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <3o5bae$t61@studioweb.com>
Source record: 166369

```
: Thanks for pointing out those things, though - I'm certainly not
: a computer expert, so I do need to be corrected from time to time,
: albeit not on an ongoing basis like a certain humourless individual
: we all know here.......

DAN!!! leave poor old Roger alone, HE CAN'T HELP IT!!! 8-)

--

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/

johnmoon@connexus.apana.org.au
```

2020. Re: PD games recommendations

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: nino@mips.complang.tuwien.ac.at
Message-ID: <3o5blq$6hb@news.tuwien.ac.at>
Source record: 166370

Andrew Oyama (Andrew.Oyama@balmybeach.gryn.org) wrote:
: Can anyone recommend a PD game worth playing? What are your favourites
: amongst our ST public domain...whether shareware or freeware? Either,
: arcade type or stragedy shootem ups, D&D etc...

Not PD, but shareware:
GRAV 2 by Martin Brownlow!

-nino

2021. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3o5cta$s0n@newsbf02.news.aol.com>
Source record: 166371

> Interesting. That might be just the thing to finally get me to switch
from
> ST-Zip (even though LHarc is already a little faster).

The LHarc-Shell made me switch from STZIP some time ago.

Al Fasoldt, Systems Editor, Syracuse Newspapers

2022. Re: falcon dsp modem?

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: chrisw@perth.DIALix.oz.au
Message-ID: <3o5dc9hku1@perth.DIALix.oz.au>
Source record: 166372

Doug Little (dlittle@nest.demon.co.uk) wrote:

: The DSP56K is capable of simulating a 32kbps modem (maximum I think), so
: you shouldn't have any hassles if you do this in ASM as DSP's are a waste
: of space with 'C' - but I imagine you know this already.

I gave up waiting for the DSP modem and so bought an external 14,400
instead.... but if it arrives and works I wanna know!!

Chris Whitelock
Perth, Western Australia

2023. Re: Ease and NeoDesk (was: Emulator for the mac?)

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3o5cta$s0o@newsbf02.news.aol.com>
Source record: 166373

> Are Gribnif out there? When will NeoDesk 4 work with MagiCMac?

NeoDesk 4 works with MagiC on my TT.

Al Fasoldt, Systems Editor, Syracuse Newspapers

2024. Re: I wanna new group!

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: pitchfsj@aston.ac.uk
Message-ID: <D7yEDM.1py@aston.ac.uk>
Source record: 166374

In article 17q@bs33n.staffs.ac.uk, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>Steve Pitchford (pitchfsj@aston.ac.uk) wrote:
>: Hmm. why not also demos - a sort of fun/recreational group - that would
>: be ace...
>
>Hiya Steve,
>
>I doubt very much if there would be enough traffic to keep a demo group
>alive. I mean, look at all the hassle I got when I suggested starting a
>pure Falcon newsgroup. Perhaps if the year was 1985 and all the top
>European demo crews were on the 'net it would be a different story...
>
>Rich

Hi

If you re-read the post, I was suggesting a demos and games group (I guess I should have made it clearer), as there isn't a clearly defined area for such discussion at the moment.

bye for now.

Steve.

___ ___ ___ _ _ ___ All opinions are my own!
M__ M M_ M M M_ pitchfsj@aston.ac.uk
__M M M__ M M__ WWW: http://www.aston.ac.uk/~pitchfsj/

2025. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FECPDEAIUP@galaxy.teuto.de>
Source record: 166375

In <798949524.1@mettav.exnet> Graham Irvine wrote:

>I don't know ,why do more people buy Kylie Minogue records than Howling Wolf

Because she has t*ts!?

Bye.

/Hendr!K/

2026. Re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3o5fj7mmk1@mhade.production.compuserve.com>
Source record: 166376

> On the ST though we have a wonderfull platform that few people seem
> bothered to support or develop. Perhaps our problem is the attitude of
> those who don't seem to enjoy choice.

No.

The problem is the company which used to make the computers.

There's nothing all of us can do if they refuse to succeed.

BobR

2027. Re: AVI Problems

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95122.094539STIRRE31@MAINE.MAINE.EDU>
Source record: 166377

Alexis,
I do not remember which version I had. I deleted it after having
no success playing the AVI files I had.
As far as an MPEG player goes does anyone know if Griff plans
any improvements on his MPEG viewer?
-scott tirrell

2028. Re: DSP on-chip sine table?

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: andrew@minster.york.ac.uk
Message-ID: <799428036.19@cs.york.ac.uk>
Source record: 166378
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.programming

I need to know how the on-chip sine (and mu-law/a-law) tables are configured on the 56001 DSP. I've had a look around for the Reference Sheet but can't get it on the net (no surprise there). Any help via e-mail would be gratefully received.

--
Andrew Hague -- D.Phil Research into Motivation in Human-Computer Interaction
Department of Computer Science,University of York, YORK, England. YO1 5DD
Tel: (+44/0)1904 432762 E-MAIL: andrew@minster.york.ac.uk
WWW - http://dcpu1.cs.york.ac.uk:6666/~andrew/ (including Atari Jaguar page)
Prospective interactive entertainment developer - I'm available for interview

2029. Re: GFA Basic 4.x

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505021425.AA03648@ilmen.lanl.gov>
Source record: 166379

In a previous article, Martin Pettersson <martinp@styx> wrote:

>Does anyone know if GFA Basic 4.x is available and who's developing it?
>Also I'd like to know where it can be bought or the adress to the author?

While we still hear the same old rumour every few months about the Richter Company in Germany developing an all new GFA BASIC 4.0 for the Atari, we never see anything from it. The last semi-reliable word that I got was that there were so many legal wranglings between GFA Systemtechnik and Richter that they decided to drop the project. The depressed Atari market probably didn't help matters any either, I reckon.

GFA's US office closed last year but they do have a US distributor now:

PTR Precision tech. Inc.
Phone 203-741-2281
Fax 203-745-7932

The bad news is that (I am told) they do not distribute the Atari version of GFA BASIC, only the DOS and Windows versions. The last version of GFA for the Atari was 3.6, which was identical to 3.5 but included some hooks for the TT. I found it to be less crash worthy on my system so I stuck with 3.5, but many others reported no problems whatsoever. Go figger.

-Hutch- @ Fair Dinkum Tech

2030. Re: I wanna new group!

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505021438.AA03651@ilmen.lanl.gov>
Source record: 166380

In a previous message, goringgn@aston.ac.uk (Graham Goring) wrote:

>>Y'know, I wish there was a seperate group for Atari games only. It's a real
>>pain for us game freaks having to look through lots of techy articles.

Whereupon I gave him several suggestions which prompted him to reply:

> Thanks, but NOT ONE is even slightly related to the Atari COMPUTERS,
> which is what I believe I am after.

Well, excuse me for livin', smart pants. Your request did NOT say you were
only interested in Atari COMPUTER games, now did it?

If you are too darn lazy to search the newsgroups yourself, then don't
bitch if the results aren't what you want when someone tries to help you.

If you want to start up a comp.sys.atari.computers.games newsgroup, then
knock yourself out. Here's your first vote... NO!

Sheesh.

-Hutch- @ Fair Dinkum Tech

2031. Re: Digital Recording

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: et94drw@exeter.ac.uk
Message-ID: <D7yKnL.J4F@exeter.ac.uk>
Source record: 166381

Tom Swift writes:
> There was a program called Sam to Disk (or something similar) on a
> ST Format coverdisk. I've got it somewhere but I've never used it
> 'cos I lack
> 1. A hard drive
> 2. A sampler
> 3. Musical talent
> If your interested I'll try and find it.

I also have this program, and have tried it. I could not get
this bloomin' program to work on my set-up (4MB STE with 170MB
Hard Drive using a Stereo Master cartridge), so if anyone does
get it to work, you're bloomin' lucky!

Cheers,

Dave.
--

```
___
_____| |_____ -------------------------------------------------
{[POLICE BOX]} [ David Woodley- E-Mail= et94drw@exeter.ac.uk ]
I T===T T===T I [ T~~\ ]
I I I I I I [ I \ ]
I L===I L===I I [ I I ____ _____ ]
I I I [ I I ___\ \ / / \ ]
```

2032. 3 button mice and German keyboards

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.799430514@news.cwi.nl>
Source record: 166382

Just kidding (the title suggests a relation between two entirely
different questions):

1. Ataris and 3-button mice. Can I use a 3-button mouse that is
connected to the joystick port? One that is connected to a serial
port of the TT? With MiNT only, or possibly also under plain TOS?

2. X11R5 for MiNT. Are there any xmodmap files available for a UK
keyboard?

3. X11R5 and .xinitrc - it seems that X doesn't understand DOS style
newlines. Shame. Took me hours of headache to find out. Is X11R6
any better or does it still have that quirk? MiNT may not be TOS,
but if that means not accepting the CRLF sequence, I think that it
should rather be `not done'.

hope your day is as nice as this one here in Amsterdam,

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2033. Re: New HTML Reader Available (!)

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FECRBAALUP@galaxy.teuto.de>
Source record: 166383

In <3nnsuc$d9j@frigate.doc.ic.ac.uk> Leon Guy Louis Brocard wrote:

[HTML-viewer by Alexander Clauss]

>Haven't tried it out yet, but I will... ;-)

I have ;-)

Very nice peace of software, considering the early version. I mailed this one
out to Danny and Chris, so look out for it at HENSA and CIX.

Alexander needs some encouraging words to keep up the work. Anyone interested
in a further development should contact him at

aclauss@rbg.informatik.th-darmstadt.de

ATM, we're discussing what could be added in the future ;-)

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

2034. Re: ST PC's?

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FECRBAAOUP@galaxy.teuto.de>
Source record: 166384

In <Pine.SOL.3.91.950427122808.2344B-100000@suma3.reading.ac.uk> Kazunari Shiraiso wrote:

>If you want to send me any opinions, it will be welcomed. Then, if there
>is enough evidence that the users are demanding PCs from Atari, then I

I don't wan't to sound too discouraging, but IMHO you're waisting your time.

Nice effort, though.

BTW, OverScan have developed a hardware add-on for all the MACs with a
PDS-slot. It gives you true ST-compatible serial and parallel ports and even
all the MIDI stuff is there.

Bye.

/Hendr!K/

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

2035. Re: *Help!* Need a communications program

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: ellisd@bldg284.awacs.af.mil
Message-ID: <3o5q3j$dru@romulus.ucs.uoknor.edu>
Source record: 166385

>Hope someone out there can help me...
>
>I'll have to state upfront that I don't know a thing about Atari computers
>-- however, a good friend of mine would like to use his to log into a
>standard unix shell account to send/retrieve internet email. I got an
>external modem for him, and he got a cable from some Atari shop, but they
>apparently were not very helpful when it came to the issue of a
>communications program.
>
>What he needs is something very basic: something in the way of a shareware
>comm program to simply log on and read his mail occassionally.
>
>Any suggestions...?
>
>Please respond via email to me at ttracy@direct.ca
>
>Many thanks in advance...
>
> - Tony

Try Uniterm, it is PD and on many of the On-line services

2036. Railroad Tycoon on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <799382608.5@mettav.exnet>
Source record: 166386

It was none other than Tommi Pekka Hietavuo who did write on 25 Apr 95 that
....
TPH> Does the above mentioned game run on Falcon? Does it need
TPH> Backwards -program in order to run?

Yes it does ,and faster too , the main setting to look out for is to limit the RAM useable to 2 meg (The same bug that made it unstable on the ST with >2 meg here) with backwards. Caches can be left ON ,CPU and blitter are set to 16Mhz (or 32 <Grin>), set all the other switch's to STE modes as they don't affect the spead anyway and leave GEM and HARDDISK ON then make resident. I find it is even more stable on my Falcon than it was on the ST which would sometimes crash if I had a huge rail network or too many trains running ,doesn't seem to happen on the Falcon (so far anyway !).

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

2037. What will happen if... ?

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <799382608.6@mettav.exnet>
Source record: 166387

It was none other than Requiem who did write on 25 Apr 95 that ....
R> I'll have my new hard drive tommorow (SCSI external, 730meg) for my
R> Falcon and all I'm wondering is this:-

ahhha ,another Quantum LT730S ,good price 170UKP+vat :-)

R> 1. If I remove my internal IDE will it still boot from the SCSI
R> external? 2. And if so, do I need to partition the SCSI starting from

Falcon boots from SCSI ID#0 no probs but there is a slight delay as the falcon
search's for the non existent IDE to boot from , there are a couple of ways to
fix it though if need be (little patch's) but the dealy is very small and I
don't think it will bother you IMO.

R> C: ? 3. And if so how do I copy my files from the IDE to the SCSI
R> without clashing the partition names and without using floppy disks.

You just partition it up (remeber there is no 32M partition size limit on the
Falcon like the ST .. IIRC its now up to 512Meg)and attach it and the logical
drives and automatically re-assigned as they are found. IF the IDE is in the
(CDEF) then the first SCSI partition would be G....
with out the IDE then the first would be C ...etc without any driver changes.

The only limit with TOS itself is logical drives (Paritions)after letter P:
are not accessible from GEM.

Oh one final thing ! GET HDDRIVER it is by far the best harddisk drive software
for the Falcon.

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

2038. SCSI on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <799382608.7@mettav.exnet>
Source record: 166388

```
It was none other than Peter Kellogg who did write on 21 Apr 95 that ....
PK> Question: is it true that SCSI drives operate slower on a Falcon
PK> than on other computers? And if so, why?

What 'other' computers ? Its faster than on the ST if that is what you mean !

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)
```

2039. Re: re^2: magic & falcons?

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <799382608.8@mettav.exnet>
Source record: 166389

It was none other than Roger Sheppard.. who did write on 26 Apr 95 that ....
RS> point in
RS> getting a Falcon here as you could never get it fixed, and the resale
RS> value is zero....

Anyone offering there Falcon for sale at ten times this price then I will
definately buy it :-)

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

2040. Re: TOWERS GAME...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <799382608.9@mettav.exnet>
Source record: 166390

It was none other than Roger Sheppard.. who did write on 26 Apr 95 that ....
>> Get a Falcon, Roger! You need a REAL computer to run Towers II! :)
RS> What utter drivel...
RS> I will get a computer that works has support and I can get repaired

this is no joke ,we all bought these Falcons and have been hiding the sad fact from all you poor ST owners all this time ,the Falcon DOES NOT WORK !

RS> when needed,that puts the Falcon at the bottom of the list..

Yes that is true Falcon would not need repairing ,get a PC and a good on site maintainance comtract .

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

2041. Re: TGZ files ?

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <799382608.10@mettav.exnet>
Source record: 166391

It was none other than William Wong who did write on 26 Apr 95 that ....
>> before ,but what do I need (progam name) to unarchive *.tgz (TAR ZIP?)
WW> files ?
>> Also if its a TTP the most common paramters to pass to it to get a
>> standard uncompress to the source directory would help.
WW> To uncompress use: gzip -d filename.tgz
WW> Then use tar to untar it: tar xvf filename

thanks ,as you can imagine I got a few replies to this and all is sorted now
.... err except I cannot get 'make' to work properly now :-)

If the makefile has the following line in it

include ../dirs

what does this need to point to ??

I get error when running make

make : fopen ../dir file not found
make : *** not rule to make target `../dir stop

and the process ends.

I try pointing to the current directory (where the source files are) and get
the same fopen ../* file not found error line but the compile seems to continue
otherwise but am not confident that it has worked properly until I know the
reason for this error ?

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

2042. Re: TGZ files ?

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <799382608.11@mettav.exnet>
Source record: 166392

It was none other than David Stevenson who did write on 26 Apr 95 that ....
>> Then use tar to untar it: tar xvf filename
DS> Or, with MiNT and a proper GNU tar, use
DS> gtar xvfz filename
DS> to uncompress and de-tar in one step.

Aah ,that what I was trying to get to work but without the switch's was getting
a 'tar.out not defined' ! Thanks.

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

2043. Re: TGZ files ?

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <799382608.12@mettav.exnet>
Source record: 166393

```
It was none other than D.Bhabuta who did write on 26 Apr 95 that ....
DB> then use tar:
DB> tar -xvf filename
DB> There is also a package with dtar and ctar knocking about on
DB> hensa...use dtar:

I have gzip and tar so I used them. Thanks for the additional info though.

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)
```

2044. Re: HSMODEM and MiNT, how?

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <799382608.13@mettav.exnet>
Source record: 166394

It was none other than Michael Hohmuth who did write on 27 Apr 95 that ....
>> Shouldn't the HSMODEM patches be included in MiNT, together
>> with a flag that enables the high speeds, much like what
>> Linux does?
MH> This would be ideal. However, this would require (a) the HSMODEM
MH> sources to be free, and (b) that someone would be willing to
MH> rewrite them into a new serial driver for MiNT.

I recieved a file archive yesterday called HSMINT07.LZH which porports to do
this , haven't got round to installing it yet however.

anyone used it yet ?

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

2045. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <799382608.14@mettav.exnet>
Source record: 166395

It was none other than Roger Sheppard.. who did write on 26 Apr 95 that ....
RS> I think the problem is that Atari users have been spoilt with a
RS> simple computer, and now find it to hard to upgrade to a Real
RS> PC....

firstly not an Upgrade and secondly you have been arguing for months that this
is the easy option ...be consistent perleasee !!! Personally I would not find
it hard to upgrade to a REAL PC ..if only someone would develop one :-))

RS> To the average Atari user PC clones are to hard for them....!!!

yes we are a simple people with our STOS manuals and our tattered copies of ST
Review ...

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

2046. Re: TOWERS GAME...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: proche@isis
Message-ID: <3o5ktm$gpf@cosmos.imag.fr>
Source record: 166396

In article <Up-FD3ABDVH@ttgk.nextjk.stuyts.nl>, gert@ttgk.nextjk.stuyts.nl (Gert van der Knokke) writes:
|> I'm wondering Roger, what on earth are you doing here in this area ???
|>
|> In about every message posted by you you mention the heavenly benefits of
|> the PC and still you are reading Atari stuff... Why ? Are you having second
|> thoughts, is there too little action in the PC world ? Problem with PC's is
|> that they are just no fun ! If you see through the colorful games/windows
|> stuff it's just a pathetic piece of junk ! It's a garbage collection of old
|> standards and kludged systems put in a chrome plated box with a shiny
|> warning label 'Intel inside'.... (they should place Intel behind bars just
|> for the fact that they create processors which produce so much heat that
|> you have to cool them down with fans, talking about waste of
|> energy/power..)

No, no ! This is great ! Imagine what you can do with a Pentium: why not design a pizza-oven extension card ? I'm sure there's a lot of money to earn. The first home computer which you can use to work, play and cook ! In the same time !

Have a nice day.
Pascal.

BTW, is Towers 1 worth downloading ?

+--+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+--+

2047. Re: 3 button mice and German keyboards

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: dsb@cs.duke.edu
Message-ID: <3o65b6$fk5@duke.cs.duke.edu>
Source record: 166397

From the Holy Book of <avg.799430514@news.cwi.nl>
as spake by avg@cwi.nl (Annius Groenink) :
>
>
>Just kidding (the title suggests a relation between two entirely
>different questions):
>
>
>1. Ataris and 3-button mice. Can I use a 3-button mouse that is
> connected to the joystick port? One that is connected to a serial
> port of the TT? With MiNT only, or possibly also under plain TOS?

Wish I could help there. In fact, I second the question; I'm starting
to miss that third mouse button...

>2. X11R5 for MiNT. Are there any xmodmap files available for a UK
> keyboard?

Get phlem.ph.kcl.ac.uk:/pub/atari/MiNT/X11/Clients/ukXkbd.tgz; has
everything you need. I also have an xmodmap file for the US keyboard,
if anyone's interested.

>3. X11R5 and .xinitrc - it seems that X doesn't understand DOS style
> newlines. Shame. Took me hours of headache to find out. Is X11R6
> any better or does it still have that quirk? MiNT may not be TOS,
> but if that means not accepting the CRLF sequence, I think that it
> should rather be `not done'.

Are you sure about this? I'm almost certain my .xinitrc has CR/LF's in
it --- one of elvis's slight annoyances. IIRC (I'm at the office, so I
can't check), xinit invokes /bin/sh to run .xinitrc; perhaps your sh
doesn't handle CR/LF's properly.

>hope your day is as nice as this one here in Amsterdam,

Well, reasonably nice at least; it was kind of overcast this morning,
but it seems to be clearing up now. ;)

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

2048. Re: Atari Cases?

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: Martin.Crommie@f79.n105.z1.fidonet.org
Message-ID: <799447539.AA08276@jina.rain.com>
Source record: 166398

> From: pgl@draco.bison.mb.ca (Paul Linton)
> Path:
> armon!psgrain!news.sprintlink.net!howland.reston.ans.net!usc!elroy.jpl.
> nasa.
> gov!decwrl!tribune.usask.ca!canopus.cc.umanitoba.ca!bison.mb.ca!draco.b
> ison.
> mb.ca!not-for-mail
> Newsgroups: comp.sys.atari.st
> Organization: The Draco Unix System
>
> This may sound rather odd, but I'm wondering if any place sells 1040
> cases? Surely you must be able to buy them as spare parts?

Best Eletronics in california 408-243-6950

_____
| |
| Puddle City BBS Portland, Ore and The Portland Atari Club |
| Supporting ALL Atari products 1-503-289-9429 28.8 1.2 Gig |
|_____|

2049. Falcon with 32mhz

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: operator@civpczaal.utwente.nl
Message-ID: <3o61qe$mjm@driene.student.utwente.nl>
Source record: 166399

Hello!
At my first time at the news-group and my first time in English I have 3 questions:

1) I will accelerate the cpu - and may be the hole bus-system - of my falcon, like the SKUNK32/36 from ComTex of the Speed Resolution Card from Hard&Soft.
But I don't have any platine-lay-out. So, which signals must I have and where are they? I guess one from the soldering-points at U65 and U41. And how to slow downfor synchronous write (and read?)? Can I take the 32mhz from the DSP?

2) How can I read ,starting from the InterNet, the atari news-groups at Maus-net and Fido-Net?

3) The Turboass1.77 is a pretty goed assembler but doesn't work on the falcon. Is there a falcon-proefed version of Turboass?

Tschuess

2050. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: gt1448b@prism.gatech.edu
Message-ID: <3o6cih$jsr@acmez.gatech.edu>
Source record: 166400

Graham.Irvine@mettav.exnet.com (Graham Irvine) writes:

>os/2 is almost a bad ..but also as dead in the water as TOS as far as user base
>is concerned ..despite a MASSIVE ad campaign and at least a 6 month lead over
>the Microsoft offering it is a complete non event !!

Yeah right. The OS/2 user base is approximately the same as the TOS user base. I suppose 10 years ago you thought 1 meg was approximately infinite memory as well.

OS/2 use is growing. It's user base will soon surpass Macs. Heavy advertising for a few months can not over come years of M$ monopolistic practices. I've been going to the Spring COMDEX computer show for the past several years. I have seen OS/2 support by vendors at this show (it's a HUGE show) grow dramatically. I've seen TOS/Atari support dwindle from virtually nothing to nothing.

> KA> What alternatives do we have on our Atari ?

>TOS,MINTOS,LINUX,0S9,OMEN,MAGIC (okay not strictly an alternative but as much
>as Windows is to DOS),MROS,That cartridge port multitasking system (Can't
>remember its name now), bound to be loads more I haven't come across.

The hardware it runs on is dead end. A 16 MHz 68030 crippled to a 16 bit data bus doesn't cut it anymore. Welcome to the 90's - a time for internal FPUs, faster external clocks, internal clock acceleration, RISC and CISC CPUs, 32 and 64 bit data buses, ...

--
David Forrai
Internet: gt1448b@prism.gatech.edu

2051. 4meg 16 mhz mega ste for sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: 3ws5@qlink.queensu.ca
Message-ID: <3o3ubh$qs6@knot.queensu.ca>
Source record: 166445

I have for sale a 4 Meg Mega Ste. It has a 50 meg hardrive and a high density floppy. The monochrome monitor it runs on is also for sale. The computer is in great condition (Not used much). Also for sale is a migraph compatible type hand scanner. It is a black and white scanner and can scan up to 400 dpi. Will run with touch up. Lastly, I will sell the following software packages with this system.

Calamus 1.09
Word Up 3.0
DynaCadd 2.something, (2D version)
NeoDesk 3 (lost original disks)
Over a hundred disk of shareware software (mostly from magazines) (some of the magazines are available too if wanted).
The following commercial games are also for sale...

Infestation
metro
hostage
combat course
oips
ninja
batman
robocop
menace

I will sell this whole package for $1000.00 dollars Canadian. You can contact me by email at 3ws5@qlink.queensu.ca
or by mail at 29 hamilton st, kingston Ontario, Canada k7k 1p1. if interested, I will get in touch with you by phone.

2052. Re: True Type Fonts

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199505020617.a39077@ms.maus.de>
Source record: 166446

In article <1995Apr30.075829.11345@atlas.tntech.edu>, Hiram Lester, Jr. (hwl0978@gemini.tntech.edu) wrote:
>>THere's only one kind of TrueType font, but each font differs in the
>>number of character set encodings stored in the font. eg UNICODE,
>
>Actually, there are PC and Mac versions of TrueType. I'm not exactly sure what
>the difference is, but SpeedoGDOS (and most likely NVDI) needs the PC version.
>I believe that the same is also true of Type 1 fonts (PC and Mac versions).

They differ only in the character tables. NVDI will work with Mac fonts, if you succeed in extracting the font information from the resource fork. NVDI for MagiCMac will even use the fonts installed in the Mac's system folder.

2053. re: serial port- no of stop bits?

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1391rcain@nest.demon.co.uk>
Source record: 166447

On 01 May 95 Neil wrote::

NT> From: neilt@ftel.co.uk (Neil Thomson)
NT> I am trying to use the serial port on my ancient ST using the VT52
NT> emulator program supplied on the ST Basic disc. However the manual
NT> doesn't tell me how many stop bits are added. Any ideas where I can
NT> find this info? . The RS232 config program supplied has a field
NT> labelled strip bit which can be toggled ON/OFF but I dont know what
NT> it is.

You set it up depending on who you are connecting to. Most BBS use 8-bit,
no-parity, i-stop bit. 8-n-1

Roger
rcain@nest.demon.co.uk

--

2054. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D7xuJB.Fp3@cix.compulink.co.uk>
Source record: 166448

In message <3nle3n$63a@banaan.fwi.uva.nl>, mdekker@fwi.uva.nl said:

>:: BTW I use a PC at work, and hate the thing - I made sure it was a 33 Mhz
>:: 486SX with a 256k cache and a video acc just so that it was fast enough
>:: not to drive me nuts, as you know Windows is SLOW.
>
>why did you insist on having such a slow 486? at least you should get
>a 486dx2/66. and 8mb ram of course. Windows is slow indeed. I HATE
>windows.

It was the fastest the budget I had would allow at the time and still get
everything else I wanted - 8 MB was included. Anyway, a DX2/66 is not
significantly faster than a DX33 for _most_ tasks since getting the info
into/out of the CPU slows things down for memory intensive apps such as
WP.

>:Try Linux :-)
>
>indeed. prepare to get more ram as the 8 you probably have(at most) is
>only just enough.
>Linux with 4Mb is as slow as Windows, I guess, certainly on such a sluggish
>486 as you have.

There's a bit of confusion here between my reply and the msg I was
answering, I know next to nothing about Linux or even Unix.

Phil.

2055. Cheap second-hand Cubase for STf-1040

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: pfennige@scsun.unige.ch
Message-ID: <1995May2.073047.25986@news.unige.ch>
Source record: 166449
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech

Would anybody sell me for a reasonable low price his unused Cubase programm (or equivalent) running on a Stf-1040 (mono)? My boy (13) is interested to connect an old ST with a Yamaha keyboard.

Please send offer or suggestions to pfennige@scsun.unige.ch

2056. Re: FILE/ITEM Selectors..

Newsgroup: comp.sys.atari.st
Date: 1995-05-02 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3o4hpc$rs0$1@perth.DIALix.oz.au>
Source record: 166450

Hendrik Mylius (neptune@galaxy.teuto.de) wrote:
: In <3nlc4n$9n7$1@perth.DIALix.oz.au> Peter Feszczur wrote:
: >Hendrik Mylius (neptune@galaxy.teuto.de) wrote:
: >: What should one expect from that one certain lad from down-under :)

: Ok, what should I put instead? Kiwi-land?

Hendrik, you got it in one... Thats what we call it here, or 'the land of the
big white cloud' (or in Ramjet's case, 'the land of the big white clown')

: Come to Germany, the wages here are much better anyway. At least one certain
: Roger thinks so :)

Love to, the land of the fast ST's...
Regards
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

2057. Re: ST PD game recommendations...

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HQ2CJL4JTU8WW22N@SNYONEVA.CC.ONEONTA.EDU>
Source record: 166251

There really aren't too many PD ST games for the simple reason that these kind of programs are often more complex to write than basic utilities and usually involve more people, etc.

However, I can recommend many fine ST games that are available as Shareware (you try before you buy). Where possible I made note of STe and Falcon compatibility. Please feel free to add to this list.

1. Violence - awesome Xenon 2 clone - ST & STe
2. Mrs. Munchie - super mrs. Pacman clone - ST, STe, F030 & 1meg
3. Insectroid - very good Galaxian clone - ST, STe, F030
4. Megapede - good millipede clone - ST, STe, F030 & 1 meg
5. Kid Kong - excellent Donkey Kong clone - ST, STe, F030 & 1 meg
6. Centipede - the best Centipede clone! - ST, STe, F030 & 1 meg
7. Cudlee's Quest - decent "Mario" clone - ST, STe, F030
8. Droid - cool arcade shooter - ST, STe, & F030
9. Berserk - cool ve rsion of the game - ST, STe, & F030 & 1 meg
10. Tetris - very good clone of the classic game - ST, STe, & F030
11. Kid GP - good Parasol Stars clone - ST, STe, & F030
12. Megaroids - old PD Asteroids clone but very good - ST, STe, F030

Whew! This is all I can remember at the momment as I no longer have my STe or F030... NOTE: Assume that you will need Backwards to run any of the games listed here on the F030...
I did the art for games 3,4, & 7 but as I don't see any of the registration money (never did) you needn't feel obligated to register these progs...

Finally, some of these games can only be found in PD and SW disk libraries while others can be found via FTP.

Ari

Kurt Cobain isn't God - but he does make decent fertilizer...

2058. Atari STacey Laptop NEEDED!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: "Dr. Paradise" <solaris@rahul.net>
Message-ID: <3o8fvj$9iu@hustle.rahul.net>
Source record: 166252

We need an Atari STacey Laptop immediately for sequencing techno music. We need as much RAM as possible and a hard disk. Thanks!

--
Dr. Paradise <solaris@rahul.net>

2059. Switch Boxes

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: cad413@ccsun.strath.ac.uk
Message-ID: <3o85j0$kj4@rockall.cc.strath.ac.uk>
Source record: 166253

Does anyone know where I can get a monitor switch-box for my STE. I need it to save me having to swap the connection between my SCART TV cable and my mono-monitor cable.

I would like a UK name, address, and if possible, price.

Ta in advance.

AG
--
Alan Gauton | Tel +44-(0)141-552 4400 x.2686
Signal Processing Division | Fax +44-(0)141-552 2487
Dept. of Electronic and Electrical Eng. | E-Mail ag@spd.eee.strath.ac.uk
University of Strathclyde, Glasgow G1 1XQ.| http://www.eee.strath.ac.uk/~ag/

2060. Linux68K

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: simon@bassland.demon.co.uk
Message-ID: <799508940snz@bassland.demon.co.uk>
Source record: 166254

I have just ftp'd VMLINUX from .cnam.fr. I understand I need a FPU in order
for it to work?
Is it run from a shell? Just type 'vmlinux'?

Any information on setting up VMLINUX would be apreciated, as I intend to set
up X-Windows.

Thanks in advance.

Simon. ;-)
--
/\
| Simon Williams |
| simon@bassland.demon.co.uk |
| ATARI STF-2.5Mb ATARI FALCON-4Mb/127Mb Macintosh 4Mb/100Mb |
\/

2061. Re: magic & falcons?

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: matt@annex.com
Message-ID: <3o8pcj$7e4@news.annex.com>
Source record: 166255

Well as soon as I buy one I'll tell you. It'll be for hobby so I'll just
get something that works. But I see plenty od games so I don't see a
problem.
: >So go for NT. It's still Windoze but at least you'll have a half-decent
: >OS. That or go for Linux for x86 and you should be able to run NCSA's
: >Mosaic for X Windows. Anything's better than plain old Windoze/Win95.
: >Hell I'm even starting to like NT now in comparison. I'd love to go with
: >OS/2 over Microshlop but we'll see what happens. Sigh... Well if
: >anything, my future kids and I will be able to use an Atari as a game
: >system, along with my Amiga 500.
: >

: I'll try OS/2 for sure. I got some heavy friends here near me which claims
: they know everything about OS/2 8)

: How do you manage to use the Atari for games ? Thats one thing i find very
: difficult.

: Greets
: Kim

: --
: /---\
: | DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
: \---/

2062. Re: The Youngest Day on your computer?

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: mrz5149@grace.isc.rit.edu
Message-ID: <mrz5149-0305951634550001@p22-ld41w1.isc.rit.edu>
Source record: 166256

In article <tonmaas-2904950744380001@stat13-153.xs4all.nl>,
tonmaas@xs4all.nl (Ton Maas) wrote:

> What is the last possible date your computer / operating system allows? It
> just occurred to me that the Mac clock's options expire on December 31st
> 2019 (at which point we're supposed to switch from linear time to cyclic
> time, 'cause the next date will be January 1st 1920). Is this just another
> case of randomly planned obsolescence?

That's news to me. NIM: Operating Sytem Utilities states that the year in
a date/time record can be anything from 1904 to 2040.

I would imagine that by the time 2040 rolls around, the system software
would have already switched to using the long date record format which
supports dates between 30081 BC and 29940 AD! I don't think I'll be caring
about what they do with mac time formats when 29940 rolls around :)

--

Michael Zucca - mrz5149@grace.isc.rit.edu - Rochester Institute Of Technology
"It must have a natural cause." "It must have a supernatural cause."
^ Let these two asses be set to grind corn ^

2063. Re: PAK 030/Networking Help needed!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3o8tq6$9m2@ccpnws.in2p3.fr>
Source record: 166257

Maybe you should try to disable the DATA and INSTRUCTION caches; if the drivers
hqve self-modifying code, this could be the reason why it does not work
(anyway, the PAK does not give much power without cache!)

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

2064. Re: Geneva vs. MagiC

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3o8ob4$2vm@golem.wcc.govt.nz>
Source record: 166258

```
] Not yet, anyway - but the next version (Release 004) will
] support MiNT. I saw the demo of the 004 beta at ACE '95 on April
] 1st, and it looks pretty good.

And it's even supposed to have iconification!

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!
```

2065. Railroad Tycoon on Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: aford@t-ph.demon.co.uk
Message-ID: <799543410snz@t-ph.demon.co.uk>
Source record: 166259

In article <799382608.5@mettav.exnet>
Graham.Irvine@mettav.exnet.com (Graham Irvine) said:-

>It was none other than Tommi Pekka Hietavuo who did write on 25 Apr 95 that
>.....
> TPH> Does the above mentioned game run on Falcon? Does it need
> TPH> Backwards -program in order to run?
>
>Yes it does ,and faster too , the main setting to look out for is to limit the
>RAM useable to 2 meg (The same bug that made it unstable on the ST with >2 meg
>here) with backwards. Caches can be left ON ,CPU and blitter are set to 16Mhz
>(or 32 <Grin>), set all the other switch's to STE modes as they don't affect
>the spead anyway and leave GEM and HARDDISK ON then make resident. I find it is
>even more stable on my Falcon than it was on the ST which would sometimes crash
>if I had a huge rail network or too many trains running ,doesn't seem to happen
>on the Falcon (so far anyway !).
>
>MHYG
>Graham
>
> * Origin: The Archives of Oblivion (Turbonet 100:1011/8)

I get this to run by selecting an overscan .INF then changing rez to
ST low and the program runs fine. I reckon it leaves a bit of memory free
above the screen and stops the memory error when the mouse goes off the
bottom of the screen.

--

****
* Andy Ford * USING OASIS 1.04 *
* aford@t-ph.demon.co.uk * *
****

2066. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0305951814300001@edwarda.interlog.com>
Source record: 166260

In article <01HQ028SLAMAAIDZ66@SNYONEVA.CC.ONEONTA.EDU>,
FELDAK79@SNYONEVA.CC.ONEONTA.EDU wrote:

> David:

Uhh, do you mean me?

> However, I do remember reading somewhere that the GI/Yamaha sound chip in
> the ST did have stereo capability it - hence, it was possible for
> the tweety board adapter to do its magic.

As I remember, it, the Tweety simply split out the channels, one went to
the left speaker, one to the right, and the third was mixed into a
"middle". Nothing spectacular and nothing in the chip was in stereo, but
if the programs were written to take advantage of the card, you could get
some good effects. The problem was that I had never come across a program
that used it.

Still, a neat idea.

> You're right that Atari did make a mistake in not publishing established
> interface guidelines for GEM. However, I think they also wanted to
> have programs appear as fast as possible for the ST - as GEM documentation
> was always sparse, this lack of a standard only helped get things released.

I don't really understand this comment. With the Apple docs you go
"Hmmm, how do I make a Window" and they give you a complete example that
includes not only the code, but the interface. With the ST docs you got
neither. Certainly didn't help!

> You're also correct in the ST's screen display being slow but that was only
> under GEM

GDOS actually.

> - as I'm sure you'll recall much of GEM was written in C and many
> parts of TOS were far from optimized. When programmers began to learn to
> write directly to the screen, things really screamed (remember TEMPUS?).

Which of course make it difficult or impossible to take advantage of
anything that came along later. Games written in QuickDraw on the Mac DID
run a little slower "way back when", but the result is they still run
today. Games written on the ST that drove the screen could not run in any
other modes, including those on the TT's and such.

> The ST's video RAM organization, fast CPU, and good video architechture
> made the ST's graphics very fast - except when doing screen blits of large
> objects. For that time, only the Amiga with dedicated hardware could move

> sprites faster - and the Amiga had sluggish text output as well.

Yes, this is all true.

> Although I didn't realize it at the time, Atari killed the ST series very
> soon after release for the simple fact that they did not make it EASILY
> expandable/upgradable.

Agreed.

> The Megas came out almost 3 years after the ST line
> made its appearance - by that time things were already starting to sour.

I always thought the Mega was the best bit of hardware for it's time, in
terms of case design. Instead, Atari goes back to the poor 1040 case
design for all newer models, and makes a truly HORRIBLE case for the TT.
All of these chould have been done in the Mega case style, which was
rugged, compact on the desk, had lots of room inside and a great keyboard.

> In their defense, I remember hearing that part of the reasons for the delays
> in updated ST hardware was the fact that their primary hardware engineer
> and creator of the original ST left Atari in some sort of a power struggle.

I suppose this could happen.

> I guess it was easier AND cheaper for them to just put bandaids on the
> system (i.e. new TOS, 4096 colors, etc.) than to release new and innovative
> hardware. The most exciting machine they ever released was the much heralded
> Falcon which I enjoyed for the 6 months I owned it. Yet, this machine was
> too expensive and far too underpowered. muhch t was

I tried to use one, but never found anyone that owned one in the Toronto area!

Maury

2067. What the HECK is a MindSet?!

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0305951817450001@edwarda.interlog.com>
Source record: 166261

Several threads here have mentioned a machine called a MindSet. What exactly was this computer?

Maury

2068. re: want to find calligrapher fonts/users

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1416rcain@nest.demon.co.uk>
Source record: 166262

On 03 May 95 Stephen wrote::

ST> Am I correct in saying that before the company who wrote
ST> Caligrapher closed down, there were a small number of very expensive
ST> fonts about?? --

Yes, and I have a few of these. I don't know where I would look now if I
wanted any more.

Roger
rcain@nest.demon.co.uk

--

2069. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FEDVFIWMUP@dksoft.ping.dk>
Source record: 166263

In <799382608.4@mettav.exnet> Graham Irvine wrote:

>os/2 is almost a bad ..but also as dead in the water as TOS as far as user base
>is concerned ..despite a MASSIVE ad campaign and at least a 6 month lead over
>the Microsoft offering it is a complete non event !!

You may be right on this one in the Uk, but here in Denmark OS/2 is going
really good. (could be that Denmark is known as the biggest PC country).

>DOS is the reason that Windows is so bad !!! Windows runs on top of DOS lest
>yea forget !! WIndows is nothing more than an alternative desktop like
>Say Gemini is to TOS ...still subject to the same limits as DOS hence the Fact
>that there is only 64K limit to the GDI which anyone who has had more than a
>passing flirtation with MSW completely cripples the whole thing and the
>horrific leakage with even Microsofts own programs that exists with this
>resource regularly brings the system crashing around your precious data.

I know, but many people develope software to run from Windows, thats why
i chose to call it an OS, (even though it isn't).

>TOS,MINTOS,LINUX,0S9,OMEN,MAGIC (okay not strictly an alternative but as much
>as Windows is to DOS),MROS,That cartridge port multitasking system (Can't
>remember its name now), bound to be loads more I haven't come across.

See my message to Hedrik about the above examples you wrote. I don't agree,
as usual 8-)

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

2070. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FEDVFIWPUP@dksoft.ping.dk>
Source record: 166264

In <macdonald.5.0009DA40@cfcsc.dnd.ca> Ken Macdonald wrote:

>You guessed incorrectly. I am running os/2 Warp on a 386DX
>33MHz. It runs satisfactorily but then I have(and most people I would think)
>little use for multitasking (as opposed to task switching). I do serious work
>on it also, graphics (corelDRAW - which by the way I DO NOT reccomend)
>All I need is more memory, lots more! which is standard PC thing, and the most
>important reason why PC's are so dominant. It's not because of the hardware or
>software(YECHH!) but because lots of dealers making lots of money selling
>upgrades and peripherals for basic stuff. Atari dealers can't make a lot of
>money selling video or sound cards. :^)

Well of couse, if you don't multitask you wont need that much power to run
applications. And i'm sure you would like to upgrade as soon you start to
use several programs, just like every others.

The reason why upgrades and extra cards are so cheap is because they produced
in a very high amount, and they're sold too. On our Atari we find 3th part
upgrades as very expencive due to the low amount of people buying it.
The problem i have with this is that i can't find any profit it in. I'll
say making a cheaper upgrade (like the T28 for the ST or perhaps Baracuda
for the Falcon) would make more people buy the product. But they'll have to
lower the price. And this would also benefit the whole market as more people
would stay longer at their equipment, insted of changing to another platform.

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

2071. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D81023.Kut@cix.compulink.co.uk>
Source record: 166265

In message <1995May2.090355.279@genrad.co.uk>, hillsp@genrad.co.uk said:
> In article <D7px2D.MBu@cix.compulink.co.uk>,
> rgivan@cix.compulink.co.uk ("Roland Givan") writes:
>
> > > Paul Hills (hillsp@genrad.co.uk) wrote:
> > >
> > > : > I just got a 68882 FPU (math coprocessor) put in my Mega STE.
> > > : > Now what? What software is out there that makes use ofthis
> > >
>
>
> I didn't write that, I quoted it. I haven't got an STE.

Sorry.

Roland.

@CiX

2072. Re: Linux68K

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D8106o.L67@cix.compulink.co.uk>
Source record: 166266

In message <799508940snz@bassland.demon.co.uk>, simon@bassland.demon.co.uk
said:
> I have just ftp'd VMLINUX from .cnam.fr. I understand I need a FPU
> in order for it to work?
> Is it run from a shell? Just type 'vmlinux'?
>
> Any information on setting up VMLINUX would be apreciated, as I intend
> to set up X-Windows.

There are several files you need :
a kernel specific boot program (ataboot4.ttp or ataboot5.tty)
then#
if you just want to make sure it works on your Falcon you will need the
RAM filesys. Then run by giving the loader the commands -r filesys

otherwise you need two rather large gnuzip files for the system software

Good luck to you if you are trying to get up and running on the Falcon -
I've been trying for weeks but still have had no success

Steve.

2073. Re: New HTML Reader Available (!)

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: alpldbia@w355zrz.zrz.TU-Berlin.DE
Message-ID: <3o8sfc$84j@brachio.zrz.TU-Berlin.DE>
Source record: 166267

In article <3nnsuc$d9j@frigate.doc.ic.ac.uk>,
Leon Guy Louis Brocard <lglb> wrote:

>I've just found an HTML Reader for the Atari in ftp.uni-kl.de under /incoming/
>html08.lzh (!). It is by Alexander Clauss.

Yes, it's a good start. Do send your comments to Alexander please, so that
he knows how to improve it.

>Restrictions: Only bitmap fonts (no outline)

It's the other way round. The bitmap font support is rather non-existent; you
should use vector fonts if you can (NVDI/SpeedoGDOS).

>Haven't tried it out yet, but I will... ;-)

It works fine with the example html-files.

Andre
--
Andre Leistner
UseNet: alpldbia@w255zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

2074. Re: Thing

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: neptune@galaxy.teuto.de
Message-ID: <FEDRCIAUUP@galaxy.teuto.de>
Source record: 166268

In <xa3fpl-.mindbomb_bbs@delphi.com> Ansy Maccallum wrote:

>>> What is THING...
>maybe an version in English will be available soon! <g> :)

The English version IS already available. Ask Arno at the given address ...

Hendr!K

--
Hendrik Mylius |P| WWW: http://www.teuto.de/~hendrik
Phone/Facsimile |G| InterNet: neptune@galaxy.teuto.de
+49-5221-855545 |P| MausNet: Hendrik Mylius @ PB2

2075. Re: Germans buying up Obsolete Computer Sy

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: npetep@hasler.ascom.ch
Message-ID: <1995May3.150419.3397@hasler.ascom.ch>
Source record: 166269

[No readable article body recovered]

2076. Re: Germans buying up Obsolete Computer Sy

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: npetep@hasler.ascom.ch
Message-ID: <1995May3.150624.3501@hasler.ascom.ch>
Source record: 166270

In article jqv@sphinx.Gsu.EDU, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) writes:
> Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
> : *** Escom now has Amiga ***
>
> : Well after all this stuff with the Germans and the Falcon,Medusa Eagle
> : thing they now have the Amiga...
>
> : Does this meen that Germans don't know how to make and develope Computers..???
>
> No. By buying more Ataris than any other people in the world, the
> Germans have shown us that they have a good taste with computers ;-) !
>
> And by developing Medusa and Eagle, they've shown that it's possible to
> build Atari-compatible equivalents to Pentiums and PowerMacs. Who needs
> such things? We all. And especially the pros who use e.g. Calamus SL.

just one thing: Medusa is Swiss and not German.

2077. NEW hardiscrecorder !!

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: gdg7@vision.hrz.uni-giessen.de
Message-ID: <D80Ew3.Gpx@muster.hrz.uni-giessen.de>
Source record: 166271

Harddiskrecording Interface For All Atari Computers with ACSI!

There is a new harddiskrecording interface for all (!) Atari Computers with ACSI Interface (so all except Falcon and ST Book (?) or Stacy (?)). It's a modular system consisting of the main board, an interface board and optional A/D- and/or D/A-conversion boards. For a basic system you need just the main board and the interface board.

The main board contains the transceivers for the S/PDIF signal (coax in, coax out, 2*opt. in, 1*opt. out) and a buffer for the audio data.

The interface board contains some glue logic to adapt the main board bus to the Atari ACSI. Other systems such as ROM port, Apple NuBUS, ISA, PCI are possible but not developed yet.

You will need a CD player or DAT recorder to work with the basic system. So what can you do with it? It's possible to record and playback on the digital level, so you can use it as 16bit stereo sampler or harddiskrecording system. If you have a powerful machine (68030/32MHz and up) you can easily do realtime effects (which are e.g. in the Falcon done by the DSP). Another application is the use as streamer if you own a DAT recorder (not DCC or MD because of their data reduction!) or another PCM studio system.

What about the software? That's the point! There is a low level driver which interleaves the harddisk access with the harddisk recording interface DMA so that even if you run a program like KOBOLD there will be no dropouts or malfunction of the harddisk recording interface. I also have developed a basic interface for the PAULA MOD-player. So what's missing is harddisk recording software. I already talked to the developer of a harddiskrecording software who told me he will support me. For demonstration purposes there is some software to record and playback in a pure format and in a format similar to DVSM (it does realtime compression on my machine) and GUI software for recording/playback in pure format and for streamer purposes.

So if you are REALLY interested do not hesitate to send me a email! If there are no serious requests this system will never be sold!

If it will be sold the basic system will cost perhaps around 1000DM. I think this is a fair price if you have a look at the few really good sound boards for IBM PCs (1000DM - 1800DM/$700-$1200).

My address:
torsten.lang@physik.uni-giessen.de

2078. Re: DSP on-chip sine table?

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: r10967@email.sps.mot.com
Message-ID: <9505031126.AA55567@b-hd-mm.sps.mot.com>
Source record: 166272
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.programming

In article <799428036.19@cs.york.ac.uk>, andrew@minster.york.ac.uk (Andrew Hague) writes:

> I need to know how the on-chip sine (and mu-law/a-law) tables are
> configured on the 56001 DSP. I've had a look around for the Reference
> Sheet but can't get it on the net (no surprise there). Any help via e-
> mail would be gratefully received.

The sine table is a four quadrant (ie., one full cycle) table, in 256 entries. The Mu/A table is also 256 entries. Both share the same addresses, but one is in X space, and the other is in Y space.

Sorry I can't be more specific, but my 56k data book is in Ireland (along with my Falcon :'( ).

You can get the data *BOOK* (approx 300pp) from Motorola in Milton Keynes, UK for about 15GBP
-- ask for the "PROGRAMMERS reference guide": this book has the instruction set, memory/peripheral map, and peripheral registers in it. Be careful not to get the hardware reference, all you'll get are timing diagrams!

2079. Re: Ethernet/LAN?

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199505031637.a21468@iz.maus.de>
Source record: 166273

In <3nv5rs$s7l@cville-srv.wam.umd.edu>, abstract@wam.umd.edu (Lost) wrote:

L>At school here, there are outlets in all the rooms for ethernet
L>connections. Is there a way to use these with Localtalk ports?

There are perhaps Ethernet interfaces for LocalTalk computers, but
LocalTalk is an RS-422 serial interface.

cu...Ole

Ole_Pahl@iz.maus.de AX.25: DK1LP@DB0HES.#SLH.DEU.EU

2080. Re: HSMODEM and MiNT, how?

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199505031644.a21469@iz.maus.de>
Source record: 166274

In <FD5KBBBCUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius)
wrote:

HM>Running the patches _after_ MiNT should work.

Of course HSMODEM works, but some MiNT features won't work any more.
getty won't work if you run HSMODEM after MiNT, for example.

cu...Ole

Ole_Pahl@iz.maus.de AX.25: DK1LP@DB0HES.#SLH.DEU.EU

2081. Re: HELP!! Cubase: what is available???

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: jpetzold@earth.cnct.com
Message-ID: <3o76ro$c6k@mars.cnct.com>
Source record: 166275

Brian McWilliams (mcwilliams@wmich.edu) wrote:

: Music nuts,

: I was entertaining the idea of buying Cubase for my Mega 2 and was
: cruising through Toad's latest catalog (the only one I have). The only thing
: I see that I would want to use is Cubase Score, but is Score the same as their
: standard top of the line sequencer? I thought it was just called Cubase!
: Does Score simply add notation to the regular sequencing package?
: Any input would be appreciated, even from those looking to sell their
: package...

: Brian
The answer is 'yes' the notation part of CUBASE SCORE is additional to
all sequencer functions and I like working with it very much.
If you don't need the notation part: As far as I know you can still get
the version CUBASE 3.0 (or3.1) which should be cheaper than the SCORE
version.
You can e-mail Steinberg Support via Compuserve Gateway. They should be
able to give you the latest information about the different versions. The
adress is 74431.604@compuserve.com

Joachim Petzold

2082. FS:Digidesign Sound Tools for Mega ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: drichard@execpc.com
Message-ID: <3o6sfb$dct@homer.alpha.net>
Source record: 166330
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy

For Sale: Digidesign Sound Tools system for Atari Mega ST. Note, this system REQUIRES a Mega ST because the DSP board plugs directly onto the Mega ST's bus. I paid over $2000 for this system, and am asking $450 or best offer. It's in very good condition and comes with original manuals, etc. If you're unfamiliar with the system, here's what it does:

The Digidesign Sound Tools system is a hard disk digital audio recording, playback, and editing system. It can be used for mastering CD's, tapes, etc. or for editing digital audio. The system I'm selling consists of the following 3 components:

1) DAT I/O digital interface for doing direct digital audio I/O (entirely in digital domain) from DAT, Mini Disc, DCC, or a CD player that has digital output. It has both AES/EBU and S/P DIF ins/outs. This is a separate box with cable that plugs into the DSP processor described below.

2) The Sound Tools DSP, a Motorola 56001 DSP processor on a 'card' that plugs onto the Mega ST bus. This processor speeds up DSP functions, and allows things like realtime EQ during playback.

3) The Sound Designer II software. This is the software that drives the hardware described above. In addition to recording and playing back digital audio it includes cut and paste editing, scrub editing, EQ, waveform redraw, normalization, regions and playlists, fades and gain changes, smoothing, mixing of sound files, sample rate conversion, and time compression/expansion.

In addition to the components described above I also have final beta copies of the Digidesign MasterList software (For putting together a Master List of several songs with timing, blank space, etc. for a CD or tape).

If interested in this system please reply via Email to drichard@execpc.com.

Thanks,

Dean

2083. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: dhohenst@gpu2.srv.ualberta.ca
Message-ID: <3o7dfq$uke@rover.ucs.ualberta.ca>
Source record: 166331

: IIRC, iti is a *GAL* which is required for fpu installation.

: Bye.

: /Hendr!K/

GAL is what the PAL chip is called in Germany. They are one in the same.

==========
Without Questions, there is no Truth. Doug Hohenstein
==========

2084. Re: Problems with TeX HELP!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <3o7dsa$pr7@rs18.hrz.th-darmstadt.de>
Source record: 166332

Hi!

In article <D7r1Ju.HsJ@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
> [...]
> tex &lplain file
> ^^^^^^ After the ampersand you specify what format file TeX
> should use. Of course, you make an alias for that.
With nearly all the shells available for MiNT, you shoul better use
text \&lplain file
because otherwise the ampersand would lead to tex being run in the back-
ground and lplain file being interpreted as a new command...

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein	ignorance, prejudice and
Germany	fear walk hand in hand."
Email: binder@rbg.informatik.th-darmstadt.de	Source unknown
\--/

2085. Re: Falcon accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3o7l39$6cg@news.iesd.auc.dk>
Source record: 166333

In article <950421Z165610.623tomlin@stomlin.spods.dcs.kcl.ac.uk>,
tomlin@stomlin.spods.dcs.kcl.ac.uk (Keith Tomlin) writes:
> I'd like to know if the Barracuda can run Linux/m68k?
>
> --
> Keith Tomlin
> tomlin@zippy.spods.dcs.kcl.ac.uk
> ////////////////////////////////\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
> / S.P.O.D.S Site Earth = http://www.spods.dcs.kcl.ac.uk \
> / Linux/m68k & Falcon030 stuff = \
> / ftp zippy.spods.dcs.kcl.ac.uk : /pub/Authors/tomlin \
> \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\////////////////////////////

It should in theory, since the 68040 is 100% 68030 compatible.

The PMMU in the 68040 has only three different page-sizes, the 68030 has more.
But it should be no problem, because everybody uses 68040 compatible page-sizes.
Pages are used when applying virtual memory, and that`s what LiNUX does.

Keep Cool and Flying...

ChainXOR...

2086. Re: Linux ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3o7lih$6cg@news.iesd.auc.dk>
Source record: 166334

In article <D7II3H.AC8@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
> In message <3n9fkq$6qp@spruce.cic.net>, mwegner@dial.illinois.net said:
> >
> > I didn't realize Linux was available for the ST... where might I be
>
> Its not.
>
> Linux/68 running on an Atari requires a 68030 *and* FPU (68881/68882). The
> only Atari which matches this spec out of the box is a TT. The Falcon with
> the addition of an FPU chip should work as well.

I can now confirm that LiNUX works VERY well on a Falcon with an FPU installed.
It also runs with screenenhancers in resolutions like 800x600, 1024x768 and 1280x960.

> To get Linux running on a ST would require a PAK3 card or similar. Probably
> not worth the trouble. You might as well spend the money on a PC and run
> Linux/pc. You'd have much better support - and decent enough video to run
> X11R6.

A second hand TT or Falcon shouldn't be too expensive either. TT's are sometimes cheap when bought second hand.
>
> :-(
>
> Roland.
>
> @CiX
>

Keep Cool and Flying...

ChainXOR...

2087. HELP!! Cubase: what is available???

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: mcwilliams@wmich.edu
Message-ID: <1995May3.031057.31027@wmichgw>
Source record: 166335

Music nuts,

I was entertaining the idea of buying Cubase for my Mega 2 and was cruising through Toad's latest catalog (the only one I have). The only thing I see that I would want to use is Cubase Score, but is Score the same as their standard top of the line sequencer? I thought it was just called Cubase! Does Score simply add notation to the regular sequencing package? Any input would be appreciated, even from those looking to sell their package...

Brian

2088. Future Wars - Time Travellers

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: goringgn@aston.ac.uk
Message-ID: <D802JI.84H@aston.ac.uk>
Source record: 166336

I just got this game yesterday on budget, and I was wondering if anyone could possibly help me.
Because, call me thicky, I am stuck in the two-room bit at the beginning, with the bathroom and the office doors. Whenever I try to open either of the doors my boss comes out and shouts at me.
I have the filled bucket, the key, the insecticide, and the plastic bag.

Can anyone PLEASE help. E-mail would be appreciated, but is not REALLY necessary.

Graham

+---+
|Why not visit my unfinished Home Page? Refreshments served every hour.|
+---------------+ http://www.aston.ac.uk/~goringgn/ +------------------+
| Set in the beautiful country-side |
| Of Aston University |
+-----------------------------------+

2089. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3o6i56$8l8@sphinx.Gsu.EDU>
Source record: 166337

Ken Macdonald (macdonald@cfcsc.dnd.ca) wrote:
: In article <FDYODHUYUP@dksoft.ping.dk> kim@dksoft.ping.dk (Kim Andersen)
: writes:

: All I need is more memory, lots more! which is standard PC thing, and the most
: important reason why PC's are so dominant. It's not because of the hardware or
: software(YECHH!) but because lots of dealers making lots of money selling
: upgrades and peripherals for basic stuff. Atari dealers can't make a lot of
: money selling video or sound cards. :^)
: -ken

You're absolutely right, I think. And that's exactly, why I'd love to see (for the first time in Atari-history ;-) some REALLY affordable peripherals and extensions for Atari-models! So affordable that almost anyone could buy ones. With installation-service, if needed.

And now> makers of BARRACUDA accelerator, AFTERBURNER accelerator, gfx cards, diverse Atari towers, etc: lower your prices and increase the availability! Which one is better for everyone: 1) a couple of people have accelerated, top-graphic Falcons, TTs, etc - *OR* 2) almost every Atari user uses a faster, more colourful - better computer?

Cheap 68040 accelerators would be a life-saver for Atari market, I think. So many people here seem to want more power for their otherwise nice computers. So: it's power we want - but where shall we get it ?

I really don't believe that 040 cards are quite as expensive to manufacture, as it seems now. Today they just are targeted as luxury items, for people who have money and need. But in 1995 we _all_ would need 68040/SVGA computers. Here's the market - but where are the people to sell us what PC- and Mac-users already have?

There was _one_ graphics extension that very many ST-users in Europe used: Autoswitch Overscan. It wasn't easy to install, or had very impressive performance. But it was cheap, it worked, and it was what people really needed. It was a big success. We need more of those - because it will benefit us all in the long run.

One idea: would it be possible to construct a cheap, yet powerful 040 accelerator based on German PAK68K boards? Their price/performance ratio is good, and you can even build one yourself from a kit. Something for Falcon..?

Opinions?

TH

2090. Re: [Q] LaTeX2e?

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <3o6j3e$987@ccshst05.cs.uoguelph.ca>
Source record: 166338

Andreas DIETZ (dietz@lirmm.fr) wrote:
: Hello!

: Does anybody know if LaTeX2e is distributed for the Atari ST?
: If so, with which TeX-package (Lindner, Strunk, other)?
: Where can I get it?

You can pick up Latex 2e at any CTAN site. Be warned, the archive is quite large (around 800 K, IIRC, 2 megs uncompressed). It's not difficult to install, at least under CS-TeX. Just run initex (you'll probably need the big version) on install.dtx. It does take a long time. On my T25'ed Mega ST, it took several hours, but it's well worth the wait.

THeo

2091. Re: HSMODEM and MiNT, how?

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: cs93dlh@vega.dcs.exeter.ac.uk
Message-ID: <CS93DLH.95May3034024@vega.dcs.exeter.ac.uk>
Source record: 166339

In article <3no70v$ekr@irzr17.inf.tu-dresden.de> hohmuth@irs.inf.tu-dresden.de (Michael Hohmuth) writes:

> > Shouldn't the HSMODEM patches be included in MiNT, together
> This would be ideal. However, this would require (a) the HSMODEM
> sources to be free, and (b) that someone would be willing to rewrite
> them into a new serial driver for MiNT.

Hasn't this already been done? I mean I have this file sitting in c:/multitos called HSMINT.XDD which claims to be a HSmodem driver for MiNT. Unfortunately the docs are german so I don't know exactly what it does.
--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT * MiNT-OS * MiNT-NET * Minixfs * X11r5 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

2092. Question: Netmask in MintNet

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: ljord@algonet.se
Message-ID: <3o70vf$kfk@aristotle.algonet.se>
Source record: 166340

```
Hej!

How do I set Netmask to 255.255.255.224
in mintnet?

Thank You!
Reine Jonsson - ljord@algonet.se
```

2093. Re: MagiCMac demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.158.000E9E62@ti.com>
Source record: 166341

In article <FD5KBBAUUP@galaxy.teuto.de> neptune@galaxy.teuto.de (Hendrik Mylius) writes:

>ST running an Apple-emulator, which then runs MagiCMac :-)

Don't be daff, HendriK, emulating an ST on an ST which is emulating Mac?
I was using an DOS machine, emulating an Mac to emulate an ST.

2094. Re: 3 button mice and German keyboards

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: jhh@cwi.nl
Message-ID: <jhh.799483094@news.cwi.nl>
Source record: 166342

avg@cwi.nl (Annius Groenink) writes:

>3. X11R5 and .xinitrc - it seems that X doesn't understand DOS style
> newlines. Shame. Took me hours of headache to find out. Is X11R6
> any better or does it still have that quirk? MiNT may not be TOS,
> but if that means not accepting the CRLF sequence, I think that it
> should rather be `not done'.
>
>hope your day is as nice as this one here in Amsterdam,
>
>--
>Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
>CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
>1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
>The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

And it is still nice today!

Regarding your question: did you compile X yourself, or did you get the
executable somewhere. X not understanding DOS style newlines may be caused by a
particular version of gcc + libraries. At least I have seen several programs,
and also written some programs myself, that had similar problems. It took _me_
hours to find out gcc was to blame in those cases.

Greetings,
JaHe

--
Jaap-Henk Hoepman, jhh@cwi.nl, +31 20 5924076 | "Yes, we've eaten up the silver
CWI, P.O. Box 94079, 1090 GB Amsterdam | when even food was against us!"
URL: http://www.cwi.nl/cwi/people/Jaap-Henk.Hoepman.html | - Nick Cave

2095. Watermark via Pagestream

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: stchip@delphi.com
Message-ID: <Z85f6O6.stchip@delphi.com>
Source record: 166343

I was wondering if any Pagestream users out in cyberspace can tell me how
to make a 'watermark' using Pagestream.
Watermark meaning a picture or image that you can hardly see on a letterhead,
or similar document.
I'm also interested in any macros anyone has come up with to use with
Pagestream.

Jon O:}

2096. Re: HAS STARDUST BEEN RELEASED YET IN ENGLAND?

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3o7cp3$nd7@golem.wcc.govt.nz>
Source record: 166344

] I have sent away for it and it is taking ages to arrive. Has it been relea

I sent the money and it turned up about 10 days later (pretty impressive!).

This was about 5 months ago. Leave EMail to:

janip@freenet.hut.fi

And ask him if they've seen any money from you!

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

2097. Re: New HTML Reader Available (!)

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3o7t27$q6o@nyheter.chalmers.se>
Source record: 166345

In article <3o5clb$aq7@rs18.hrz.th-darmstadt.de>,
Alexander Clauss <aclauss@rbg.informatik.th-darmstadt.de> wrote:
>In article <3nt8u8$8je@mercury.dur.ac.uk>, M J Maisey <M.J.Maisey@durham.ac.uk> writes:
>>
>> It's quite nice, although it can be rather slow. The only really annoying
>> thing is that it assumes ASCII files are of the DOS CRLF type - which is
>> annoying for me because the files on my Unix-based home page are of the
>> unix type (surprise!). It means I have to go through and convert them
>> before taking them across to my account and vice versa.
>
>Ooops. There shouldn't be any problem with Unix linefeeds.
>Do you mean 'normal' ASCII files or HTML files?
>
He must mean normal ASCII-files (.txt) because I've tried it on my .html-pages
(unix-type) and it works just fine.

Please, please, _PLEASE_ make a network interface for it :-).

Regards, Christer.
--
"Birds can usually fly. So if Tweety is a bird, we can typically conclude that
Tweety can fly. But ostriches are a special type of bird that can't fly; if I
tell you that Tweety is an ostrich, you will change your mind and conclude that
he can't fly after all. Unless he's from the planet Krypton, of course." - M.G.

2098. HP4P Printer driver for Page stream

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3o808nmfl1@perth.DIALix.oz.au>
Source record: 166346

Hello out there in Atari Net land. I have a friend who has a HP 4plus (I'm going off him cos he's got all this cash) and PageStream.... But he has'nt got a proper printer driver for it (can't have everthing eh??)

Can any one help ??? where can one be found or do you have one you can eMail to me ???

Thanks in advance

P.S. I need a HP550C printer driver for PageStream as well. As I am using the HP500C driver.... I'm sure that there must be the correct driver out there somewhere....

Regards

--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

2099. 040 Accelerators (Was: Magic for Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505031420.AA04214@ilmen.lanl.gov>
Source record: 166347

In a previous article, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

> I really don't believe that 040 cards are quite as expensive to
> manufacture, as it seems now.

Not as expensive as it once was, surely, but the manufacture of ANY custom circuit board or card is a costly proposition. As is so often the case, the cost per board goes down with larger production runs. Manufacturing just a few -is- pricey. Ask anyone that has had custom PCBs made.

What does the Barracuda 040/20 board sell for? US$599 or so? And that won't even fit inside the case of a standard Falcon, right?

> Here's the market - but where are the people to sell us what PC- and
> Mac-users already have?

How big is 'the market' you speak of? How many of those people would buy an accelerator and at what price? And how should the availability of the product be advertised so as to reach the most users? Who should market it? If sold at wholesale, you need to allow for 60%+ discounts to distributors and 40%+ discounts to dealers. Is the potential profit worth the RISK?

>One idea: would it be possible to construct a cheap, yet powerful 040
>accelerator based on German PAK68K boards?

I'm not familiar with the PAK68K board except by name. I'm not a hardware guru either but I do know that the pinouts on the 040 vs 030 are not the same and you have some electronic incompatabilities that must be dealt with thus increasing the cost.

040's generate a lot more heat than a comparable 030. You -should- use use a heat sink and/or cpu-mounted cooling fan. This adds to the cost and complexity of design for the cramped quarters inside the Falcon case.

A final consideration is the cost of the 68040 chip itself. At retail, a 25MHz 040 currently costs ~$200 and a 33MHz costs ~$300 (IIRC). Granted, buying these units at wholesale, in quantity, and/or opting for the 'LC' (non-fpu) versions would save money, but they are still fairly expensive.

Is it possible? Sure. Financially viable? That's another question entirely.

-Hutch- @ Fair Dinkum Tech

2100. 1040STf's and Networking...

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: allen@icarus.lis.pitt.edu
Message-ID: <3o87t1$7v1@toads.pgh.pa.us>
Source record: 166348

I was recently able to acquire 6 Atari 1040STf's (Plus I already had one to begin with). They are the basic model (1 Meg RAM, 720K floppy, SC1224 Monitor), no hard drive or anything else.

My original system is a 1040Stf, 4 Megs RAM, 2 720K floppies, 1 50 Meg HD (w/ICD host adapter, software v.5.3.1).

What I'm wondering is this -- is it possible to connect these as a LAN? I'd like to be able to set up one as a file server with a big HD and then have the others run off of that. Are there ethernet adapters out there for the ST's?

I'd also like to be able to run SLIP or PPP on them -- is that possible?

Last question -- can anyone recommend a good C or C++ compiler for the ST?

Please respond by email -- not sure that I'll be able to keep up with the newsgroup in the near future.
--
See ya,
Allen

- Allen Householder - allen@tele.pitt.edu - http://www.pitt.edu/~adhst2 -

2101. Jekyll for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <3o86oo$dcc@studioweb.com>
Source record: 166349

I have a friend with a falcon, and we have been trying to connect to my STe with Jekyll 1.38. Unfortunately it wont work. I can connect with other ST's without any problem.

Is there a Falconised version anywhere? or, is it a serial port problem with the falcon.

Any tips blah blah blah greatfully accepted 8-)

--

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@connexus.apana.org.au

2102. Re: HSMODEM and MiNT, how?

Newsgroup: comp.sys.atari.st
Date: 1995-05-03 00:00:00 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <3o87je$crp@irzr17.inf.tu-dresden.de>
Source record: 166350

In article <CS93DLH.95May3034024@vega.dcs.exeter.ac.uk>,
D.L.Hastings <cs93dlh@vega.dcs.exeter.ac.uk> wrote:
> In article <3no70v$ekr@irzr17.inf.tu-dresden.de> hohmuth@irs.inf.tu-dresden.de (Michael Hohmuth) writes:
>
> > > Shouldn't the HSMODEM patches be included in MiNT, together
> > This would be ideal. However, this would require (a) the HSMODEM
> > sources to be free, and (b) that someone would be willing to rewrite
> > them into a new serial driver for MiNT.
>
> Hasn't this already been done? I mean I have this file sitting in c:/multitos
> called HSMINT.XDD which claims to be a HSmodem driver for MiNT. Unfortunately
> the docs are german so I don't know exactly what it does.

If I remember the announcement correctly, this ``driver'' just
redirects device accesses to HSMODEM which must also be loaded. (I
didn't bother to look at it because it came without source.)

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

2103. Re: falcon owners list

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3oautp$md3@bs33n.staffs.ac.uk>
Source record: 166101

Kim Andersen (kim@dksoft.ping.dk) wrote:
: Ahmm!.. And why don't you join NeST Richard ? You would be much better covered
: if you were available where the 'real' Atari people are, at NeST ofcouse 8)

You pay my phone bill and I'm there.

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

2104. Re: Falcon boots SO slow.. help!

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: petefagc@w208zrz.zrz.TU-Berlin.DE
Message-ID: <1995May4.103046@w208zrz.zrz.TU-Berlin.DE>
Source record: 166102

Hi Rich!
|>
but my Falcon takes an AGE to boot.... its as if its scanning for
|>an IDE and can't find one but takes about 20 seconds to determine that
|>there is nothing plugged in, it then boots the SCSI and works fine.
|>
|>So.. how the hell can I get it to stop searching for the IDE? Don't tell
|>me I'm stuck with a slow booting Falcon until I buy a little 20meg IDE to
|>stop this annoying problem! It happens at every reset.. and is most most

Try NVRAM, a nice little CPX for XControl. Lets you configure the Falcon's boot
parameters/settings

Ciao, Peter.--
****

Peter Kellogg Phone/Fax: 49 30 622 5371
Mail: kellogg@ftsu09.ee.tu-berlin.de
OR
petefagc@w206zrz.zrz.tu-berlin.de
****
In article <3np8f4$r7j@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk
(Requiem) writes:
|>Path:
zrz.TU-Berlin.DE!rz.hu-berlin.de!hahn.informatik.hu-berlin.de!zib-berlin
n.de!news.mathworks.com!gatech!swrinde!pipex!uknet!strath-cs!news.staffs
s.ac.uk!bs47c!cm3hirjd
|>From: cm3hirjd@bs47c.staffs.ac.uk (Requiem)
|>Newsgroups: comp.sys.atari.st
|>Subject: Falcon boots SO slow.. help!
|>Date: 27 Apr 1995 23:13:40 GMT
|>Organization: Staffordshire University
|>Lines: 24
|>Message-ID: <3np8f4$r7j@bs33n.staffs.ac.uk>
|>NNTP-Posting-Host: bs47c.staffs.ac.uk
|>X-Newsreader: TIN [version 1.2 PL2]
|>
|>It finally happened... I ditched my nasty little internal IDE drive from
|>my Falcon that was giving me so much grief and bought a spanking brand new
|>external SCSI 730meg.. it works like a dream.. however I removed the IDE
|>from the Falcon in order to place it in my PC laptop (where it now runs
|>fine!) but my Falcon takes an AGE to boot.... its as if its scanning for
|>an IDE and can't find one but takes about 20 seconds to determine that
|>there is nothing plugged in, it then boots the SCSI and works fine.
|>

|>So.. how the hell can I get it to stop searching for the IDE? Don't tell
|>me I'm stuck with a slow booting Falcon until I buy a little 20meg IDE to
|>stop this annoying problem! It happens at every reset.. and is most most
|>frustrating.. perhaps some STF or AW contributors would care to add this
|>to one of their Question and Answers pages respectively...
|>
|>Rich
|>
|>--
|> _____ +
|> (, /) , /) /) Richard Davey, Falcon Owners Group (UK)
|> /__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
|>) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
|>(_/ +
|> And when you looked your eyes didn't quite meet, but your hearts did
|> And when you cried your bodies didn't quite touch, but your souls did
|>

2105. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0405951042410001@edwarda.interlog.com>
Source record: 166103

In article <D7wDDD.M3t@bton.ac.uk>, st39@bton.ac.uk (Stephen Ticehurst) wrote:

> 256 colours. Instead, the STe came out basically the same as the STfm
> and was a bit disappointment to all.

Out of curiosity, what were the differences in the STe? Better sound,
but with what driver? Blitter chip installed? Any new graphics modes?

Maury

2106. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0405951048240001@edwarda.interlog.com>
Source record: 166104

In article <D7vL23.3yH@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) wrote:

> >ST's Video - it was indeed a form of local bus video. Yes, it used DRAM for
>
> The ST interleaved CPU and video's access to RAM, ensuring that there would
> be no "wait states" by alternating CPU and video access.

Query: Doesn't local bus mean something a lot more than "on the processor bus"? If so, my Mac has "local bus video". Does not local bus actually mean LocalBus, a PC bus standard called VLB, VESA-Local-Bus?

> The sound chip was the weakest part of the orignal ST. It had 3 voices, and
> had no stereo capability. It was capable of only square and triangular waves.
> The Amiga sound chip is what should have been built into the ST.

Actually, the one in the Apple IIGS was the best out. Full stereo with complete panning, 16 voices fully mixable etc. Quite a powerhouse.

> >ST's interface - compared to the Mac+ it was childish but the ST didn't
> >lock developers into anyone standard way of doing things either.

This, IMHO, is one of the cannards you always hear about the Mac. The Mac is simply a HUGE superset of GEM. I find it much more flexible that GEM ever was for me. For example, the views system in the Finder windows, alias's, drag and drop system modification, direct access to customization (no utils required) etc. If GEM was so good, there wouldn't be a market for 3rd party replacements... when have you seen a 3rd party Mac Finder since Sys7 shipped?

> One of the things that makes any interface easy to use is standardisation.
> Once again, this was a major problem with the ST. Atari should have set down
> rules for the interface and promoted them extensively. As it was, there were

Exactly!

> Having said all that, though, for its time the ST was truly incredible.

Agreed.

> The ST was an incredible engineering effort. In approximately six months,
> Atari designed from scratch a computer that was better than anything ouit
> there at the time. The problem was that Atari didn't do anything with it.
> After the 1040ST, they let the ST die.

Yes.

> The improvements Atari made to the
> ST line after that were all too little, and the ones that weren't came out
> too late. Atari should have been continually improving its machines in
> significant ways.

Yes!

Maury

2107. Re: Watermark via Pagestream

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: fox@vulcan
Message-ID: <3ob4i4$qj7@filet.nrlssc.navy.mil>
Source record: 166105

Peter Feszczur (fezzy@perth.DIALix.oz.au) wrote:
: G'day Jon, should not be a problem !!!! but the quality of the finished
: product will lie with your printer.... Best results are with VECTOR graphics
: Import the graphic, via the object menu change the fill pattern to say 10%
: (my DJ500 will only work with fill above 7% other printers may differ)
: Then go to the LINE STYLE menu and select line style 0 (i.e.NO line) all this
: of course must be done with the graphic selected... Then place your other
: your other objects on top of the 'watermark' graphic..

: If you are putting text on top of your 'watermark' you may have to set the
: text object frame (column) to transparent so that only the text covers the
: 'watermark' and not the column around the text....
: Good luck, if you need more help just eMail..
: Regards
: --

Wonderful! I've been working around this for a year by printing
once with the watermark only, then running the paper through a
second time with the rest of the document... I've read the manuals
numerous times and never found how to do it "right"... Thanks!

Can you overlay multiple graphics the same way? Our homeowner's
association has a graphic and I wanted to drop it into a wreath
for our christmas newsletter but could never get both images to
'show through' - one would always be on top and obliterate the
other one... Does this same fill style/ linestyle combination
work for overlaying graphics?

--
+--+
| Daniel N Fox fox@nrlssc.navy.mil |
| Naval Research Laboratory, Code 7323 |
| Stennis Space Center, MS 39529-5004 |
+--+

2108. FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: danderso@student.med.harvard.edu
Message-ID: <3obfdl$ujh@netope.harvard.edu>
Source record: 166106

For sale:

Atari high-res monochrome SM124 monitor AND Citizen 120D printer (+all
necessary cables for connection to an ST)

$75+shipping takes both.

Dave
danderso@student.med.harvard.edu

2109. MagiCMac Help

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: mbooth@cts.com
Message-ID: <mbooth-0305951732150001@mbooth.cts.com>
Source record: 166107

Hello gang! I've downloaded the MagiCMac demo and I am able to get it running on my Mac but I am TOTALLY lost due to the German used. Has anyone translated this thing to english yet?

Also, I just thought I would try to run good ole BOINK.PRG (the original bouncing ball) so I threw it in the "C" drive folder but when I attempt to run it from the desktop (EASE) it refuses to go. I mean, it won't even load. I double click and it just sits there.

Anyone have any idea what I am doing wrong?

Thanks in advance!

Mark Booth

2110. Re: read write atari st disks on pc?

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3o9o37$ks6@hpscit.sc.hp.com>
Source record: 166108

Ian Taylor (Ian_Taylor@a2w.maus.sub.org) wrote:
: [For the sake of humor impaired readers: TOS 1.02 can correctly read
: PC DOS disks.]

It can also write them correctly, and if you stick to the Microsoft
definition of a boot sector, it can even format them correctly.
Unfortunately, many a PC's BIOS is not really MS-DOS-compliant
here, and needs that little extra kick in the b*tt which TOS 1.04
and later TOS versions are happy to deliver.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>---

2111. Re: New HTML Reader Available (!)

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3o9tpb$t9e$1@perth.DIALix.oz.au>
Source record: 166109

Alexander Clauss (aclauss@rbg.informatik.th-darmstadt.de) wrote:
: In article <3nt8u8$8je@mercury.dur.ac.uk>,
: M J Maisey <M.J.Maisey@durham.ac.uk

> writes:
: >
: > It's quite nice, although it can be rather slow. The only really annoying
: > thing is that it assumes ASCII files are of the DOS CRLF type - which is
: > annoying for me because the files on my Unix-based home page are of the
: > unix type (surprise!). It means I have to go through and convert them
: > before taking them across to my account and vice versa.

: Ooops. There shouldn't be any problem with Unix linefeeds.
: Do you mean 'normal' ASCII files or HTML files?

O.K. folks I'm a bit stupid when it comes to anything other than eMail/news..
HOW do I get these HTML files ????? I want to try it out !!!!!!

Thanks in advance..... Regards
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

2112. Re: 040 Accelerators (Was: Magic for Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3o9f81$j3t@sphinx.Gsu.EDU>
Source record: 166110

Hutch (hutch@ilmen.lanl.gov) wrote:
: In a previous article, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

: > I really don't believe that 040 cards are quite as expensive to
: > manufacture, as it seems now.

: Not as expensive as it once was, surely, but the manufacture of ANY custom
: circuit board or card is a costly proposition. As is so often the case, the
: cost per board goes down with larger production runs. Manufacturing just a
: few -is- pricey. Ask anyone that has had custom PCBs made.

I called Wizztronics today, and they told me that they have more than
1.000 Barracuda-040 orders waiting.. Over 1.000 pre-orders. Quite
impressive, I'd say! So, I wouldn't call this manufacturing just a few,
anymore ;-) ... Somehow it feels like Barracuda 040 is going to be a
succesful product. Let's hope so, at least.

The price just is far too much for many people, including me. But it's
their decision. Maybe the price will eventually go down, so the "rest of
us" can enjoy a faster Falcon.

: > Here's the market - but where are the people to sell us what PC- and
: > Mac-users already have?

: How big is 'the market' you speak of? How many of those people would buy
: an accelerator and at what price? And how should the availability of the
: product be advertised so as to reach the most users? Who should market it?
: If sold at wholesale, you need to allow for 60%+ discounts to distributors
: and 40%+ discounts to dealers. Is the potential profit worth the RISK?

There are about 150.000 Falcons around, now (German information). Let's
suppose this is correct. How many of us feel that Falcon *is* a bit too
slow, as it is now? About 100%, I think. Now, how many of us already
own some accelerator? About 10..30%? This leaves us a market of about
100.000 .. 120.000 Falcons in need of more speed. Falcon isn't a cheap
computer. Many of the machines are in professional or serious hobby use.
This means that Falcon-owners (as many people here have told before) do
use much more money to soft- and hardware than ST-owners.

If as few as 10% of us, who want to accelerate our Falcons, really
purchased something like Barracuda - that would mean a market of about
10.000 units. Each $950, or more (with RAM-options, etc.). We speak of
millions of dollars here ! That's something worth considering, I
think...

And as Apex Media's developer recently wrote here, the market itself can
be smallish compared to PC-world - but the market *share* can be very

high. This means lots of sold units, and healthy profits, too.
Especially, because every sold Barracuda makes it more probable that more
and more people purchase C-Lab Falcons - and the market grows. There is
even one pretty exciting possibility:

IF Barracuda-040 proves to be as good as we expect... C-Lab would be wise
to licence it, and this way build a REAL Falcon-040 everybody's waiting
for =-) ! I'd be quite surprised, if somebody isn't thinking about this
right now.

Think about this: Falcon-040 with 8 Mb RAM, 33 MHz, Fast-RAM, built-in
screen enhancer, or (alternatively) a 4 Mb True Color graphics card. Or a
486DX33 emulator. Or... I think I'd LOVE to see C-Lab and Wizztronics
co-operating in near future =-) !!

I also think, that this isn't silly dreaming - but something quite
realistic. And definitely something worth thinking about..

: 040's generate a lot more heat than a comparable 030. You -should- use
: use a heat sink and/or cpu-mounted cooling fan. This adds to the cost
: and complexity of design for the cramped quarters inside the Falcon case.

That's exactly, why C-Lab should build the unit in Falcon-040, and put
the whole beauty inside a nice tower casing with decent PSU.

: A final consideration is the cost of the 68040 chip itself. At retail,
: a 25MHz 040 currently costs ~$200 and a 33MHz costs ~$300 (IIRC). Granted,
: buying these units at wholesale, in quantity, and/or opting for the 'LC'
: (non-fpu) versions would save money, but they are still fairly expensive.

: Is it possible? Sure. Financially viable? That's another question entirely.

I think it would be very viable, if done well. Other opinions?

: -Hutch- @ Fair Dinkum Tech

Greetings,
TH

2113. Re: magic for falco

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D81KBB.8J3@cix.compulink.co.uk>
Source record: 166111

In message <1355dlittle@nest.demon.co.uk>, dlittle@nest.demon.co.uk said:

>It worked better than we expected.

Good!

>So far, we have outsold all expectations on the Falcon - and although the
>market is quite small, the market SHARE is much higher than we initially
>expected. We have a large number of professional users dropping their PC's
>for Falcons loaded with Apex, both in the design and cable video markets.
>We have people using Falcons in conjunction with PC's armed with 3D Studio
>so they can work with truecolour animations which Animator PRO can't edit.
>Even the newest incarnation of Autodesk's baby looks like it's going to be
>hampered by the speed of the Windows and although it looks really good, our
>customers are concerned that a Pentium running Studio Animator in
>truecolour will not be as fast as a 16Mhz Falcon with Apex!. There are even
>a few who are using the Falcon in preference to the Silicon Graphics
>Indigo2 workstation simply because they find the Falcon is easier to use -
>even though it involves porting the images across and then back again
>afterwards!

THAT'S what I like to hear!

Phil.

2114. Re: Imagecopy 3

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D81KBD.8K5@cix.compulink.co.uk>
Source record: 166112

```
In message <djs.799327847@gen-off-1>, djs@jet.uk said:
>He's on CIX, j_hughes, iirc
>
>Thus: j_hughes@cix.compulink.co.uk

jhughes ?

Phil.
```

2115. Re: Watermark via Pagestream

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3o9vqo$5tk$1@perth.DIALix.oz.au>
Source record: 166113

SORRY ** SORRY ** SORRY ** about this double posting but someone wanting
to use the 'talk' function spun out my editor..... SORRY...

: stchip@delphi.com wrote:
: I was wondering if any Pagestream users out in cyberspace can tell me how
: to make a 'watermark' using Pagestream.
: Watermark meaning a picture or image that you can hardly see on a letterhead
: or similar document.

G'day Jon, should not be a problem !!!! but the quality of the finished
product will lie with your printer.... Best results are with VECTOR graphics
Import the graphic, via the object menu change the fill pattern to say 10%
(my DJ500 will only work with fill above 7% other printers may differ)
Then go to the LINE STYLE menu and select line style 0 (i.e.NO line) all this
of course must be done with the graphic selected... Then place your other
your other objects on top of the 'watermark' graphic..

If you are putting text on top of your 'watermark' you may have to set the
text object frame (column) to transparent so that only the text covers the
'watermark' and not the column around the text....
Good luck, if you need more help just eMail..
Regards
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

2116. Re: HELP!! Cubase: what is available???

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: em09@liverpool.ac.uk
Message-ID: <D81nxK.BzH@liverpool.ac.uk>
Source record: 166114

Brian McWilliams (mcwilliams@wmich.edu) wrote:

: Music nuts,

: I was entertaining the idea of buying Cubase for my Mega 2 and was
: cruising through Toad's latest catalog (the only one I have). The only thing
: I see that I would want to use is Cubase Score, but is Score the same as their
: standard top of the line sequencer? I thought it was just called Cubase!
: Does Score simply add notation to the regular sequencing package?
: Any input would be appreciated, even from those looking to sell their
: package...

: Brian

It IS the same product and the latest version of it. The reason for
calling it Score was so that Steinberg could re-number it v2 in order
to bring it into line with the version numbers of the other platforms.

BTW it also has greatly advanced Scoring features but I don't use them.

John.
--
Mechanical Engineering Department John Boyes
University of Liverpool
P.O. Box 147 Email: em09@liverpool.ac.uk
Liverpool Phone: +44 (0)151-794-4861
L69 3BX (U.K.) Fax: +44 (0)151-794-4848

2117. Re: Geneva on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: ralunsfo@uncc.edu
Message-ID: <3obggu$inl@news.uncc.edu>
Source record: 166115

In article <3ntd4e$d3l@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
> Has anyone actually used it? Apparently it has now been fixed so that
> it will run on the F030. I'd appreciate any opinions. Its just that
> if MultiTOS is anything to go by certain progs under Magic will be
> very slow, or slow everything else down.
>

I've got Geneva on the Falcon...just got it yesterday :) It runs just as fast as single TOS if you're only using one application, or only one that requires CPU attention...I noticed under MTOS that the more programs you have open, the slower each gets no matter what the nature of the program is.

As far as running a few different prgs that require more CPU time, I have not tried. I mostly run (for example), a text editor, term program, and sometimes compile and test programs. For me, Geneva is ideal as the networking stuff is not so important (and it'll support MiNT in the next version anyway)...

If you've got any more specific questions, email me and I'll answer or attempt whatever you're curious about (to a limit ;)

Russ

--
****
"Let yourself go with the disease, be with it, keep company with it - this is the way to be rid of it." - Bruce Lee
ralunsfo@uncc.edu

2118. Wanted:User Groups to Receive Atari-Only Catalogue

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FEEIDGUQUp@warpcon.ersys.edmonton.ab.ca>
Source record: 166116

This is a message to all user groups out there. If you are interested in receiving free catalogues from Computer Direct for atari-only stuff please leave him e-mail at c.krowchuk1@genie.geis.com. Alternately, you may simply reply to my e-mail address, and I will pass along the messages. Please include in your message how many catalogues you would like to receive, address, and any other pertinent information you think is necessary.

Oh, and just in case anyone is gonna feel like solicitation is going on the Usenet, it's not exactly like that. It's simply a way for atari user groups to be made aware of his store more easily. I'm not being paid for this at all, nor am I an employee.

Leslie
(v.p. Edmonton Atari Computer Hobbyists)
P.S. I'm still looking for more (currently only) Canadian atari user groups to begin a newsletter exchange. Email me.

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

2119. Newsletter Exchange for Canadian User Groups

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FEEIDGUSUp@warpcon.ersys.edmonton.ab.ca>
Source record: 166117
Cross-posted to: comp.sys.atari.st,comp.sys.atari.tech

Due to the fact that the Edmonton Atari Computer Hobbyists are trying to start up a newsletter exchange (even if your user group doesn't currently produce a newsletter) among Canadian Atari user groups, we are trying to make sure that a) all of these groups are still active and b) the mailing addresses are correct. If anyone can shed some light on the status (and/or mailing addresses) of these user groups (some of these groups are obviously still active (like TAF, EACH (of which I am affiliated), and STug), but I wanted to include them just to make sure of the addresses and to keep a list that is relatively complete for those user groups that are not aware of many groups).
Any user groups that I do not receive information about or am given information that they are no longer active will either not be sent newsletters or will be deleted respectively.
If your user group is *NOT* listed, please send me e-mail to leslieh@warpcon.ersys.edmonton.ab.ca, and give me the information. The information will be sent to other user groups unless otherwise specified.
Thank you for your help in creating a more tightly-knit Atari community.

Leslie

==========

NSACUG - Nova Scotia Atari Computer Users Group

Mailing Address: 108-60 Chadwick Pl
Halifax NS B3M 3H2

==========

0ASISTE - Quebec City ST User Group

Mailing Address: 5550 Guy
Charlesbourg PQ G1H 4L5

==========

MACAM - Atari de Montreal

Mailing Address: 12830 Brook
Pierrefonds QC H8Z 1B8
==========

MAST - Montreal Atari ST Users Group

Mailing Address: 148-35 Windsor
Pierrefonds PQ H9H 1P8

==========

ASTMUM - Atari ST Mega Users of Montreal
Mailing Address: PO Box 966 Stn B
Montreal QC H3B 3K5

==========

NCAUG - Ottawa National Capitol Atari User Group

Mailing Address: 15 Blueridge Court
Nepean ON K2J 2J3

==========

TAF - Toronto Atari Federation

Mailing Address: 1527-5344 Yonge St
Willowdale ON M2N 6M2

==========

KWEST - Kitchener-Waterloo Eight Sixteen Thirty-two Atari User Group

Mailing Address: Dani Roloson
1-409 Keats Way
Waterloo ON N2L 5S7

==========

LUST - London Users of ST's

Mailing Address: 162 Inverary Cr
London ON N6G 3L8

==========

SALSA - Soo Area Loyal Sons of Atari

Mailing Address: PO Box 490 Stn Main
Sault Ste Marie ON P6A 5M7

==========

STUG - Winnipeg Atari ST Users Group

Mailing Address: 378 Home St
Winnipeg MB R3G 1X4

==========

RASTA - Regina Atari ST Association

Mailing Address: 3711 Gordon Rd
Regina SK S4S 5X3

==========

ACCS - Atari Computer Club of Saskatoon

Mailing Address: PO Box 8191 Stn Main
Saskatoon SK S7K 6C5

==========

EACH - Edmonton ST Users Group
Mailing Address: J Pepper
E.A.C.H.
12243 106 St
Edmonton AB T5G 2R9

==========

CAUG - Calgary Atari User Group

Mailing Address: 130 8th Ave NE
Calgary AB T2E 0P5

==========

SAAUG - Southern Alberta Atari Users Group

Mailing Address: 708 3rd Ave S
Lethbridge AB T1J 0H6

==========

VANTARI - Vancouver Atari User Group

Mailing Address: PO Box 3614 Stn Main
Vancouver BC V6B 3Y6

==========

T.R.A.C.E.

Mailing Address: 8753 #2 RD
Richmond BC V7C 3S2

==========

NWAUG - New Westminster Atari User Group

Mailing Address: c/o Quay Computers
208-615 8 ST
NEW WESTMINSTER BC V6B 3Y6

==========

MIST - Mid Island Atari ST Users Group
(Comox Valley-Vancouver Island)

Mailing Address: Site 316-C24
RR 3 STN MAIN

Courtenay BC V9N 5M8

==========

GCACE - Garden City Atari Computer Enthusiasts

Mailing Address: 253 Regina Ave Victoria BC V8Z 1J6

==========

VAUG - Vernon Atari User Group

Mailing Address: 5664 Allenby Cr
Vernon BC V1T 8P8

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

2120. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D82rEE.LGD@cix.compulink.co.uk>
Source record: 166118

In message <1995Apr25.200137.42271@cobra.uni.edu>, sinclap2954@cobra.uni.edu said:

>
> The Programs are also a lot more powerful, DAH! Ever use WordPerfect,
> Word 5.1? ClarisWorks 3.0 puts AtariWorks to shame and demands alot
> less on system resources. At least we have choices according to our
> needs.

ClarisWorks demands a lot less on system resources does it? Does it run on a bog standard original Apple Mac like AtariWorks will on an ST520 Have to support WP at work - the latest version for Windoze is so bug ridden it is a pile of shit.

I have choices : AtariWorks, Papyrus, LaTex. I could continue but frankly I can't be arsed anymore.

> So how is Wing Commander on the ST?

How's D2D recording on the Mac?

> "Peter Sinclair, you are a tosspot; you are a wanker; you are a very
> tiny piece of turd."
> - Atari's Jeff Minter

I repeat what I pointed out to you last time : Jeff Minter is an freelance programmer who codes for the platforms he likes. By the way he is right.

Consider yourself kill filed you sad, sad, pathetic little man.

Steve Atty

"Bacchum in remotis carmina rupibus vidi docentum - credite posteri -
Nymphasque discentes et aures, capripedum Satyotum acutas"
Ode XIX, Horace

2121. FS: Various Atari ST Hardware

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: S1134465@cedarville.edu
Message-ID: <S1134465.151.2FA95EFB@cedarville.edu>
Source record: 166119
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

Posted for a friend:

Atari SC1224 color RGB monitor
excellent condition $85
Atari SF314 3.5 inch external disk drive
includes power supply $40
Syncro Express Hardware/Software Backup Device
. . . . . $30
Supra 2400 baud external modem
. . . . . $20

Shipping extra. Thanks,
Dale
s1134465@cedarville.edu

2122. Re: [Q] LaTeX2e?

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3oaduv$lti@news.iesd.auc.dk>
Source record: 166120

In article <3o2anh$ave@lirmm.lirmm.fr>, dietz@lirmm.fr (Andreas DIETZ) writes:
> Hello!
>
> Does anybody know if LaTeX2e is distributed for the Atari ST?
> If so, with which TeX-package (Lindner, Strunk, other)?
> Where can I get it?
>
> Thanks in advance
>
> Andreas

There is a german LaTEX 2e package for all Atari's. It's called MultiTEX and distributed by MAXON COMPUTER in Germany. It's one of their "SonderDisk"-packages. It has been upgraded recently with some new Atari-specific features.

Keep Cool and Flying...

ChainXOR...

2123. Re: help needed : upgrading ST memory

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: joseecek@deepcove.com
Message-ID: <3obq46$757@Kaos.deepcove.com>
Source record: 166121

limchung@iscs.nus.sg (Charlie Mike) writes:

>Hi,
> I'll thinking of upgrading the memory of my 1040 STF.
>The only RAM chips I can find on the motherboard are 8 424256 20 pins chip.
>Are these 256k * 4 bits chips? Can anyone point me to any source on the
>meaning of the pins? Will I have any problem in using any of the memory
>upgrade boards? Thanks.

>Chung Yong

Reply follows: I have installed Xtram (from Marpet) to my STF and it is no problem with actual installation and no problems during my sessions. I recommend it. But there is an omision in the manual. They don't say to make some more space for MMU chip by cutting out aprox. 1/8 inch of metal shield (in units with MMU near the lower edge). But that is minor and mechanical procedure. Again: No problems with Xtram. You basically disconnect those original RAM chips and not to worry about what the pin layout is.

Josef

josef.palecek@deepcove.com

2124. Hardware for Sale Cheap <----

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: lennjm@mentor.cc.purdue.edu
Message-ID: <3obqpo$ei@mentor.cc.purdue.edu>
Source record: 166122

You pay shipping on all items listed.

SF 314 720K DS/DD 3.5" External ST/STe drive - $30

Syquest 44MB Drive in nice case with ICD AdSCSI ST
controller. There is room for another hard drive in it. Includes
DMA cable, one 44MB cartridge, Syquest and ICD docs, ICD software - $110

1040ST - original no mods $85

520ST - 512k original no mods $45

SM124 Mono Monitor - $45

SC1224 Color Monitor (Goldstar) - $70

Jody 317-743-1153

--
Jody M. Lenn Umich Atari Posse:
lenn@expert.cc.purdue.edu lenn@atari.archive.umich.edu
lenn@terminator.rs.itd.umich.edu
Elevation 28,800 BPS (V.34) GEnie: j.lenn1@genie.geis.com

2125. Winsock

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: lupomesky@kvt.ujep.cz
Message-ID: <lupomesky.35.001065CF@kvt.ujep.cz>
Source record: 166123

>From: hallvart@oslonett.no (Hallvard Tangeraas)
>Subject: "Winsock" equivelant for ST?
>Date: 2 May 1995 00:18:54 +0200

>Is there a program available as the equivelant of "Winsocket" for the
>Peeceesrunning Windozzzzzzze... available for the ST?
>Wouldn't a program like this let me emulate a SLIP/PPP connection and run
>say, "Netscape" or "Mosaic" via UNIX which my host server (hopefully) has
>installed?.. Or am I getting this all wrong?

Well, why "winsock", when you can have true BSD sockets?

Bye Borek

2126. W: software for photoman

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: "Autumn J. Thomas" <rescuer@umich.edu>
Message-ID: <Pine.SOL.3.91.950504220021.2305B-100000@seawolf.rs.itd.umich.edu>
Source record: 166124

I have an Atari mega 4 ste and want to know if there is software
avialable to use with the " logitech photoman camera ", it is a B&W
camera that down loads though the serial port. You can reply directly to
me at
rescuer@umich.edu
Thanks, A J Thomas

2127. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May4.230324.42871@cobra.uni.edu>
Source record: 166125

In article <D82rEE.LGD@cix.compulink.co.uk>, satty@cix.compulink.co.uk ("Stephen Atty") writes:
> In message <1995Apr25.200137.42271@cobra.uni.edu>, sinclap2954@cobra.uni.edu
> said:
>
> >
> > The Programs are also a lot more powerful, DAH! Ever use WordPerfect,
> > Word 5.1? ClarisWorks 3.0 puts AtariWorks to shame and demands alot
> > less on system resources. At least we have choices according to our
> > needs.
>
> ClarisWorks demands a lot less on system resources does it? Does it run
> on a bog standard original Apple Mac like AtariWorks will on an ST520
> Have to support WP at work - the latest version for Windoze is so bug
> ridden it is a pile of shit.

ClarisWorks will run on a one meg Mac Plus. As for WordPerfect being full of bugs, and a pile of shit, I thought that was the norm of ST software!

>
> I have choices : AtariWorks, Papyrus, LaTex. I could continue but frankly
> I can't be arsed anymore.
>

None of those can match ClarisWorks.. Give it up..

> > So how is Wing Commander on the ST?
>
> How's D2D recording on the Mac?

We have that..Not D2D but another vendor.

How is Doom II on the St?

>
> > "Peter Sinclair, you are a tosspot; you are a wanker; you are a very
> > tiny piece of turd."
> > - Atari's Jeff Minter
>
> I repeat what I pointed out to you last time : Jeff Minter is an freelance
> programmer who codes for the platforms he likes. By the way he is right.
>

Jeff Minter works for Atari. He is Atari's new wipping tosspot!

> Consider yourself kill filed you sad, sad, pathetic little man.

Are you an angry ST owner?

>
> ---
> Steve Atty
>
> "Bacchum in remotis carmina rupibus vidi docentum - credite posteri -
> Nymphasque discentes et aures, capripedum Satyotum acutas"
> Ode XIX, Horace
> ---
>
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

2128. COULD SOMEONE HELP?!

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: Jas.Johnson@flight.org
Message-ID: <845_9505041528@flight.org>
Source record: 166126

To whom ever could help me with this one:

I have two Atari ST and wonder if I can still use them in my business. I would like to be able to put a modem on them and have them be able to plug into a BBS or be able to communicate to me using my PC. How is this possible, where do I start, how much would it cost? Please, you folks seem real knowledgeable on the ATARI and would like to get any helpful information you might have.

Again:
Have an Atari 1M ST
Want to buy a modem
Will and How can I sign on BBS
How much will it cost
Where do I buy modem?

THank you,
James

Would prefer you internet email back to jasjohnson@aol.com

Again Thank you.
---------- -//- ----------
Internet: Jas.Johnson@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2129. Networking, MiNT, and what!

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Message-ID: <Pine.SUN.3.91.950504220519.6212A-100000@nic.cerf.net>
Source record: 166127

Hi All,

I had a question. I know I can transform my wonderful Falcon into a pseudo-Unix system, but what good will it do me? All I'm really interested in is a kick-butt multitasker, and some Internet www browser (which, I bet, there is none). By looking at MiNT, Minix, Linux, MultiTOS, and whatever else, am I going in the wrong direction? What is Minix? Heck, what is Linux?? For that matter, what the heck _exactly_ is MiNT??? And does any of it have to do with telecommunications?

Yours confusedly,

Ben Allfree
shadow@iris.yolo.com

:)

2130. b'lox!

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1419dbrewood@nest.demon.co.uk>
Source record: 166128

In a message of 04 May 95 Tom Thomason (0) wrote to All :

TT> Well said, Daron!!

Thanks for the support Tom.

Daron - dbrewood@nest.demon.co.uk

--

2131. Re: 1040ST for sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: ac067@rrz.Uni-Koeln.DE
Message-ID: <3oaoc8$loe@news.rrz.uni-koeln.de>
Source record: 166129

Thomas Theiner (thein@informatik.rwth-aachen.de) wrote:
: Hi guys!
:
:
: I have a GREAT offer for you:
:
: 1040ST
: + SM124 Monitor
: + 24 Epson LQ 400 printer
: + Becker Text Original for about $200!!
:
: Interested? Send emails to
:
: ruedi@Pool.Informatik.RWTH-Aachen.DE *OR*
: thein@Pool.Informatik.RWTH-Aachen.DE
:
: Rudi&Thomas
:
:
Wir sind interessiert an Eurem Atari, schreibt doch mal an unsere E-Mail
eine Nachricht mit Eurer Telefonnummer, dann rufen wir Euch mal an!
Unsere Telefonnummer lautet : 0221-4703069

Viele Gruesse
Thomas Diekgerdes

E-Mail: ac067@RS1.RRZ.UNI-KOELN.D

2132. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <799641618.0@mettav.exnet>
Source record: 166130

Out of the ether, the following was mentioned by Graham...:

GI> os/2 is almost a bad ..but also as dead in the water as TOS as far as
GI> user base is concerned ..despite a MASSIVE ad campaign and at least a
GI> 6 month lead over the Microsoft offering it is a complete non event
Oh, I wouldn't go that far Graham. I have OS/2, Windows95 and Windows NT loaded on my PC in work and OS/2 tends to be the system I use most, followed by NT (you can forget Windows95 whos multitasking is worse than Mint 0.98!!!! and is about as stable!)

GI> cripples the whole thing and the horrific leakage with even
GI> Microsofts own programs that exists with this resource regularly
GI> brings the system crashing around your precious data.
I've not had any PC's crashing due to the GDI limit. Just cases of PC's with 16 or 32Mb of RAM running out of memory (even though they show the machine to have at least 60% of that memory free!)

GI> TOS,MINTOS,LINUX,0S9,OMEN,MAGIC (okay not strictly an alternative but
GI> as much as Windows is to DOS),MROS,That cartridge port multitasking
GI> system (Can't remember its name now), bound to be loads more I
GI> haven't come across.
Was SMS2 the one on a cartridge you was thinking about?

The one big problem is that none of these systems are ideal IMHO, but then again what would you class as ideal? Windows or System 7 are NOT it!

Spencer

spencer@boondock.mettav.exnet.com

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

2133. Re: Kylie (Was: Re: C-Lab Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <799641618.1@mettav.exnet>
Source record: 166131

Out of the ether, the following was mentioned by Hutch...:

H> Aw, Fair Dinkum! Like, my mum is sooooo fat. She like get's her
H> bras from the Army Surplus. They used to be tents! Fair Dinkum!"
Hutch, your beginning to sound like some of the New Zealander's I work with ;-)

H> <visualize big wad of chewing gum being twirled around finger>
H> Heee, heee... so is Kylie and the Comedy Company still on TV?
Pass, TV in the fair isle has never been so bad! Anyway I am too busy playing
with my dead and buried Falcon ;->

Spencer

spencer@boondock.mettav.exnet.com

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

2134. Re: Signature Netiquette

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199505042146.a24837@a2w.maus.de>
Source record: 166132

Hutch (hutch@ilmen.lanl.gov) wrote on 28.04.95:

>Hey guys... some of these these .signatures are real cute and a
>testimony to your ASCII art capabilities, but they -are- a waste of
>bandwidth
Don't you realize some people have spent many hours of their lives
preparing those signatures, some may have paid one of the new wave of
signature providers for a really special graphics job :)

>How about a little consideration for those that have to pay for their
>net access and keep signatures down to -4- lines as suggested by the Net
>Rules, OK?
Surely it's the number of bytes not the number of lines that consumes
bandwidth?

m
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n

:)

2135. Re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FEEWBFWSUP@dksoft.ping.dk>
Source record: 166133

In <9505041410.AA04595@ilmen.lanl.gov> Hutch wrote:

>So what have -I- been doing in this newsgroup the last few years???
>
>Or don't we smaller developers count? Got news for ya... that's the
>ONLY kind of developers left that are supporting the Atari.

To be honest, i didn't thought you were a developer Hutch.

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

2136. Re: Thing

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FEESBBBUUP@zaphot.augusta.de>
Source record: 166134

In <FEDRCIAUUP@galaxy.teuto.de> Hendrik Mylius wrote:

HM> In <xa3fpl-.mindbomb_bbs@delphi.com> Ansy Maccallum wrote:
HM>
HM> >>> What is THING...
HM> >maybe an version in English will be available soon! <g> :)
HM>
HM> The English version IS already available. Ask Arno at the given address ...

Yep! An english version of Thing 0.31 with english manual etc. is
available :)

Arno Welzel
Georgenstrasse 55
D-86125 Augsburg
Germany
EMail: aw@zaphot.augusta.de

or:

Joe Connor
65 Mill Road
Colchester
CO4 5LJ
England
EMail: jconnor@cix.compulink.co.uk

To get an update of 'Thing Icon Manager' (latest version is 1.04)
or 'TOS2GEM' (latest version is 24.03.1995) write to:

Thing Icon Manager: Holger_Weets@OL.maus.de
TOS2GEM: binder@rbg.informatik.th-darmstadt.de

Thing will _NOT_ be distributed via email - sorry.

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

2137. Re: Germans buying up Obsolete Computer Sy

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGART.DE
Message-ID: <3ob4v9$118h@info4.rus.uni-stuttgart.de>
Source record: 166135

In <1995May3.150624.3501@hasler.ascom.ch> npetep@hasler.ascom.ch writes:

> just one thing: Medusa is Swiss and not German.
... And American bought the license to build it ;-)))))))
(I think Lexicor, but I'm not sure)

Regards,
Gerd

gerd@theo2.physik.uni-stuttgart.de G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

2138. Re: Atari vs clone??

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: boyd@unicomp.net
Message-ID: <3oblug$aom@ns1.unicomp.net>
Source record: 166136

> ClarisWorks demands a lot less on system resources does it? Does it run
> on a bog standard original Apple Mac like AtariWorks will on an ST520
> Have to support WP at work - the latest version for Windoze is so bug
> ridden it is a pile of shit.

Are you anti-atari or something?? That attitude sure doesn't HELP the "cause" much, fur-sure...

BTW, I don't WANT my software limited to the original 520ST! Like there are user-groups for pre-80x86
machines, but I want my software programmed to make the most use of the 80486 (I'm not stingy enough to
expect Pentium users to be stuck with 80486 stuff, either, if there is Pentium-specific stuff not available on
the 486 chip.. no idea..)
Same with my Falcon.. If, for the most part, programs were written to take advantage of it.. I've no need for
music, true-color, etc...
Like buying a Pentium instead of a 8086 *just* because of the Sound-blaster-AWE and VGA installed in it...
4x faster is nothing compared to the difference you see when upgrading from a typical 8086 to a 386+...

2139. Falcon, SCSI prob...

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: boyd@unicomp.net
Message-ID: <3obmco$aom@ns1.unicomp.net>
Source record: 166137

Please excuse this if I've already asked this in the newsgroup...
Anyone heard of a "loose spring" prob with hooking external SCSI drives up to the Falcon??
Seemed to be a common prob a yr or two ago in the Atari-net Falcon msg-base... But I can't find anyone
with knowledge of it now... Was told, then, that it could be fixed by an authorized-repair-center or
something.. TOAD doesn't seem to know what I'm talking about (they THINK that I don't! <grin>), for sure...
When I hook up an HD, the whole system refuses to boot up. The HD works perfectly on a Mega STE, ST,
etc... The internal IDE works perfectly in the falcon, btw.

Hmm... What about hooking a longer cable up to the IDE interface and using a 3.5"+ (cheaper!) IDE drive
externally?

Thanks for any info!

2140. Re: Falcon accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: tomlin@zippy.spods.dcs.kcl.ac.uk
Message-ID: <950504Z132118.965tomlin@zippy.spods.dcs.kcl.ac.uk>
Source record: 166138

In article <FD5KBBAOUP@galaxy.teuto.de>
neptune@galaxy.teuto.de "Hendrik Mylius" writes:

> In <950421Z165610.623tomlin@stomlin.spods.dcs.kcl.ac.uk> Keith Tomlin wrote:
>
> >I'd like to know if the Barracuda can run Linux/m68k?
>
> isn't that a little premature to ask? Let's wait and seem if it can run
> _anything_ :)
>
> Hendr!K
>

Point taken, Hendrik ;-) I suppose we should wait & see if it actually exists ;-)

--
Keith Tomlin
tomlin@zippy.spods.dcs.kcl.ac.uk
////////////////////////////////////\\
/ S.P.O.D.S Site Earth = http://www.spods.dcs.kcl.ac.uk \
/ Installing Linux on a Falcon = http://www.spods.dcs.kcl.ac.uk/~tomlin \
\ Linux/m68k & Falcon030 stuff = /
\ ftp zippy.spods.dcs.kcl.ac.uk:/pub/Authors/tomlin or /pub/linux/linux-68k /
\\////////////////////////////////////

2141. Re: Falcon accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: tomlin@zippy.spods.dcs.kcl.ac.uk
Message-ID: <799623402snz@zippy.spods.dcs.kcl.ac.uk>
Source record: 166139

In article <FD5KBBAOUP@galaxy.teuto.de>
neptune@galaxy.teuto.de (Hendrik Mylius) said:-

>In <950421Z165610.623tomlin@stomlin.spods.dcs.kcl.ac.uk> Keith Tomlin wrote:
>
>>I'd like to know if the Barracuda can run Linux/m68k?
>
>isn't that a little premature to ask? Let's wait and seem if it can run
>_anything_ :)
>
Point taken, Hendrik. I suppose we should wait & see if it actually exists
first :-)

--

Keith Tomlin
tomlin@zippy.spods.dcs.kcl.ac.uk
////////////////////////////////////\\
/ S.P.O.D.S Site Earth = http://www.spods.dcs.kcl.ac.uk \
/ Installing Linux on a Falcon = http://www.spods.dcs.kcl.ac.uk/~tomlin \
\ Linux/m68k & Falcon030 stuff = /
\ ftp zippy.spods.dcs.kcl.ac.uk:/pub/Authors/tomlin or /pub/linux/linux-68k /
\\////////////////////////////////////

2142. Re: Ease and NeoDesk (was: Emulator for the mac?)

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: ap055@lafn.org
Message-ID: <1995May4.043549.25929@lafn.org>
Source record: 166140

In a previous article, alfasoldt@aol.com (Al Fasoldt) says:

>> Are Gribnif out there? When will NeoDesk 4 work with MagiCMac?
>
>NeoDesk 4 works with MagiC on my TT.
>
>Al Fasoldt, Systems Editor, Syracuse Newspapers
>
How did you get it to work? The docs that come with MagiC are as thin as the one that came with NVDI. I tried putting neoload.prg in the shell line, but it didn't work. Also, Magic likes to set my color monitor to 50 Hz, and I can't think of a way within MagiC to set it back to 60 Hz.

MagiC is fast, but the documentation is really sparse and it is a little rough around the edges when it comes to convenience. Do the flags you set (like running single tasking mode) in Magic.inf work when you run it with NeoDesk instead of its built in Desktop?

--
Ronald Chan <rc@pw.usda.gov>
A Pocket Knight *--{------------ <ap055@lafn.org>

2143. Help needed! F030 + Quantum E1080 SCSI

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950504093235.19780A-100000@bull.mimuw.edu.pl>
Source record: 166276
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have got SCSI HD Quantum Empire E1080S - 1GB an when I was installing
it, I move autobooting with connected IDE drive. Now I sold my old IDE
and I have a lot of data on SCSI drive, but it doesn't want to autoboot! :((
It's installed with ICD (no AHDI compatibility) and option Boot for
selection of boot partition works but doesn't make any effects.

PLEASE HELP ! (It isn't funny to boot F030 from FDD :(((

Simon. :((((

2144. MiNTnet & Geneva?

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3oa1p0$ipq@news2.delphi.com>
Source record: 166277
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I already have Geneva. Should I get MiNTnet? What else do I need to set up an Internet connection?

I am new at this (SLIP/PPP/etc.), but not new to computing/telecomputing. Are the available Lynx and Chimera programs GEM based or .TOS based?

Please point me in the right direction on how to do this and where to get everything. I.e. what files at umich, etc.

Thanks in advance!

Dom

P.S. Since most people feel that AES4.0/MultiTOS is so slow, I figure Geneva/MiNTnet should be pretty speedy.

2145. 1040ST for sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: thein@informatik.rwth-aachen.de
Message-ID: <3oa3u5$51d@news.rwth-aachen.de>
Source record: 166278

Hi guys!

I have a GREAT offer for you:

1040ST
+ SM124 Monitor
+ 24 Epson LQ 400 printer
+ Becker Text Original for about $200!!

Interested? Send emails to

ruedi@Pool.Informatik.RWTH-Aachen.DE *OR*
thein@Pool.Informatik.RWTH-Aachen.DE

Rudi&Thomas

2146. Re: Are the maus alive?

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3oa502$5mm@m1.cs.man.ac.uk>
Source record: 166279

```
In article <3nibcv$p04@fbi-news.informatik.uni-dortmund.de>,
koehne@troja.informatik.uni-dortmund.de (Patrick Koehne) writes:
|> In article <3n7gjl$1fd@aristotle.algonet.se>, ljord@algonet.se writes:
|>
|> |> Here are the groups:
|> |>
|> |> maus.os.linux68k
|> |> maus.sys.atari.gemini
|> |> maus.sys.atari.hardware
|> |> maus.sys.atari.mint
|> |> maus.sys.atari.software
|> |> maus.sys.atari.talk
|>
|>
|> All of this newsgroups, especially hardware, software and talk are very
|> active
|> and a lot of german developers of hard- and software are talking there!
|>
|> Bye
|>
|> ...Patrick
|>
|>

Does anyone know of a news-server that carries these news-groups?

Cheers

Anthony
--
-------------------------------------------------------------------------

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"Its not supposed to be funny, its supposed to be true" - A maths lecturer
-------------------------------------------------------------------------
```

2147. Re: Watermark via Pagestream

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3o9ugg$23a$1@perth.DIALix.oz.au>
Source record: 166280

stchip@delphi.com wrote:
: I was wondering if any Pagestream users out in cyberspace can tell me how
: to make a 'watermark' using Pagestream.
: Watermark meaning a picture or image that you can hardly see on a letterhead,
: or similar document.
G'day Jon, should not be a problem !!!! but the quality of the finished
product will lie with your printer.... Best results are with VECTOR graphics
Import the graphic, via the object menu change the fill pattern to say 10%
(my DJ500 will only work with fill above 7% other printers may differ)
Then g o to the LINE STYLE menu and select line style 0 (i.e.NO line) all this
of course must be done with the graphic selected... The place your other
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

2148. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3oacvh$lti@news.iesd.auc.dk>
Source record: 166281

[No readable article body recovered]

2149. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3oad1s$lti@news.iesd.auc.dk>
Source record: 166282

In article <799382608.14@mettav.exnet>, Graham.Irvine@mettav.exnet.com (Graham Irvine) writes:
> It was none other than Roger Sheppard.. who did write on 26 Apr 95 that ....
> RS> I think the problem is that Atari users have been spoilt with a
> RS> simple computer, and now find it to hard to upgrade to a Real
> RS> PC....
>
> firstly not an Upgrade and secondly you have been arguing for months that this
> is the easy option ...be consistent perleasee !!! Personally I would not find
> it hard to upgrade to a REAL PC ..if only someone would develop one :-))
>
> RS> To the average Atari user PC clones are to hard for them....!!!
>
> yes we are a simple people with our STOS manuals and our tattered copies of ST
> Review ...
>
> MHYG
> Graham
>
> * Origin: The Archives of Oblivion (Turbonet 100:1011/8)

Mr. Sheppard is full of sh*t. That about the most precise thing to say about his utterings.

Keep Cool and Flying...

ChainXOR...

2150. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3oad7n$lti@news.iesd.auc.dk>
Source record: 166283

[No readable article body recovered]

2151. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3oadhd$lti@news.iesd.auc.dk>
Source record: 166284

In article <799382608.4@mettav.exnet>, Graham.Irvine@mettav.exnet.com (Graham Irvine) writes:
> It was none other than Kim Andersen who did write on 18 Apr 95 that ....
> >> The PC is also an outdated machine and the OS (Windows) has more bugs
> >> than TOS.
> KA> Windows yes, but who talked about using Windows.. Have you ever heard
> KA> about OS/2. And if everything should go wrong, there's always DOS,
>
> os/2 is almost a bad ..but also as dead in the water as TOS as far as user base
> is concerned ..despite a MASSIVE ad campaign and at least a 6 month lead over
> the Microsoft offering it is a complete non event !!
>
> KA> which i belive is very bad, but still an alternative.
>
> DOS is the reason that Windows is so bad !!! Windows runs on top of DOS lest
> yea forget !! WIndows is nothing more than an alternative desktop like
> Say Gemini is to TOS ...still subject to the same limits as DOS hence the Fact
> that there is only 64K limit to the GDI which anyone who has had more than a
> passing flirtation with MSW completely cripples the whole thing and the
> horrific leakage with even Microsofts own programs that exists with this
> resource regularly brings the system crashing around your precious data.
>
> KA> What alternatives do we have on our Atari ?
>
> TOS,MINTOS,LINUX,0S9,OMEN,MAGIC (okay not strictly an alternative but as much
> as Windows is to DOS),MROS,That cartridge port multitasking system (Can't
> remember its name now), bound to be loads more I haven't come across.
>
> MHYG
> Graham
>
> * Origin: The Archives of Oblivion (Turbonet 100:1011/8)

'cuse me - Are you refering to MagiC as being an alternative like
Windows is for DOS ??

MagiC is a TOS REPLACEMENT! A new TOS/MultiTOS compatible operating system.

MagiC is real pre-emptive multitasking, which is VERY fast and effective!

Actually MagiC 3 runs a normal GEM-application about 20 % faster than normal
single TOS.

By the way I've just got a patch that makes the current MagiC 3 version work
on a Falcon.

Keep Cool and Flying...

ChainXOR...

2152. Re: Imagecopy 3

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3oa6ic$k94@epsilon.qmw.ac.uk>
Source record: 166285

Phil Hodgkins (phodgkins@cix.compulink.co.uk) wrote:
: In message <djs.799327847@gen-off-1>, djs@jet.uk said:
: >He's on CIX, j_hughes, iirc
: >
: >Thus: j_hughes@cix.compulink.co.uk

: jhughes ?

No, Dave is correct...it's j_hughes

Danny
--
.signature.signature

2153. FPU emulator?

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199505041147.GAA15732@mail.cs.utexas.edu>
Source record: 166286

Hello.

I heard, that there was a DSP-based FPU emulator for Falcon030. Anyone
got it? If it is true, please let me know.

Thanks

Konrad
conradus@plearn.edu.pl

2154. Re: Geneva on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3oae75$lti@news.iesd.auc.dk>
Source record: 166287

In article <3ntd4e$d3l@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
> Has anyone actually used it? Apparently it has now been fixed so that
> it will run on the F030. I'd appreciate any opinions. Its just that
> if MultiTOS is anything to go by certain progs under Magic will be
> very slow, or slow everything else down.

MagiC slow ??!!!??? MagiC is 20 % faster than single-TOS!

And a LOT faster than MultiTOS.

Keep Cool and FLying...

ChainXOR...

2155. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3oaee3$lti@news.iesd.auc.dk>
Source record: 166288

In article <3o158f$n55@news.uncc.edu>, ralunsfo@uncc.edu (Russell A Lunsford) writes:
> Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
> : I think the problem is that Atari users have been spoilt with a simple
> : computer, and now find it to hard to upgrade to a Real PC....
>
> : To the average Atari user PC clones are to hard for them....!!!
> I think this is total BS. Most Atari users now are either hackers or people
> who don't need to know a lot about computers in general. Almost all of my
> friends who own Ataris also know a hell of a lot about Unix and PC systems.
> Just like I've seen mentioned here so many times before, these people who
> work with other systems every day *love* to work with their Ataris. It's
> definitely not because they don't understand the other platforms, either...
>
> Russ

Yes indeed! I agree! :-)

Keep Cool and Flying...

ChainXOR...

SUN Sparc user (UNIX), Atari Falcon user and PC abuser :-)

2156. BEWARE OF Q TEK/Q LOGIC UK!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: Guido Caliandro <clna18l1@bologna.nettuno.it>
Message-ID: <Pine.HPP.3.90.950504004704.26135A-100000@bologna.nettuno.it>
Source record: 166289

BEWARE OF Q TEK/Q LOGIC UK!!!
Let me tell you something...

On 7th September, 1994 my friend ordered an MM1 FRIENDCHIP MIDI MULTIPORT FOR ATARI FALCON, and payed immediately through his Credit Card . 229. He waited weeks an weeks hoping to have what he had bought. Everytime he phoned or faxed Q TEK/Q LOGIC found silly explanations for that delay. At the beginning of this year they refuse to answer to my friend's faxes and messages he left on their answering machine : now he can with no doubt say HE's BEEN ROBBED!!.

Don't buy everything at Q TEK/Q LOGIC UK!!!!
(99 Douglas Street DUNDEE UK)
IF YOU DON'T WANT TO MAKE THE SAME EXPERIENCE!!!

I you have about similar situations, please replay to this e-mail.

Guido Caliandro <clna18l1@bo.nettuno.it>

2157. Re: Thing

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3oa6qj$k94@epsilon.qmw.ac.uk>
Source record: 166290

Hendrik Mylius (neptune@galaxy.teuto.de) wrote:
: In <xa3fpl-.mindbomb_bbs@delphi.com> Ansy Maccallum wrote:
: >>> What is THING...
: The English version IS already available. Ask Arno at the given address ...

And as Joe Connor does not read usenet, I may as well inform you that
he will be handling UK registrations.

E-mail him on jconnor@cix.compulink.co.uk, and tell him who told you
about it. Then mention my commission to him. ;-)

Regards
Danny
--
.signature.signature

2158. Re: HELP!! Cubase: what is available???

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3oah0v$kdu@prime.mdata.fi>
Source record: 166291

In article <1995May3.031057.31027@wmichgw>,
Brian McWilliams <mcwilliams@wmich.edu> wrote:
>
>Music nuts,
>
> I was entertaining the idea of buying Cubase for my Mega 2 and was
>cruising through Toad's latest catalog (the only one I have). The only thing
>I see that I would want to use is Cubase Score, but is Score the same as their
>standard top of the line sequencer? I thought it was just called Cubase!
>Does Score simply add notation to the regular sequencing package?

"Cubase Lite" (replaced by Cubasis soon) is the 16 track beginners version.
"Cubase 3.1" is the normal full sequencer version (128 tracks + all modules).
"Cubase Score 2" is 3.1 + professional notation and some new selection menu's.
"Cubase Audio CBX-D5" is Cubase 3.0 + audio part which needs Yamaha CBX-D5.
"Cubase Audio Falcon" is Cubase Score 2.0 + audio part with effects (needs a
Falcon and a SCSI drive).

Furthermore, you can buy Studio Module (sound librarian/manager), Cue Trax
module (graphic tempo editing and calculating) and Style Trax -module
(Band-in-a-Box style extension) for any Cubase starting from 3.1.

If you get the normal version, you can upgrade to any version later.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

2159. Re: re: magic for falco

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D81tDz.1J6@ridgecrest.ca.us>
Source record: 166292

dlittle@nest.demon.co.uk (Doug Little) wrote:
>
> General! We have intercepted a coded Imperial message from the Pekka
> Hietavuo system!
> TPH> houses have acted just like that when abandoning Atari- and Amiga
> TPH> platforms. They have taken the A&A programmers out of their 68000
> TPH> projects, and put them to make PC software instead in order to make
> TPH> more profit.
>
> This is exactly what happened - I was working at a software development
> house DURING this 'profit seeking' shift from the Amiga/ST onto the PC.
> They told us it was just an experiment to see how things went - but of
> course, it was more profitable to sell crap on the PC (since there were
> more of them) than it was to put some effort in and actually do something
> interesting on another platform. Needless to say, the PC became the norm -
> and you had to adapt to this or be ignored.
>
> TPH> we really let the market decide everything, what'll we get? The
> TPH> result from profit -orientered business thinking is this: no
> TPH> alternatives anywhere. No Ataris. No different television programs.
> TPH> No different newspapers. Only something that makes the faceless
> TPH> "majority" satisfied, but doesn't make almost anyone really
> TPH> happy.
>
> When we formed BSS & started developing Apex for the Falcon, we got a lot
> of flak due to the fact that it didn't run on the ST or TT. We were told by
> many that it would not sell since it did not cover the entire range of
> machines and that there were not enough users to make it a profitable
> choice. Worst of all, the pressure was to drop it for the Falcon and
> develop it purely for the PC as it would sell more copies and in the
> process, become a more respectable product. What they were missing was that
> we intended to do a good job. Put some effort in, and write something WE
> would want to use when it was complete.
>
> It worked better than we expected.
>
> So far, we have outsold all expectations on the Falcon - and although the
> market is quite small, the market SHARE is much higher than we initially
> expected. We have a large number of professional users dropping their PC's
> for Falcons loaded with Apex, both in the design and cable video markets.
> We have people using Falcons in conjunction with PC's armed with 3D Studio
> so they can work with truecolour animations which Animator PRO can't edit.
> Even the newest incarnation of Autodesk's baby looks like it's going to be
> hampered by the speed of the Windows and although it looks really good, our

> customers are concerned that a Pentium running Studio Animator in
> truecolour will not be as fast as a 16Mhz Falcon with Apex!. There are even
> a few who are using the Falcon in preference to the Silicon Graphics
> Indigo2 workstation simply because they find the Falcon is easier to use -
> even though it involves porting the images across and then back again
> afterwards!
>
> Surely, all this has to count for something - even if it's just that there
> ARE some alternatives to a platform such as the PC.
>
> TPH> I feel that we, Atari- and Amiga-users are mostly people who do
> TPH> _NOT_ want to have a gray, uniform society where profits dictate
> TPH> what we can buy and what not.
>
> Yes, variety keeps evolution burning. The cease of growth is the first step
> towards certain death. I think Darwin or somebody equally qualified said
> this first, and I have no reason to doubt it...
>
> TPH> but, above all, they must be able to satisfy all kinds of needs.
> TPH> Also minority needs. We'll get a very nasty world to live in, if
> TPH> money decides everything alone...
>
> Agreed. I would never consider completely ignoring a platform simply
> because I thought another one was better or faster, but the PC does cause
> me some irritation in this respect. It would make a fantastic competitor in
> a group of computer systems, but marketing and human behaviour has pretty
> much wiped out all but the Mac, leaving the PC to mould in a configuration
> not too far from it's original design.
>
> TPH> doing. This very clearly is a fight for life, now. If people get
> TPH> tired of what Atari represents (the WAY of computing it
> TPH> represents!), and move to other platforms, then computing world
> TPH> will be a grayer place tomorrow. We have to fight against that, or
> TPH> buy PCs. Who wants to do _that_ ? Macs won't get most of us much
> TPH> happier, I'm afraid. Some, but not all. So, this is war!
>
> There is another sad story to be told here, the story of the fresh,
> creative, new programmers. Or rather the LACK of them.
>
> When the Amiga and ST was commonplace, they were owned mostly by the
> younger members of our society. Lots of them played games, some of them
> mucked about with other stuff as well. A few got to grips with the machines
> and started writing programs of one sort or another, getting quite good at
> it - good enough to write software and games. At this time, programming was
> just that - you got out your programming language and created something. It
> was quite easy (if you knew what you were doing) and it was good fun in
> itself. These people became very capable at their trade and some went off
> into the world to do greater things.
>
> However, since the PC (and Windows/OS2 etc.) has come heavily into the

> fray, the process of development has become more difficult, less fun,
> prohibitively expensive and in some ways altogether frightening. Anybody
> who has used something like Borland 'C' (not bad by PC standards) or WatCom
> (different kettle of fish) will know what I mean. When I have to write
> something on my ST/Falcon/Amiga I think - excellent, something new to try
> out. If I have to do something on the PC, whether it be Pascal, 'C' or
> worse - 80x86 assembly - I think - sod it, not again...
>
> I wonder how this is affecting the arrival of creative new talent?
>
> TPH> If "business" forces us to buy bullshit, it's time to say "no" !
>
> Yup. But it's hard for many people to see it this way. It's been too long
> now since the rot started.
>
> TPH> If I have to use a PC to get some job, I'll do it. But at home I
> TPH> will use whatever I _want to_ use. And that's Falcon. That's our
> TPH> own choice, whatever the business-brains try to decide =-) !
>
> And long may choice last, whatever it may be!
>
> :)
>
> Doug L. @ Black Scorpion Software
>
>
> --

Yes! Finally an intelligent conversation. I was beginning to think
that the only flame that burned here was one of distruction. This
one really warmed the heart. Thank you for the thoughtful words
and THANK YOU for Apex Media! Rot? Really outstanding thinker?

:)

2160. Re: copying LARGE files on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D81u6E.1qu@ridgecrest.ca.us>
Source record: 166293

steve-j@teleport.com (Steve Johnson) wrote:
>
> >Angus P. Armstrong (az822@FreeNet.Carleton.CA) wrote:
>
> >: I can't seem to copy any files larger than 5 or 6 meg. Most of what I
> >: wish to do is to back up audio files created in Cubase Audio or Logic
> >: Audio onto another partition of the same
> >: SCSI device that the original resides. When the file becomes larger than
> >: 5 or 6 meg, I get the error message that
> >: the output device is not functioning properly, or that the source file is
> >: corrupted. the source file is not corrupted because it plays back with no
> >: apparant glitches.
>
>
> Which version of TOS do you have? I have a Falcon030 w/ TOS 4.04 and
> don't have any problems at all copying 20-30MB+ digital audio files --
> even copying them onto the same drive/partitition/folder. I've never
> heard of any other problems like this.
>
>

Every so often used to have the same error come up. I use Kobold
(a must have) but I think that the Falcon is VERY pickey about
being terminated properly (the SCSI buss that is). If you haven't
checked you drive(s), be sure that only the last one is terminated
(I know, very basic) and that you use an external terminator on
your hard drive case. Avoid Maxtor drives, use the custom driver
that comes with Outside Virtual Memory Manager and Extendos Pro
for your CD (if you have one). I have 2 Quantum 540 LPS's,
a Segate Hawk and a Plextor 4X and haven't had any problems for
a while. One more thing, be sure all the drives supply the
proper termination power to the Falcon SCSI buss. The Falcon
does supply voltage to the first drive however and that one
can be left off.

:)

2161. Re: Atari Cases?

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D81uII.1uv@ridgecrest.ca.us>
Source record: 166294

pgl@draco.bison.mb.ca (Paul Linton) wrote:
>
> This may sound rather odd, but I'm wondering if any place sells 1040
> cases? Surely you must be able to buy them as spare parts?
>
>

In California Best Electronics and B&C Computer I believe have
a stock of cases. I have seen many dealers in STFormat advertising
cases at a very good price.

2162. Another MegaSTE FS

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <3oamkg$qor@batph8.bnr.ca>
Source record: 166295
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other.systems,misc.forsale.misc

Having just bought a nice TT030, I am now able to offer the following
forsale:

1 Mega STE 4/0 (16mHz 68000, TOS 2.06, 1.44 Floppy) + keyboard
1 Atari SC1224 Color Monitor
1 IBM Case with Power Supply
1 ICD AdSCSI (+?) Host Adaptor ---------
1 OMTI RLL Controller |
1 OMTI MFM Controller | -- All in IBM case
1 40 Meg RLL drive |
1 20 Meg MFM drive (40M RLL) ---------

$600 for everything + 1/2 shipping. I will split the system if interests are
high enough. The hard drives have a mostly complete and working MiNT (1.12h2)
installation on them.

Also for sale since I don't use this anymore:

Spectre GCR 3.0
All original software included
All Mac disks I have
PRICE: $150, shipping included

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

2163. Re: Mega ST questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: hoffmann.kd@sni.de
Message-ID: <3oalbp$cpo@news.sni.de>
Source record: 166296

In article <3o3n54$od5@draco.bison.mb.ca>, pgl@draco.bison.mb.ca says...
>
BTW: The Mega does have the cart. port does it not?
>
It does.
Other differences include built-in battery-buffered real-time clock,
processor-port (mega-slot, for graphic cards, vme-extensions, fpu cards)
and, of course, the so-called Blitter, a graphic coprocessor.
... nothing else comes to my mind now and I think that's all...
--
Klaus Hoffmann
Email: hoffmann.kd@sni.de

2164. Re: 040 Accelerators (Was: Magic for Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505041402.AA04590@ilmen.lanl.gov>
Source record: 166297

In a previous article, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

> I called Wizztronics today, and they told me that they have more than
> 1.000 Barracuda-040 orders waiting.

Really? Does that mean that over 1,000 people have put a cash deposit down on a US$600 - $1000 accelerator board that is yet to ship (AFAIK)? Hard to believe that many Atarians are so flush with cash. Rather depressing since I'm not presently in that, er, situation. :)

> There are about 150.000 Falcons around, now (German information).

As I've stated before, I think the German computer press has greatly exaggerated these sales estimates we hear from time to time. Personally, I think 1/3 that number is closer to reality but that's just IMHO so one man's guess is as good as any other. It doesn't really matter.

> If as few as 10% of us, who want to accelerate our Falcons, really
> purchased something like Barracuda - that would mean a market of about
> 10.000 units.

Sorry, but I think your logic breaks down here. A 10% market share for ANY computer product defines phenomenal (Microsoft-like) success! For commercial software, sales to 3% of the market would generally be considered very good. For hardware add-ons, particularly such expensive goodies as this, projected sales figures for a successful product are usually much less.

Granted, the Atari market is not typical (far from it!) but I doubt that 10% of the 'available' Falcon market is willing to fork out well over US$1,000 (add up the cost of the Barracuda board, the 040 cpu and a case for it all to fit in not counting any fast-RAM memory options).

Don't get me wrong. A fast 040 Falcon would be wonderful and I praise Wizztronics for the effort and wish them fabulous success. But there is NO way I'm going to pay that kind of money to get one. A lot of Falconers will lust after this product but how many will actually BUY one in the end? Professional graphics artists and the like, sure, but I predict few everyday users will be able, or willing, to fork over a grand for this.

I think Wizztronics will do -very- well to sell 1,000 units in total. If they do, then maybe they'll have the margins to design an -internal- board at a much lower (<$500) installed cost. Now THAT would be great!

-Hutch- @ Fair Dinkum Tech

2165. Re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505041410.AA04595@ilmen.lanl.gov>
Source record: 166298

In a previous article, kim@dksoft.ping.dk (Kim Andersen) wrote:

> Tommi Pekka Hietavuo wrote:
>> Sometimes I just wish that more developers would write their
>> opinions here.

> I'm not sure if they're in this newsgroup at all. If they are,
> it's time they start saying something.

So what have -I- been doing in this newsgroup the last few years???

Or don't we smaller developers count? Got news for ya... that's the
ONLY kind of developers left that are supporting the Atari.

Sheesh. You buy 'em books and you buy 'em books, and all they do is
chew on the covers. :)

-Hutch- @ Fair Dinkum Tech

2166. UK, tape drive wanted

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: Rod <Rod@ivecoft.demon.co.uk>
Message-ID: <799600841snz@ivecoft.demon.co.uk>
Source record: 166299

Hello all
I'm after a SCSI tape drive suitable for hanging off my 1040. I want to be
able to back up the hard drive using Diamond Back. Have you got one you
wanna get rid of OR know where I might get one?
I dont want to spend tons of cash

Cheers
|~~~

2167. Re: Help with PowerUP 2 installation!

Newsgroup: comp.sys.atari.st
Date: 1995-05-04 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3oaunt$l9d@prime.mdata.fi>
Source record: 166300

In article <799441734snz@steil.demon.co.uk>,
Steve Delaney <sdelaney@steil.demon.co.uk> wrote:
>There are two 6850's in the Falcon (in the ST too). When I fitted my PowerUp I
>had the same problem with the software (TOS or CPX versions) having no effect
>on the hardware. The instructions suggested connecting to the 6850 on the
>right hand side of the motherboard but the software addressed the 6850 on
>the left hand side! The wire (can't remember which one it is now) must be
>connected to the same leg on the 6850 which sits at the opposite side of the
>board to that suggested by the instructions. If in doubt, talk to Tony
>at the Windsor office or email ssolutions@cix.compulink.co.uk.

We got it in to a stage, where the CPX changed the LED (on-on/off-off, grey
wire was connected to the right hand side 6850), but Benchmarks were *exactly*
same no matter what the LED said. We also put the gray wire to +5 elsewhere
(Ssolutions told us it's getting +5 via grey wire), so the LED was lit
continuosly, but no speed difference was measured then either.

Do you think I should open the case again and install it again to the
other 6850, after all this testing?

I was just going to send it back for replacement.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

2168. Decision on MiNT?

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3obro9$sb5@cville-srv.wam.umd.edu>
Source record: 166141
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm considering downloading MiNT, but is it really all that?
Should I use it, is it worth my time? I'm not sure how to use it, but
it's the end of the semester, so I've got a little more time to spend
exploring now... Thanks for any comments, opinions, etc.

--LuNATIC

2169. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: komb1@wink.io.org
Message-ID: <3obrde$6ro@ionews.io.org>
Source record: 166142

One step forward 2 steps back!

After locating the Linux 68K Faqs I noticed I was trying to install Linux .01Pl2. So I thought I'd do everyone a favour(sp?) and get the latest .09Pl6 and Bootstrap 5. However, this has turned out worse for me than when I started!

Bootstrap 5 Dosen't seem to work on my TT! Or atlease NOT while I'm in MiNT.

When I boot From Multitos (with X-control & mouse acc) the screen goes to bands of multi colour and freezes. (Without the ACCs it JUST freezes) I tried once in TOS and actually got to see some of the Boot 5 screen, but even that was only 1/2 finished before everything came to a compleate hault.

Any help or suggestions? (Other than go back to .01Pl2?) ;-)

--
-=-=-=

2170. FORSALE: Atari ST/TT Software

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <3obsid$io5@canopus.cc.umanitoba.ca>
Source record: 166143
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
======================================================================
SOFTWARE
======================================================================
OSS Personal Pascal.............$ 23.00 (no box)

Night Shift.....................$ 10.00 (cute fun Lucasfilm platform/action)
Firezone........................$ 5.00 (strategic war game)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Other items FORSALE! For a list, send e-mail with the *subject* "SEND INDEX"
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will give first
priority to those offering my asking prices. If you are interested in any of
the items, please reply via e-mail as soon as possible. Questions are
welcome. All prices are in US dollars. Buyer pays shipping. Shipping costs
are non-negotiable. Volume discounts available.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--
<Trevor_Cordes@umanitoba.ca> $ Atari TT030/8 48Mhz $ cds,comics,s/wr,videos,
3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with
University Of Manitoba, Canada $ DrWho SCTV Unix AvT $ the subject: SEND INDEX
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

2171. AtariWorks foreign characters

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: balkcom@jhunix.hcf.jhu.edu
Message-ID: <3obvd5$pim@jhunix1.hcf.jhu.edu>
Source record: 166144

I understand that the Speedo font set has a number of extended characters beyond the standard ascii set. Yet AtariWorks can't even seem to access all of the standard atari characters. How can I type foreign characters using Atari Works? Specifically, I need umlauts and an ess-tset. It would also be nice if I could print other things like the 'smiley face' and things that are part of the Speedo font set. Is there some trick I'm missing? This seems to be a very vital part of the program. How, for example, would a German user use Atari Works? Thanks for your help!

-Devin

P.S If possible could you reply by mail to

balkcom@jhunix.hcf.jhu.edu ? I don't check this group much.

2172. For Sale: 16megs, 4-4x8's

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: tdcflcn@infinet.com
Message-ID: <3oc33r$a0l@horus.infinet.com>
Source record: 166145

16megs, 4- 4x8's
6 Months old
Must sell...

$400.00

Respond with E-mail please.

Thank you.

Thomas D. Chamberlain - Information System Analyst

3X Corporation
Expertise - Excellence - Execution
IBM Premier Business Partner

90MHz Pentium, 1Gig, 8Meg, 4x CD-ROM
Atari Falcon030, 1Gig, 16Meg

2173. Linux Questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <3oc5bg$gvg@batph8.bnr.ca>
Source record: 166146

Hello all.

I recently installed Linux on my TT030. I now have a few questions to
your Linux gurus.

1. Where are the Serial/Modem devices. There is one called /dev/ttyS0,
it does not seem to be a serial port as it is for the amiga. Without
a modem port, I cannot call out with xc! I have to use a TOS terminal
program (like I am doing now!)

2. Swap partitions. I have created a swap partition on my Seagate 157N.
This is connected to my SCSI port after my internal Quantum 120. I
have the Quantum setup with TOS partition 1, EXE2 partition 2.
The Seagate has Minix partition 1, and EXE2 Swap partition 2.
Everything works fine as far a Linux goes, but when AHDI tries to
boot the drives on powerup, I get 2 bombs after the Seagate is detected.
I have two choices at this point...use an ICD driver to bring the
Seagate up, or leave it unplugged from the system until I bootstrap
and then Linux detects it with no problem. I suspect this has
something to do with the partition sector (0), because the drive boots
fine when it is an exe2 partition. It is only when I run mkswap and
then reboot that the problem occurs.

I would rather get the drive to work with TOS, since partition 1 is
my MiNT partition.

3. Is there any way to format a drive without using the ICD formatter?
I don't see any way with AHDI to format a drive, unless I am missing
part of the distribution.

Thanks for your help

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

2174. Re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3oc79l$dv@sphinx.Gsu.EDU>
Source record: 166147

Hutch (hutch@ilmen.lanl.gov) wrote:
: In a previous article, kim@dksoft.ping.dk (Kim Andersen) wrote:

: > Tommi Pekka Hietavuo wrote:
: >> Sometimes I just wish that more developers would write their
: >> opinions here.

: > I'm not sure if they're in this newsgroup at all. If they are,
: > it's time they start saying something.

: So what have -I- been doing in this newsgroup the last few years???

: Or don't we smaller developers count? Got news for ya... that's the
: ONLY kind of developers left that are supporting the Atari.

You didn't read carefully: I wrote: *more* developers =-) ! Your
opinions are appreciated. It'd just be interesting to hear something
from guys at DMC, Digital Arts, Application Systems Heidelberg, etc.
too... They represent the healthiest Atari-area, Germany.

DMC, for example, isn't a small developer at all, I think. They support
besides Atari, also Windows NT -platform.

Cheers,

TH

2175. Kaosdesk & Multitasking?

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3od3fe$jne@cville-srv.wam.umd.edu>
Source record: 166148
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Does anyone know what multitasking program is most compatible
with Kaosdesk? I'd like this program, but I want to make sure I can use
it!
--Dazed and Confused (-;

2176. Re: Graphics cards and STEs

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3od2n4$miu@btmpjg.god.bel.alcatel.be>
Source record: 166149
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Contact Titan Designs in Birmingham -- email at the Compuserve address
if you can't afford to ring directory enquiries. ;>

To fit it into an STe you need to use an adaptor which piggybacks onto
the CPU socket: not for the faint-hearted (and not to easy to get back
into the old clamshell case). But it works just great.
--

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

2177. Re: Case for peripherals?

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3odtpn$d0o@ccpnws.in2p3.fr>
Source record: 166150
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I have mounted my MegaST+PAK3 inside a DEC VAXstation3100 case. Everything
is working great and DEC cases are really well made (and free for the one
I have!).

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

2178. Re: TOWERS GAME...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D83uut.9u6@cix.compulink.co.uk>
Source record: 166151

```
>*******************************************************************************
>* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
>* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
>*******************************************************************************
```

Go away Roger! You are so repetetive, it's very boring.

I read this group to learn more about my Atari computer and to help others
do the same, not to read your drivel.

```
------------------------------
Ofir ogal@cix.compulink.co.uk
------------------------------
```

2179. Seeking spare parts otherwise scrapped

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: Doug Finch <76337.1067@CompuServe.COM>
Message-ID: <3od4b8bqi4@mhadg.production.compuserve.com>
Source record: 166152

Calling all Atari owners that might have unused ST computers in good working shape or in need of repair. Have a couple already (prepping one to give to kids), but would like to cannibalize some non-working units for parts, including TOS (all versions), MMUs, RAM, power supply, floppy drive, etc., and try my hand at modest basic upgrades. Drop me a line if you've got something you've given up on, but might have some salvage value for a tinkerer. Thanks for listening. DF

Doug Finch On-Target Text
Address E-Mail to:
D.FINCH7@genie.geis.com (GEnie) or 76337.1067@compuserve.com (CIS)

--

Doug Finch On-Target Text
Address E-Mail to: ontarget%admiral.uucp@yale.edu (Usenet),
D.FINCH7@genie.geis.com (GEnie) or 76337.1067@compuserve.com (CIS)

2180. Re: Atari ST H/ware & S/W fo

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: gary.ratliff@starnetbbs.com
Message-ID: <9505070125386383@starnetbbs.com>
Source record: 166153

(Mark Holderness)
MH>For Sale!! Atari ST hardware, books,and software

Are you interested in selling in England? And what is ono? (I want a hard drive and if 150 is american dollars this seems reasonabel.

Also we have a student who will be comming to our laboratory this summer. So if you would clarify my knowledge of currency translation he might be able to bring one into the country when he comes or we can get shipping details worked our if you want to deal with a person in Mississippi.

gary.ratliff@starnetbbs.com

(Your detailed list was copied and saved until I get clarification on your intended selling audience and the money).

Thanks for your patience with my lack of knowledge in this matter.

Gary

* OLX 2.1 TD * Don't rush me, I get paid by the hour.

2181. Re: Llamatron

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <3odi6n$895@news.cc.utah.edu>
Source record: 166154

huddjs@vax.sbu.ac.uk wrote:

:I am looking for the "Great" Jeff Minters E-MAIL address,.....you know the
:guy that wrote the ST classic Llamatron.

The one listed on his home page is: llamaman@ix.netcom.com

--
\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu
\ Film Studies Major, U. of U. \ Home Page:
\ For PGP Public Key, \ http://www.cc.utah.edu/~ewj8218
\ finger ewj8218@u.cc.utah.edu \

2182. Maths Co proc stuff....

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: simon@bassland.demon.co.uk
Message-ID: <799705020snz@bassland.demon.co.uk>
Source record: 166155

If I buy a 68882 maths co processor for my falcon, will I still be able to use it when I get my 32mHz upgrade board? i.e. will I need a faster 68882?

Any help would be great, as I intend to get Linux up and running on my falcon a quite a good speed.

Cheers, Simon.
--
/\
| Simon Williams |
| simon@bassland.demon.co.uk |
\/

2183. Re: Barracud, was Re: TT Specs?

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3ocq6r$p0h@epsilon.qmw.ac.uk>
Source record: 166156

```
Hendrik Mylius (neptune@galaxy.teuto.de) wrote:
: perhaps it was someone dressed up as an easter-bunny ;-)?)
: [rude awakening]
: Nah, it was only a dream ...

Woah man, now you really need help. ;-)))))

--
.signature.signature
```

2184. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: setl2509@tuhhco.rz.tu-harburg.de
Message-ID: <3ocrpm$c5g@rzsun02.rrz.uni-hamburg.de>
Source record: 166157

Hi Leslie,

| >ATM, I am not sure if this is X11- R5 or -R6, but I can find out if you want
| >to.

It is definitely R6.

| How might we be able to get such a thing when it comes out in
| May? (As in, who can we get it from?)

This distribution is alsready available on 40 HD-Disks at a price of
DM 99,- here in Germany.

Greetings,
Thomas
--
______ Thomas Ludewig, Hamburg, Germany
_ _ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
_ _ e-mail: ludewig@tu-harburg.d400.de
_ ____ Maus (<16kB): Thomas Ludewig @ HH

2185. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: setl2509@tuhhco.rz.tu-harburg.de
Message-ID: <3ocst6$c5g@rzsun02.rrz.uni-hamburg.de>
Source record: 166158

Hello Lance,

| After locating the Linux 68K Faqs I noticed I was trying to install Linux
| .01Pl2. So I thought I'd do everyone a favour(sp?) and get the latest .09Pl6

this seems very strange to me, because there is no Pl6 out yet. I assume you
meant PL5?

| Bootstrap 5 Dosen't seem to work on my TT! Or atlease NOT while I'm in MiNT.
|
| When I boot From Multitos (with X-control & mouse acc) the screen goes to
| bands of multi colour and freezes. (Without the ACCs it JUST freezes) I
| tried once in TOS and actually got to see some of the Boot 5 screen, but
| even that was only 1/2 finished before everything came to a compleate hault.

Where did you get the kernel from? If it is from tsx-11, then it doesn't work.
No kernels from tsx-11 work, sadly. There are some ftp-servers here in Germany
which provide running kernels, such as
ftp.rz.tu-harburg.de pub/ATARI/unix/linux
ftp.phil.uni-sb.de pub/atari/linux
Try and have a look there, if possible.

If it doesn't run then either, you should describe your hardware a little bit
more complete. :-)

Greetings,
Thomas
--
_____ Thomas Ludewig, Hamburg, Germany
_ _ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
_ _ e-mail: ludewig@tu-harburg.d400.de
_ ____ Maus (<16kB): Thomas Ludewig @ HH

2186. Re: Linux Questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: setl2509@tuhhco.rz.tu-harburg.de
Message-ID: <3octkg$c5g@rzsun02.rrz.uni-hamburg.de>
Source record: 166159

Hi Troy,

| 1. Where are the Serial/Modem devices. There is one called /dev/ttyS0,
| it does not seem to be a serial port as it is for the amiga. Without
| a modem port, I cannot call out with xc! I have to use a TOS terminal
| program (like I am doing now!)

Why do you think that /dev/ttyS0 is amiga-only? The serial ports are numbered
ttyS0, ttyS1,... You can create them by using the MAKEDEV script in /dev.

But, there is no driver for the SCC chip so far, that means you can't use
the modem2/serial2 ports. Only modem1/serial1 is available, but they work
fine.

| 2. Swap partitions. I have created a swap partition on my Seagate 157N.
| This is connected to my SCSI port after my internal Quantum 120. I
| have the Quantum setup with TOS partition 1, EXE2 partition 2.
| The Seagate has Minix partition 1, and EXE2 Swap partition 2.
| Everything works fine as far a Linux goes, but when AHDI tries to
| boot the drives on powerup, I get 2 bombs after the Seagate is detected.
| I have two choices at this point...use an ICD driver to bring the
| Seagate up, or leave it unplugged from the system until I bootstrap
| and then Linux detects it with no problem. I suspect this has
| something to do with the partition sector (0), because the drive boots
| fine when it is an exe2 partition. It is only when I run mkswap and
| then reboot that the problem occurs.
|
| I would rather get the drive to work with TOS, since partition 1 is
| my MiNT partition.

Hm. Seems to be a problem with AHDI. But why not use the ICD driver, it's
much better than AHDI, AFAIK.

| 3. Is there any way to format a drive without using the ICD formatter?
| I don't see any way with AHDI to format a drive, unless I am missing
| part of the distribution.

Sorry, I don't know. But I don't see much chances...

Greetings,
Thomas
--
_____ Thomas Ludewig, Hamburg, Germany
_ _ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
_ _ e-mail: ludewig@tu-harburg.d400.de
_ ____ Maus (<16kB): Thomas Ludewig @ HH

2187. Re: Mega ST questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: boyd@unicomp.net
Message-ID: <3oc0r1$emi@ns1.unicomp.net>
Source record: 166160

> Other differences include built-in battery-buffered real-time clock,
> processor-port (mega-slot, for graphic cards, vme-extensions, fpu cards)
> and, of course, the so-called Blitter, a graphic coprocessor.
> .... nothing else comes to my mind now and I think that's all...

A seperate keyboard! <grin> There's also the less-but-still obvious 2-4megs...

2188. Epic on Falcon030?

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D837zt.Jv0@news.hawaii.edu>
Source record: 166161

In a couple of recent posts, I had noticed that Epic (from Ocean software) was supposed to be Falcon compatible. There was even mention that it can use the 68882. I purchase Epic, and cannot (by any means) get it to work.
Either it crashes after loading the soundtrack (before playing any music) or it crashes after the Red Alert screen (although the "Red Alert" voice is not heard). I have tried Backwards 2.72, Fboot, and a variety of different NVRAM settings.
Has anyone been able to get Epic working on a Falcon?

Aloha,
The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Falcon030 - STacy25 - Portfolio - 2600 - Lynx - Jaguar - 400/800 - 130 XE
----------Sorcery Computing Services----------

2189. Re: High Speed Modem on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3ocjcl$4h8@news.iesd.auc.dk>
Source record: 166201

In article <3o6f74$g1c@blackice.winternet.com>, rbmier@winternet.com (Rich Mier) writes:
> > jmercay@dinews.epfl.ch (Julien Mercay) writes:
> > Hello,
> >
> > A friend of mine want to buy a modem for his falcon. An V34 (28.8Kbps)
> > would be great. But can the Falcom handle this speed? As I know, the machine
> > has only a 16440 UART :-(And we can't replace it with a newer UART 16550 ...
> >
> > Had anyone tested these modems on a Falcon ? Which was the avergage CPS, and
> > what software to use? (BTW, GEW is limited to 19.2Kbps :-(
> >
> >
> > Thank in advance,
> > jm
>
> I run a USRobotics, 28.8, V.34 on a FALCON all the time without any problems.
> Mostly 28.8 connects, locally and 26.4 and 24K long distance. STalker 3 is my
> software and if I remember, I had to change the port in the setup so it would accept
> the higher speed. That is the Software's problem, not the FALCON's.
>
> Rich Mier

I can confirm, that my Falcon also runs fine with 19.200+ baud.
Right now I have my Falcon hooked up on the network at Aalborg University via
a 38.400 Baud serial plug in the wall - works great.
The Falcon can handle up to 115kBaud DTE speed, CoNNECT V.2.44 supports it.

Keep Cool and Flying...

ChainXOR...

2190. C-Lab Notator

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: slayman@vbs.com
Message-ID: <016644NOKGDOQQRLITUS@vbs.com>
Source record: 166202

Hi!

I am looking for used C-Lab Notator package: disks, manual, DONGLE (v. 2 - 3.1)
for use in the Electronic Music Lab at my high school. If you have upgraded to
E-magic or no longer use Notator, I am interesed in your old materials.

return e-mail

Thanks!
slayman
Slayman
---
* UniQWK v4.02* The Windows Mail Reader

The VINE System Host (804) 978-7182 : V.42bis : Central VA Online!

2191. Re: Imagecopy 3

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3od4k4$89k@news.iesd.auc.dk>
Source record: 166203

In article <D81KBD.8K5@cix.compulink.co.uk>, phodgkins@cix.compulink.co.uk ("Phil Hodgkins") writes:
> In message <djs.799327847@gen-off-1>, djs@jet.uk said:
> >He's on CIX, j_hughes, iirc
> >
> >Thus: j_hughes@cix.compulink.co.uk
>
> jhughes ?
>
> Phil.

Jeremy Hughes, the autor behind ImageCopy. :-)

Keep Cool and Flying...

ChainXOR...

2192. Re: Watermark via Pagestream

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: stchip@delphi.com
Message-ID: <5QweKZE.stchip@delphi.com>
Source record: 166204

The way I was doing it before was:
1. Print out the watermark
2.Put a blank piece of paper over the 'watermark' paper and then make a copy on a copy machine.

Hope I can get Peter's way to work for me.

Jon O:}

2193. Problems with AHDI

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <3ocbre$jsn@batph8.bnr.ca>
Source record: 166205

Now I have new problems with my AHDI driver. I somehow have killed the autoboot on my C partition. I now have to load the thing from an auto folder.

I have version 6.05c, but I only have the driver shdriver.sys! I don't know of any other related files on my hard drive.

How do I get my drive to autoboot (bootload is what the program calls it) again? I have tried rewriting the partition info with the boot flag set, but that does not do anything.

Please help! This is anoying to have to boot from floppy!

Thanks

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

2194. Re: MagiCMac Help

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: tt@muc.de
Message-ID: <tt-0505951427520001@tempel.muc.de>
Source record: 166206

In article <mbooth-0305951732150001@mbooth.cts.com>, mbooth@cts.com (Mark) wrote:

> Hello gang! I've downloaded the MagiCMac demo and I am able to get it
> running on my Mac but I am TOTALLY lost due to the German used. Has
> anyone translated this thing to english yet?

Aplication Systems is currently assembling an english demo version (now also with sound). I'll get it on monday and I'll try to upload it somewhere then.

BTW, I'm new to Internet - Could someone tell me where I should post such a demo? To a newsgroup (which?) or to some ftp server (which and how?) Please reply via email.

Thomas Tempelmann

2195. Re: NEW hardiscrecorder !!

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: <>
Message-ID: <D83243.C2D@cunews.carleton.ca>
Source record: 166207

It seems like it would be a MUCH better deal to get a cheap Falcon for D2D
IMHO of course....

** Computer Systems Engineering Jack Kitowicz **
** Carleton University ac382@freenet.carleton.ca **
** Ottawa Ontario Canada jack@aurora.carleton.ca **

2196. Re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3octv0$2fo@whitbeck.ncl.ac.uk>
Source record: 166208

In article <3nkeat$cb4$2@mhade.production.compuserve.com>, BobR
<76702.1466@CompuServe.COM> writes:
|> Re: relative speeds of emulations...
|>
|> Umm.. except that the PCSpeed IBM emulator on an ST was essentially an IBM
|> computer on a board.. that is, you plugged an IBM computer into your ST,
|> and the IBM software ran on the IBM computer. The ST was being used for
|> the I/O only (screen, keyboard, etc..)/.

Quite a nice idea really, as the cost of low end PC's these days is mostly
for the IO resources, the processor card is peanuts.

|> The GEMulator on the IBM emulates the ST in software.. that is, the IBM
|> computer has to run the 68000 code by converting it all to 80x86 code
|> before execution.

Hmmm. I think your wrong here. There is a Mac emulator for the PC that
works this way, and PC emulators for the ST (PC Ditto 1), Mac (SoftPC)
and TT/Falcon (SoftPC as well).

|> If you were to use the same trick as the PCSpeed did, ie: put an ST into
|> your IBM (as indeed another ST emulator product does), the speed would be
|> far greater.

I thought that the GEMulator card did the same as the Janus card - ie.
it had an on-board 68000 (the Janus has a 16MHz 68000 on the card).

|> In other words, it's not the superiority of the hardware or architecture
|> that makes emulation on the ST faster, it's the type of emulation being
|> used.

Yeah, but you can do that sort of emulation of the Atari to - SoftPC is
just about useable on a f030 4/32Mhz.

Craig.

-- _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

2197. Re: HSMODEM and MiNT, how?

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: dancer@nntp.brisnet.org.au
Message-ID: <1995May5.094658.21521@nntp.brisnet.org.au>
Source record: 166209

: If I remember the announcement correctly, this ``driver'' just
: redirects device accesses to HSMODEM which must also be loaded. (I
: didn't bother to look at it because it came without source.)

Well, I can't load the HSMODEM drivers with MiNT, myself. If I place them prior to MiNT, the machine locks up solid, whenever MiNT attempts to load .XDD's. If I run them from MiNT, via MINT.CNF, or an /etc/rc* boot script, I get 4 bombs.

If I place them after in the auto folder, they never get loaded (I run init)

Dancer

2198. Installing MiNT and X windows

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: grantr@cs.man.ac.uk
Message-ID: <3ocui7$70f@m1.cs.man.ac.uk>
Source record: 166210

This is a bit of a newbie question, you've probably answered this hundreds of times, sorry.

I've tried installing MiNT on my 4mb STE a couple of times, with some success, but it never
really all fits together. There are always bits missing. The Minix file system always behaves
strangely. Lots of envoiroment variables to set. It's all very daunting! Now, I find that you
can stick X Windows on top of the lot. More installing!
The actual problem is that there are so many files scattered around on ftp sites and so much
information to collect before you can start creating your unix style system that the whole
task becomes unimaginable. Has some brave soul out there done everything and remebered how?

Is there a faq somewhere that takes you through step by step creating the system?
Or can someone point me in the right direction for some good documentation on how to create my
own custom setup?

Would reading a book on UNIX be any help?

Help needed before I go insane again. For example, when I find out I've set up something critical completely wrong
or forgotten the file xyz.zoo on ftp site whoknows.universe.edu.

Any help would be welcome with open arms and a big big thankyou.

Cheers, Robin Grant.

grantr@cs.man.ac.uk
grantr@vnet.ibm.com

ps the Mint install disks you can get never seem to work correctly (or is it just me?)

2199. NeoN News

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: halten@134.96.68.11
Message-ID: <3od17c$hfb@coli-gate.coli.uni-sb.de>
Source record: 166211

Hello !
I've got some NeoN-news from TEAM Computer, Germany.
NeoN - the professional renderer /raytracer and 3D animation
prg - for the ATARI falcon030 is now available for ATARI TT
and MagiC-Apples. These special versions include all features
of the falcon's version. The input/output formats are on every
computer system the same. So you can design on a falcon and render
on a Mac. The rendering speed and animation capabilities on TT or
Mac are very fast (vast!).
There is a new export function in the new beta-version of Arabesque II.
You are now able to convert vector-fonts and graphics into NeoN's .SHP
format. So you can use every font for 3D animation.
is available in june.
Till then, have fun using NeoN to create your own 3D world...

Yours,

Christian Halten
E-mail: halten@mpi-sb.mpg.de

2200. Setting up MiNT and X Windows

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: grantr@cs.man.ac.uk
Message-ID: <3od8n9$bu7@m1.cs.man.ac.uk>
Source record: 166212

Okay, this is a completely newbie question that's probably been asked hundreds of times.
Sorry in advance.

I have tried many times in many ways to set up a unix style system on my Mega STE but to no avail.
There are hundreds of small programs to get hold of, a directory structure to sort out, a new Minix file
system to setup, envoirment variables to set (what ones and where, who knows?).
The main problem is that the documentation is sparse (or am I looking in the wrong place?) and all the
files are scattered all over the world in ftp sites. To tell you the truth it's hard to know where to
start.

So before I go insane over realising if forgot xyz.zoo from ftp.universe.nowhere half way through a lengthy
installation can some one please point me in the right direction.

A step by step guide on how to set it up on the atari would be absolutely perfect. It could give locations
of files at ftp sites, where they go on the atari and at what time they should be installed.

Even a small faq on generally how it all works would be nice.
Would reading a small book on UNIX be any help in understanding all the daunting lingo?

It is a shame really. There is alot of good atari software out there to be used but I think alot of people
never get to use it due to the fact it's so hard to set up and so little help to do it (or is it just me?)

Somebody out there must know how to do it all. I've read so many postings that knowledgeable people in the
subject have written. Any help would be welcome with wide open arms and a huge thankyou.

Cheers , Robin Grant

grantr@cs.man.ac.uk
grantr@vnet.ibm.com

2201. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995May5.092743.283@genrad.co.uk>
Source record: 166213

Doug Hohenstein (dhohenst@gpu2.srv.ualberta.ca) wrote:
: I just got a 68882 FPU (math coprocessor) put in my Mega STE. Now
: what? What software is out there that makes use ofthis troublesome
: little chip?

I must admit to being a little surprised at the number of applications that *don't* use the FPU. I have been programming PCs for 10 years (only at work!) in Turbo C. This, in its default state, will compile code which looks for a FPU, and uses it if it is there. Therefore all the code I wrote benefitted when it was ported to a 486 based machine, even though it didn't do much maths. Every time you declare a "float" or "double" and do maths with it, the FPU gets used.

I use Lattice C 5.5 on my Falcon, and it has an option to do the same thing. Lattice C has been around for a long time, and I assume it is used by lots of Atari developers, which makes me wonder why they didn't have this switch enabled ? Is this a new feature of Lattice C ?

Paul

2202. Re: Pagestream and MagiC

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3oct4v$2fo@whitbeck.ncl.ac.uk>
Source record: 166214

Sideline here - the AES4.1 limit memory in the Application Install dialog
works fine with Pagestream, as does using limit.ttp to launch it
(which is what I do as I use an alternative desktop instead of the
atari one).

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

2203. Re: Thing

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3octir$2fo@whitbeck.ncl.ac.uk>
Source record: 166215

I' having problems persuading AV_PROTOCOL drag & drag to work under MultiTOS/
AES4.1. I have the AVSERVER enviroment variable set up from GEM.CNF
as
setenv AVSERVER=THING
but I still cann't drag & drop onto AV compilant accessories (ones which
I know work under single tasking TOS). What is the problem? Are the accerories
not paying attention to the AVSERVER variable (I know this is the problem with
Edith, as the author has already admitted to never hearing about the
AVSERVER variable) ?

Gemini has the same problem - so whats the solution?

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

2204. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3ocb82$dv@sphinx.Gsu.EDU>
Source record: 166216

Maury Markowitz (maury@softarc.com) wrote:

: This, IMHO, is one of the cannards you always hear about the Mac. The
: Mac is simply a HUGE superset of GEM. I find it much more flexible that
: GEM ever was for me. For example, the views system in the Finder windows,
: alias's, drag and drop system modification, direct access to customization
: (no utils required) etc. If GEM was so good, there wouldn't be a market
: for 3rd party replacements... when have you seen a 3rd party Mac Finder
: since Sys7 shipped?

GEM is much nicer to use, IMHO. MacOS is fine in many ways, but it isn't perfect - in fact, far from it... The way it still throws the icons inside desktop windows to all the most peculiar places, sometimes makes me beg for mercy... The fileselector is (again IMHO) inferior compared to Selectric, or Universal Item Selector 3. Some people like those pull-down menus. I don't: I prefer GEM's drop-down system. MacOS doesn't understand anything but plain 100% standard DOS floppies. Try to format them with Fastcopy as 1.44 Mb, and you'll see what I mean.. Mac locks up completely, trying to read the disk. And the same disk works perfectly on any PC.. Wanna use 820kb or 1.7 Mb floppies with Mac? Hasta la vista, amigo... System error. I wouldn't call that very flexible!

There are lots of examples like these - but let's save ourselves from them. It's simply *no use* comparing two different operating systems and graphical environments. One may have a better file selector, another something else. But neither is superior to another. And nothing's perfect.

Greetings,
TH

p.s - could someone put these threads to "advocacy" area ?

2205. What Pascal to get...

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3ocj4r$ddi@cville-srv.wam.umd.edu>
Source record: 166217
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

I want to teach myself pascal this summer - does anyone have any suggestions as to what compiler to get? And where I can get it? Tnanks in advance!

--LoST

2206. Traductor?

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3ocjci$ddi@cville-srv.wam.umd.edu>
Source record: 166218

Perdon, mi teclado tiene solo ASCII (no tiene acentos), pero
pensan que debo escribir un traductor para espanol y ingles? Email si
estas interesado...

--LoST

2207. Re: Dave Small's e-mail address

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: dsmall@well.sf.ca.us
Message-ID: <3oci5f$rih@nkosi.well.com>
Source record: 166219

dsmall@well.com

(or, dsmall@wel.sf.ca.us ... same thing.)

I don't get on daily, but I do try to keep up.

[Q was my email addr.]

-- thanks, dsmall

2208. Llamatron

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: huddjs@vax.sbu.ac.uk
Message-ID: <1995May5.140925.1@vax.sbu.ac.uk>
Source record: 166220

I am looking for the "Great" Jeff Minters E-MAIL address,.....you know the guy that wrote the ST classic Llamatron.

Hide your beasties

John.

2209. More Linux Partition Info

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <3odhqb$6li@batph8.bnr.ca>
Source record: 166221

I got this info from Benni's Linux Archive. I still have questions after,
so don't stop reading quite yet!

------SNIP-----------
> BTW, I'm going by the assumption that I change the partition id to
> something other than GEM or BGM _first_, and then create the swap
> space on that partition using mkswap under Linux/68k.

Correct. The problem is that mkswap changes sector 0 of the swappartition,
which is the bootsector on TOS's FAT-filesystems. A clever harddisk driver,
like HDDriver, will notice that the bootsector contains invalid data and
subsequently report an error when Gemdos asks for the boot-parameterblock.
AHDI and some other drivers simply pass the invalid data to Gemdos, which
gets very upset about things like a 65535 bytes sectorsize and crashes.

There's one more thing you should know about AHDI: when it finds a
secondary partition (ie. a partition whose descriptor is not in the
real rootsector, but in some auxilary rootsector) with an ID different
from GEM or BGM, it will stop searching for any other partitions.

Example:
entries in sector 0:
1. BGM <- recognized and used (BIOS device C)
2. LNX <- recognized, but not used
3. BGM <- recognized and used (BIOS device D)
4. XGM (points to aux. rootsector A)
entries in sector A:
1. SWP <- recognized, but not used
2. XGM (points to aux. rootsector B)
entries in sector B:
1. BGM <- NOT recognized by AHDI
2. <invalid>

Most third party drivers won't show this bug, they will recognize and
use (as BIOS device E) the final BGM partition.

Waldi
-----------SNIP--------------

OK. So this being the case, that mkswap messes with the boot partition
(I suspected this all along), how do I keep my AHDI from freaking out???
Right now I get 2 bombs when AHDI gets to that partition. Will changing
the partition id to SWP take care of the problem? Will AHDI ignore the
partition with a SWP identfier? (of course I asks these now hoping to
get some confirmation before tonight, but tonight I will go and try this
and know the answer anyway!)

Thanks.

Oh...I also found the answer to the serial problems there too. Should
have checked the DOC directory before asking these questions.

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

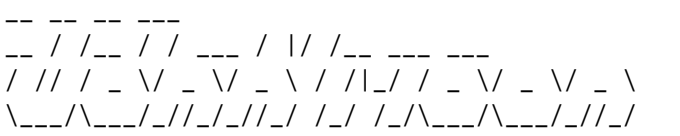
2210. Patch for Civilization?

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <3odhld$3nq@studioweb.com>
Source record: 166222

I have been told that there is a patch for CIVILIZATION that fixes a couple of bugs in the game. I've looked at the major ftp sites but cant find anything. Can anybody help me?

Btw, don't flame me for asking here (ive already posted to rec.games.video.atari), but just in case you dont read the games group i've posted here as well.

--



johnmoon@connexus.apana.org.au

2211. RailRoad Tycoon Patch

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: ron@cruzio.com
Message-ID: <D843FJ.K01@cruzio.com>
Source record: 166223
Body handling: Inline uuencoded payload not displayed: GAME.TOS

```
table
!"#$%&'()*+,-./0123456789:;<=>?
@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_

[Inline uuencoded payload not displayed: GAME.TOS]

Put this patch in the folder with Game .prg and run it insead of
game.prg and it will fix the 2 meg bug in railroad tycoon.

--
Ron and Sally Field With 2 Atari Falcons
And a 486 Game Machine
Email ron@cruzio.com
```

2212. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0505951120330001@edwarda.interlog.com>
Source record: 166224

In article <3o4pl4$47d@hpscit.sc.hp.com>, clausb@hpbbn.bbn.hp.com (Claus Brod) wrote:

> : Yes some crummy UK Mag, the Mindset Won the Design Council Award of New York,
> : the ONLY COMPUTER TO DO SO..!!!!!!

What the *(&^$$ is a MindSet?

Maury

2213. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0505951122420001@edwarda.interlog.com>
Source record: 166225

In article <3o4q3n$47d@hpscit.sc.hp.com>, clausb@hpbbn.bbn.hp.com (Claus Brod) wrote:

> : So did the Mac.
>
> But at a much, much higher price.

That's not really the point though.

> It did, but it still is local bus video, i.e. the video chip is connected
> very tightly to the processor bus for maximum performance.

That does not make it local bus, that makes it "on the bus". The two are completely unrelated.

> : The sound chip was one of the things I hated the most about my ST. The
> : C64's SID chip was at least as powerful.
>
> Still, it was much more than what you got from a bare-bone PC or a Mac!

Maybe from a PC, but not a Mac. The Mac was and always has been polyphonic, with upgradable synths. Even a loagy Mac + does a lot more sound than my ST ever did.

Maury

2214. gemram/winx & MTOS

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <799641618.2@mettav.exnet>
Source record: 166226

It was none other than Russell A Lunsford who did write on 29 Apr 95 that ....
RAL> Does anyone have any tips for getting Winx and Gemram to run under
RAL> MTOS? I've
RAL> got it running fine under plain TOS...

Not possible ..wait for MiNA.

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

2215. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3odlle$rh9@newsbf02.news.aol.com>
Source record: 166227

> Does MiNT have this problem? [fast-load errors]

I don't know. MagiC doesn't seem to have them, that seems clear.

Al Fasoldt, Systems Editor, Syracuse Newspapers

2216. Re: Geneva vs. MagiC

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3odlm2$rhl@newsbf02.news.aol.com>
Source record: 166228

> And it's even supposed to have iconification!

Yes, it supports iconification. That was added to Geneva loing before Dan Wilga started on the MiNT code.

Al Fasoldt, Systems Editor, Syracuse Newspapers

2217. --> Two BURNING questions! <--

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: garnerg@esu.edu
Message-ID: <3odoa1$g5p@jake.esu.edu>
Source record: 166229

---> Hello! I have 2 burning questions to ask. 1)- I want to replace the old 720K disk drive in my 1040 STE with a 1.44 Meg one. Now the plugs and stuff are okay, but will Tos 1.4 know I have a 1.44 Meg drive in there? Will it matter? Will the disk drive itself know I'm using 1.44 megs. To put it another way, Will it work????? 2)- Please e-mail me your favorite sites for programs. Ftp, Mosaic, etc. I'm working on my own home page and I've thrown in an Atari Computers section (cheer). I'd like to add to it an awful lot (when I have the time..:O) though, and some of your favorite links will come in very handy.
Please e-mail me any response to: garnerg@esu.edu . Thank you in advance for any support you can give me :)

George Garner

P.S.- JUST in case you want to check out the home page you can access it by: http://www.esu.edu/~garnerg :)

--
~~~~~~
"War is peace, freedom is slavery, ignorance is strength. Big Brother is watching you!" - George Orwell _1984_
~~~~~~

If anything in the above message sounds interesting, please respond at:

===> garnerg@esu.edu ** George W. Garner **

Thank you, drive through.

2218. Re: What Pascal to get...

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3odr02$4kd@sphinx.Gsu.EDU>
Source record: 166230
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Lost (abstract@wam.umd.edu) wrote:

: I want to teach myself pascal this summer - does anyone have any
: suggestions as to what compiler to get? And where I can get it? Tnanks
: in advance!

German Pure Pascal is excellent (I don't know, if they've bothered to translate the thing in English..). It's simply great. And fully PC Turbo Pascal 6 -compatible. It's fast, produces good code, and easy to use. And even better: you can get a Visual Basic -like (in a way..) extension called "Application Construction Set", or ACS Pro. That makes it easy to create great GEM-programs graphically, in a modular way. There's even a Pure Profiler available for their Pascal and C-compilers.

Maybe someone can give the address where this thing is sold?

Cheers,
TH

Btw, the German language doesn't make it impossible to use at all, if you know something about Pascal already. For a beginner, it may cause headache..

2219. Re: 040 Accelerators (Was: Magic for Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3odpt1$4kd@sphinx.Gsu.EDU>
Source record: 166231

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: >There are about 150.000 Falcons around, now (German information). Let's

: Divide by 10...

Is that fact or fiction? Subjectively, there seems to be lots of these birds flying in Europe. In Finland, I myself know more Falcon-owners than ST/STE-owners. And this doesn't mean I know 2 Falconists (including me, of course ;-) and one STE-owner... No. There are surprisingly many Falcons around, despite the sad fact that Finland has never been a good Atari-area. Considering that there are about 2.5 million ST-models sold around the world, I wouldn't say 150.000 Falcons is at all impossible. The German market alone, with their 2.000.000 ST/TTs could easily sell that many Falcons.

Remember, ST/STE is yesterday. TT too, even if a nice computer. Falcon (don't say it's yesterday too - because almost every computer becomes that very quickly ;-) is today, and even tomorrow for many ST/STE-owners. The only alternative, actually, for many of us. I find is perfectly logical that 150.000 ST/STE-owners have upgraded their system, instead of waiting for some new Super-Atari, or even doing something desperate ;-)..

If Atari doesn't give any official numbers out, all we can do is guess. I also wonder, why would C-Lab bother to buy a computer that sold only 15.000 units in 3 years..? It wouldn't make much sense. They *must* believe there is a market for C-Lab Falcons; a profitable market.

I sincerely hope you're not right, but if you are... Then I'm pretty amazed. Practically all the Atari-owners I know have upgraded to Falcon in Finland - and most of them are not even musicians. Could it be so that this hasn't happened anywhere else? In Germany? In Great Britain? Is it so, that everywhere else (but Finland) Atari-owners have thought: "Falcon's not worth buying" - and either purchased a Mac/PC, or kept on using their 16-bit systems..? Very strange.

In that case, I must say I really don't understand the majority of us.. We seem to have very different ideas of what makes a computer good ("we" means all us ex- or present Atari users). It's easier to be a PC- or a Mac-owner, it seems. Everybody tells them: "you really have a GREAT computer (even if you don't know it), with the greatest applications in the world..". And it's easy to believe 10.000 PC-magazines =-) Even, if they years ago claimed that "Windows 3 is great.." ;-)

We are abused, poor losers, it sometimes feels after reading messages here. No decent programs. No support. No decent hardware. Or could it be, that we're a *lot* more critical computer users than those

100.000.000 Windows-users..? I think, we sometimes are.

No matter, how small and miserable we are - I still feel that we've been smarter with our choice than most people. We use what we want to. They use what they're given - that makes a difference. It's just pity to see that those 100.000.000 DOSeased feel they're the winners. Perhaps some day they'll wake up knowing the awful truth 8-) ! And what a painful day that will be for them...

: ------------------------------
: Ofir ogal@cix.compulink.co.uk
: ------------------------------

Cheers,

TH

2220. Re: persistence of vision (slow!!)

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <3odr16$jtt@lastactionhero.rs.itd.umich.edu>
Source record: 166232

> Get FTPOV. Its a hell of a lot faster and it's completely compatible...

So is anyone ever gonig to make this available on the net?

Dan
aka baldrick

2221. Re: Installing MiNT and X windows

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3od9fi$dbm@epsilon.qmw.ac.uk>
Source record: 166233

Rob Grant (grantr@cs.man.ac.uk) wrote:

: Or can someone point me in the right direction for some good documentation on

: ps the Mint install disks you can get never seem to work correctly (or is it
: just me?)

Wait a while, and some installation disks will appear soon on
HENSA. Toronto Atari federation already sell 7 installation disks
through their PD library. I have these, but I am only beta testing
them, and am trying to get the PPP and SLIP bits to work, adding bits
to the documentation. Only when I am happy will i release this onto
HENSA.

As soon as am happy with this, the Manchester Atari Group will be
distributing it (seeing as i run the group ;-)

There may be some info in Atari World. :-)

Contact me privately for more info...

Danny
--
.signature.signature

2222. Re: PD games recommendations

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199505051218.a24838@a2w.maus.de>
Source record: 166234

Eric March (diehl@grin.io.org) kindly wrote on 27.04.95:

>Aeris: Very clever logic game from France
I downloaded it today, it looks *very* good - BTW the name is
aerius and I found it on:

ftp.cnam.fr://pub/Atari/Games/aerius.zip

>Cybernetix (Defender-type game with raytraced asteroids) A
Yup, those asteroids are kewl!

>Critical Mass (100% Pure assembler, parallax scrolling, digital sound,
>etc)
Can't find this, where is it?

>Anything by Jeff Minter, of course A
Right right right, try the hardcore demo!

>Downfall (Don't be fooled by the size; this is a very clever 2 player
>game)
Yes, it's a *very* good 2 player game and quite amazing that it can
be in that size program - PC owners won't believe it!

>Stomp (Very clever puzzler)
Again, can't find it - neither can archie - anyone know?

Ian_Taylor@a2w.maus.de The hidden secret of life is

2223. Re: WTB: Atari ST SCSI Ho

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: Steven.Demetrius@balmybeach.gryn.org
Message-ID: <dd4_9505061122@tor250.org>
Source record: 166235

J> I'd like a AHDI->SCSI Host adaptor please. I have a SCSI drive, a nice
J> box with power supply, now all I need is a host adaptor.

Try ICD host adapter. I have two of them and find that they work very
well. You can get the kit you need to install in your box for about
US$180. It comes with the software you need, you can also get thier
PRO level software to repair bad files.

You can also get the ICD link which looks like a small adapter, about
the size of the SCSI connecter.

J> Alternatively, where is the cheapest place to buy them from (in the UK)?

ICD Europe GmbH
Am Goldberg 9
6056 Heusenstamm
West Germany

06104-6403

* CQWK 2.2 * Grammarians never die-they fall into a comma.
--
| Fidonet: Steven Demetrius 1:250/422
| Internet: Steven.Demetrius@balmybeach.gryn.org

2224. Re: HELP!!! ST in the rec

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: Steven.Demetrius@balmybeach.gryn.org
Message-ID: <dd5_9505061122@tor250.org>
Source record: 166236

To: Gard Eggesboe Abrahamsen
G>Simply turning the monitor, and especially the computer on, adds
G>line noise to the mix. I've tried using an outlet strip that filters
G> noise >>but it doesn't seem to do any good. Is there any other way to
G> eliminate this>>problem?

G> Actually, I ripped out the RF converter from my Mega. It helped a bit, but
G> there is still some noise even without the RF converter...

Your problem is sheilding, you need to sheild your equpment from
electro-magnetic fields. The best way to do this is to sheild the
source of the fields (your computer and/or monitor). That's why the
inside of your computer is enclosed in a metal cage (electro-magnetic shield).
If you've removed this shield then you must put it back.

Monitors are poorly sheilded and if you put two ST monitor close together
you'll see the screen change or get "show". If you can find a box or
simular made of magnetic material (steel box), you can put it over the
monitor for shielding.

I had a Mono and a Colour monitor sitting beside each other and got "show"
on the Mono monitor. I then took my wife's steel baking pan (had to do
alot of ass kissing) and place it vertically between both monitors.
I worked very well, until she decided to do some baking.

* CQWK 2.2 * EZ-Reader, eat your heart out!
--
| Fidonet: Steven Demetrius 1:250/422
| Internet: Steven.Demetrius@balmybeach.gryn.org

2225. Re: Help with PowerUP 2 installation!

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: sdelaney@steil.demon.co.uk
Message-ID: <799703304snz@steil.demon.co.uk>
Source record: 166237

In article <3oaunt$l9d@prime.mdata.fi>
contacts@mits.mdata.fi (Pekka Saarinen) said:-

>wire was connected to the right hand side 6850), but Benchmarks were *exactly*
>same no matter what the LED said. We also put the gray wire to +5 elsewhere

You obviously knew to try the other 6850. Connecting the grey wire to +5V put the LED on continuously on mine but did show a marked improvement in speed when I ran Gembench. Looks like you've tried everything. It must be a faulty unit! Send it back for replacement.

Regards
Steve

--

==
| Steve Delaney | Floppyshop and |
| sdelaney@steil.demon.co.uk | Atari World Magazine |
==

2226. Re: The Youngest Day on your computer?

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <3oe6s5$sjf@brachio.zrz.TU-Berlin.DE>
Source record: 166238

In article <tonmaas-2904950744380001@stat13-153.xs4all.nl> tonmaas@xs4all.nl
(Ton Maas) writes:
>What is the last possible date your computer / operating system allows?

I think the dosdate goes until 2107 (= 1980 + 128). An over-enthusiastic
beta tester once reported a bug that papyrus did not handle dates beyond
2044 correctly due to a sign mistake.Customers who run into this
problem can get a free update then :-)

But that's an interesting thought. I bet there is a lot of older software
out there that does something like printf("19%d", year), so in about five
years we'll see many computer-written letters dated 1900 and software houses
selling an extraordinary number of updates.

Christian Nieber +-----------------+
email chris@buran.fb10.tu-berlin.de | Always plan ahea|
R.O.M. logicware, the Home of Papyrus |_____________d|
Raschdorffstr. 99, D-13409 Berlin | |
Tel. ++49/30/492 41 27, FAX 491 93 67 | |

2227. Re: *Help!* Need a communications program

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FEFVCBUQ@ttgk.nextjk.stuyts.nl>
Source record: 166239

In <31LZB3J@moacs.indiv.nl.net> Waldi Ravens wrote :

>Soeren Schnee (sos@sos.shn.com) wrote:
>
>> UPOINT 'light' does all what he needs. It's PD.....
>
>No! UPOINt is definitely NOT in the public domain. Copyright
>belongs to Mr. Brusch.
>
>> Email to the author: brusch@eslapion.shnet.org .

My UPOINT light version definetely states it's PD (look at the info box at
startup)

Only the medium version has te be bought and registered.

Gert

--

-- --
Atari TT-Point
-- --

2228. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FEFWFEVA@ttgk.nextjk.stuyts.nl>
Source record: 166240

In <3obrde$6ro@ionews.io.org> Lance F. Squire wrote :

>One step forward 2 steps back!
>
>After locating the Linux 68K Faqs I noticed I was trying to install Linux
>.01Pl2. So I thought I'd do everyone a favour(sp?) and get the latest .09Pl6
>and Bootstrap 5. However, this has turned out worse for me than when I
>started!
>
>Bootstrap 5 Dosen't seem to work on my TT! Or atlease NOT while I'm in MiNT.
>
>When I boot From Multitos (with X-control & mouse acc) the screen goes to
>bands of multi colour and freezes. (Without the ACCs it JUST freezes) I
>tried once in TOS and actually got to see some of the Boot 5 screen, but
>even that was only 1/2 finished before everything came to a compleate hault.
>
>Any help or suggestions? (Other than go back to .01Pl2?) ;-)

On my TT the loader program ATABOOT.TTP runs fine from MultiTOS and
straight TOS. It should not care about from where it is run as it takes
over the complete computer, nothing of TOS, Mint, MultiTOS is used by
Linux.

On your Falcon try and boot up from a monochrome resolution, like ST high
or so, and see if the screen gives readable output.

BTW I'm running a self-compiled Linux 0.9.5 kernel.....

Gert

--

-- --
Atari TT-Point
-- --

2229. Re: "Winsock" equivelant for ST?

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: baldrick@terminator.rs.itd.umich.edu
Message-ID: <3odrm6$k2l@lastactionhero.rs.itd.umich.edu>
Source record: 166241

```
>> Is there a program available as the equivelant of "Winsocket" for the
>>Peecees
>> running Windozzzzzzze... available for the ST?
>> Wouldn't a program like this let me emulate a SLIP/PPP connection and run
>> say, "Netscape" or "Mosaic" via UNIX which my host server (hopefully) has
>> installed?.. Or am I getting this all wrong?

There has been talk by some people of writing one for "plain"
TOS. But I don't think anything has happened. Really the effort should
be put behind making GEM interfaced programs for MiNTNET (imho). MintNet
is actually getting well into the range of being of use by the non guru.
Stick a nice interface like the mac or pc has onto some of those programs
and we'd be on the highway.

Just my thoughts,

Dan Ackerman
aka baldrick@terminator.rs.itd.umich.edu
```

2230. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D84CMt.493@ecf.toronto.edu>
Source record: 166242

In article <3ocb82$dv@sphinx.gsu.edu>,
Tommi Pekka Hietavuo <gs01tph@panther.Gsu.EDU> wrote:
>GEM is much nicer to use, IMHO. MacOS is fine in many ways, but it isn't
>perfect - in fact, far from it... The way it still throws the icons
>inside desktop windows to all the most peculiar places, sometimes makes
>me beg for mercy...

It doesn't put the icons in peculiar places, it puts the icons where the user places them. If you want the icons arranged neatly, then you can arrange them in whatever way you want. The Mac will also snap them to an invisible grid if you want.

>The fileselector is (again IMHO) inferior compared to
>Selectric, or Universal Item Selector 3.

I've always despised those replacement file selectors for the ST. In my opinion, the Atari file selector in TOS 1.4 and later was just fine, because it did exactly what it was suppposed to do: allow the user to select files.

Adding all those buttons to delete files, rename files, create folders, and so on simply clutters up the interface. After TOS 1.4, I don't think most people had problems with the file selector because it wasn't good for selecting files -- once the problems with the old (TOS 1.0/1.2) version had been fixed, it did its job just fine. People wanted file management from within their applications, and they used those weird replacement file selectors to get it. Atari could have addressed this by providing either a simple desk accessory to provide simple file management, or by providing a multitasking operating system.

The Mac File selector does just what it's meant to do, and it does a good job -- it allows the user to select files. If you want to do file management, then you can switch to the Finder for file management.

In my opinion, a file selector box is NOT the proper place for file management, on either the Mac or the Atari.

>Some people like those
>pull-down menus. I don't: I prefer GEM's drop-down system.

Just as there are (or were, I don't know if they are still around) utilities to make the Atari's menus pull-down, there are utilities to make the Mac's menus drop-down.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing

|__ |\ | |/\| the public from realising the full extent of our ignorance.

2231. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D84DFt.5AE@ecf.toronto.edu>
Source record: 166243

In article <01HQ028SLAMAAIDZ66@snyoneva.cc.oneonta.edu>,
<FELDAK79@SNYONEVA.CC.ONEONTA.EDU> wrote:
>However, I do remember reading somewhere that the GI/Yamaha sound chip in
>the ST did have stereo capability it - hence, it was possible for
>the tweety board adapter to do its magic.

There was no stereo capability built into the sound chip (I have the data
sheets and the data manual), which was the General Instruments AY-3-8910
(it might have been the 8912, which had one 8-bit general I/O port instead of
two, like the 8910, but I'm too lazy to check). Any stereo capabilities the
Tweety Board added were provided by simply routing the analogue output pins
of the 8910 to different speakers. Any stereo effects would have had to be
provided totally in software.

>You're right that Atari did make a mistake in not publishing established
>interface guidelines for GEM. However, I think they also wanted to
>have programs appear as fast as possible for the ST - as GEM documentation
>was always sparse, this lack of a standard only helped get things released.

I think the fact that a great deal of software was released quickly after the
ST was introduced had more to do with the fact that Atari provided the
relatively-inexpensive developer kits to literally anyone who asked. The
documentation for TOS still stinks (I have the developer's kit!)
The problem was that although the ST had a great deal of software at the
beginning of its life, it did not have a great deal of *high-quality* software.
It wasn't until quite a while after the ST was introduced that we started
seeing software which really tried to take advantage of GEM. Even then, each
program did its own things. There were no human interface guidelines from
Atari, and the few general rules that were mentioned in passing in the GEM
documentation were never adhered to.

>You're also correct in the ST's screen display being slow but that was only
>under GEM - as I'm sure you'll recall much of GEM was written in C and many
>parts of TOS were far from optimized. When programmers began to learn to
>write directly to the screen, things really screamed (remember TEMPUS?).

And that's why so much software kept failing when new machines and new versions
of TOS came out. Once the ST was released, Atari should have optimised TOS.
They didn't. It wasn't until TOS 1.4 in 1989, that we saw an improvement in
the VDI's speed. By that time, the ST was already dying.

Writing to the screen and accessing hardware directly is NOT a good thing.

>of acqiring future technolgy. Apparently, the Tramiels were blind to this
>trend with the IBM PC and when they did regain their sight it was too late.

Agreed.

>In their defense, I remember hearing that part of the reasons for the delays
>in updated ST hardware was the fact that their primary hardware engineer
>and creator of the original ST left Atari in some sort of a power struggle.

Shiraz Shivji, if my memory serves me. It's amazing how many of the original
ST designers fled Atari.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

2232. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D84GKr.8MF@ecf.toronto.edu>
Source record: 166244

In article <D84DFt.5AE@ecf.toronto.edu>,
PISCHKE DAVID <pischke@ecf.toronto.edu> wrote:
>There was no stereo capability built into the sound chip (I have the data
>sheets and the data manual), which was the General Instruments AY-3-8910
>(it might have been the 8912, which had one 8-bit general I/O port instead of
>two, like the 8910, but I'm too lazy to check). Any stereo capabilities the
>Tweety Board added were provided by simply routing the analogue output pins
>of the 8910 to different speakers. Any stereo effects would have had to be
>provided totally in software.

Just a correction: I looked it up, and the chip the original ST used was the
Yamaha YM-2149, a clone of the General Instruments AY-3-8910, the model with
the two 8-bit I/O ports. The two 8-bit I/O ports were used for control and
transfer of data to/from the Centronics parallel port.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

2233. Re: SLIP OR PPP For atari 1040?????

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3oe08m$a5j@golem.wcc.govt.nz>
Source record: 166245

] From: Ole_Pahl@iz.maus.de (Ole Pahl)
] Newsgroups: comp.sys.atari.st
] Subject: Re: SLIP OR PPP For atari 1040?????
] Date: Mon, 01 May 95 15:25:00 GMT
] Lines: 19

Just for interest, this was a 70,000th message on this site, (about 4 years
old).

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

2234. Re: 040 Accelerators (Was: Magic for Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D834H7.2Gx@cix.compulink.co.uk>
Source record: 166246

>There are about 150.000 Falcons around, now (German information). Let's

Divide by 10...

Ofir ogal@cix.compulink.co.uk

2235. Re: Problems with AHDI

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-0505950842170001@ngalm099.gal.nt.com>
Source record: 166247

In article <3ocbre$jsn@batph8.bnr.ca>, troyc@bnr.ca (Troy Carpenter) wrote:

> Now I have new problems with my AHDI driver. I somehow have killed the
> autoboot on my C partition. I now have to load the thing from an auto
> folder.
>
> I have version 6.05c, but I only have the driver shdriver.sys! I don't
> know of any other related files on my hard drive.
>
> How do I get my drive to autoboot (bootload is what the program calls it)
> again? I have tried rewriting the partition info with the boot flag set,
> but that does not do anything.
>

I have found that AHDI is fussy about installation, sometimes it is easier to
re-format the drive & re-install AHDI,backup the drive first, of course :) .

Do you have all of the AHDI utilities needed?

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

2236. Memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: Doug Finch <76337.1067@CompuServe.COM>
Message-ID: <3od44sbqi2@mhadg.production.compuserve.com>
Source record: 166248

Atarians past, present and [:)] future:
I realize that I'm about five years late (or more), but I recently picked up somebody's unused Zubair Z-RAM 3-D/4MEG upgrade kit for my old Atari 520STFm. Came with 2MB of RAM seated on the board, would like to add 2MB more to get full use of its capacity. Have some questions for anyone who has done the upgrade and knows what they're doing (or did):

1) Board was populated with Samsung(?) RAM chips (KM41C1000P-10). In obtaining extra RAM, do I need to get EXACTLY the same type of chips to fill the rest of the board, or are others OK as long as I match the speed of the existing ones? Do I need to know anything about the limitations of the ST with regard to faster RAM chips? Can anyone direct me to distributors that carry these chips for a decent price?

2) My unit has the original TOS 1.0. When I get around to upgrading this, are any more recent versions of TOS incompatible with the Z-RAM upgrade?

3) MMU is older CO25912-38, so I apparently do NOT have to replace it to accomodate all 4MB, right?

4) Would appreciate additional tips anyone might have to make the upgrade a successful one. Thanks to all. DF

Doug Finch On-Target Text
E-Mail to:
D.FINCH7@genie.geis.com (GEnie) or 76337.1067@compuserve.com (CIS)
--
Doug Finch On-Target Text
Address E-Mail to: ontarget%admiral.uucp@yale.edu (Usenet),
D.FINCH7@genie.geis.com (GEnie) or 76337.1067@compuserve.com (CIS)

2237. ST memory upgrade help

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: Doug Finch <76337.1067@CompuServe.COM>
Message-ID: <3od48kbqi3@mhadg.production.compuserve.com>
Source record: 166249

Atarians past, present and [:)] future:
I realize that I'm about five years late (or more), but I recently picked up somebody's unused Zubair Z-RAM 3-D/4MEG upgrade kit for my old Atari 520STFm. Came with 2MB of RAM seated on the board, would like to add 2MB more to get full use of its capacity. Have some questions for anyone who has done the upgrade and knows what they're doing (or did):

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2) My unit has the original TOS 1.0. When I get around to upgrading this, are any more recent versions of TOS incompatible with the Z-RAM upgrade?

3) MMU is older CO25912-38, so I apparently do NOT have to replace it to accomodate all 4MB, right?

4) Would appreciate additional tips anyone might have to make the upgrade a successful one. Thanks to all. DF

Doug Finch On-Target Text
E-Mail to:
D.FINCH7@genie.geis.com (GEnie) or 76337.1067@compuserve.com (CIS)
--
Doug Finch On-Target Text
Address E-Mail to: ontarget%admiral.uucp@yale.edu (Usenet),
D.FINCH7@genie.geis.com (GEnie) or 76337.1067@compuserve.com (CIS)

2238. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-05 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3od5br$89k@news.iesd.auc.dk>
Source record: 166250

In article <ftn_2.203.203.15$fidonet.org_2fa627c5_Tom.Thomason@fpc.ct.se>,
tom.thomason@fpc.ct.se (Tom Thomason) writes:
> To: seimet@rhrk.uni-kl.de
>
> From: tom_thomason@fpc.ct.se
>
> On 24 Apr 95, Uwe Seimet shot this through the ether to Tom Thomason...
>
> US> This is nonsense because you cannot use the DSP to make the operating
> US> system faster. The DSP is limited in its range of applications to
> US> funtions that profit from special features of a DSP directly. TOS or GEM
> US> or MagiC are no such applications.
>
> My information on this particular point is second-hand but from a source
> that I would, generally, accept as reliable. I'm not much of a programmer
> myself so I'm not familiar with the details but I_was_ under the impression
> that the delay is due to the intricacies of the DSP chip. If that's wrong, I'm
> sorry.

It is true that the delay is due to DSP implimentation.

BUT it's not because Behne&Behne will use the DSP for speeding up normal
CPU-like
things. They just mean that they are implementing the neccessary DSP-system-
calls requiered to make MagiC 3 compatible with specific Falcon-applications
that uses the DSP-chip thru the operating system, which in this case
is MagiC 3.

Actually the current MagiC 3 version for ST/TT, can be patched to run on
the Falcon with the same features as on the TT. The ONLY applications
that can't be run under current version of MagiC 3 on the Falcon
are programs that uses the DSP.

Get the idea? :-)

Keep Cool and Flying...

ChainXOR...

2239. Re: 520ST questions.

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D86Ipv.Du1@cix.compulink.co.uk>
Source record: 166051

In message <D7Kxtx.B0K@news.hawaii.edu>, gkomatsu@uhunix3.uhcc.Hawaii.Edu
said:
> This weekend I got a 520ST with floppy drives mouse and nothing more.
> As best as I can tell, this computer is capable of doing absolutely
> nothing...since I have nothing to run on it. =^) Several questions.

I'm sure people will be along with much fuller answers than these - but
here is the basics.

> - where can I find a FAQ? I spent the weekend visiting numerous
> sites only to find nothing of the such.

I'm not sure there is a FAQ. There are several FAQs for specific techie
type things - but I've not seen a general FAQ :-(

> - what are the general specs of the 520ST? speed memory resolution

There are several models of ST you might have:

ST
STM
STF
STFM

The 'M' stands for TV modulator
The 'F' stands for built in floppy.

Otherwise:
8Mhz 68000
512K RAM
320x200 in 16 colours on TV or RGB monitor
640x200 in 4 colours on TV or RGB monitor
640x400 in monchrome with appropriate Hi-Res monitor

> - can I hook up my NEC Multisync 3V to it? (since I doubt the TV
> would do it justice)

Most likely - though whether it will do the 640x400 mode I don't know.

> - what would I need to get Linux up & running on it (for starters
> I know I'd need a HD...size?) is it capable of running
> Linux?

Linux won't run on this Atari. You will need either an expensive CPU
upgrade card - or a Atari TT or Atari Falcon.

Quite honestly if you want to fun Linux and don't already have most the
Atari hardware necessary (and you don't ;-), you'd be better off buying

a PC.

There is a Unix like extension called MiNT which will work on an ST and provides much of the fuctionality you would have had from Linux. It still needs a couple of Mbs RAM and a hard disk to be useful IMHO.

OTOH even a basic ST can be quite a useful machine - and there is lots of software available for it.

:-)

Roland.

@CiX

2240. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D85n4D.5HI@cix.compulink.co.uk>
Source record: 166052

In message <1995Apr25.200137.42271@cobra.uni.edu>, sinclap2954@cobra.uni.edu said:

>The Programs are also a lot more powerful, DAH! Ever use WordPerfect, Word
>5.1? ClarisWorks 3.0 puts AtariWorks to shame and demands alot less on system
>resources. At least we have choices according to our needs.

Why not have a look at Papyrus, it puts MS WinWord, etc., to shame in the use
of a GUI and in other areas.
>
>
>Was your friend able to access the graphics as well?
>
>So how is Wing Commander on the ST?

Aaah a games player, that explains alot - the lack of ability to
concentrate on anything of importance.

Phil.

2241. Re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D85n4E.5I3@cix.compulink.co.uk>
Source record: 166053

In message <3octv0$2fo@whitbeck.ncl.ac.uk>, Craig.Graham@ncl.ac.uk said:

>Hmmm. I think your wrong here. There is a Mac emulator for the PC that
>works this way, and PC emulators for the ST (PC Ditto 1), Mac (SoftPC)
>and TT/Falcon (SoftPC as well).
>
>|> If you were to use the same trick as the PCSpeed did, ie: put an ST into
>|> your IBM (as indeed another ST emulator product does), the speed would be
>|> far greater.
>
>I thought that the GEMulator card did the same as the Janus card - ie.
>it had an on-board 68000 (the Janus has a 16MHz 68000 on the card).

Nope, Gemulator needs a board, but it just holds up to 3 (I think) sets of
TOS ROMS. The 68000 code has to be interpreted in x86 code.

Phil.

2242. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D85n4F.5Io@cix.compulink.co.uk>
Source record: 166054

In message <1995May5.092743.283@genrad.co.uk>, hillsp@genrad.co.uk said:

>I use Lattice C 5.5 on my Falcon, and it has an option to do the same
>thing. Lattice C has been around for a long time, and I assume it is used
>by lots of Atari developers, which makes me wonder why they didn't have
>this switch enabled ? Is this a new feature of Lattice C ?

I don't remember it in Lattice C 3, but it was in the earlier versions on
C 5.

Phil.

2243. Re: "doom" clone - here i

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D85n4G.5J9@cix.compulink.co.uk>
Source record: 166055

In message <3nm1g4$jhk@prime.mdata.fi>, artoj@mits.mdata.fi said:
>
>But great game that Towers II, can the Iron Golems be killed?

Yes, usual method is hit them with spirit axes as they approach and then the sword as the close on you - THEN run through the mirror that takes you back to the room where you started from to recuperate and then try again.

BTW The mass swords the golems carry are good for despatching the men of earth, two good clouts and they're mounds of earth.

Phil.

2244. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D865JM.DC4@cix.compulink.co.uk>
Source record: 166056

>I'm myself writing this on a PC right now - and boy, I miss my Falcon and
>its decent telecomms programs like Connect ;-) ! This machine sucks. But
>it's all I have here. Owning both an Atari and a PC, I should know?

I have not been able to find any Mac comms application that is half as good
as Connect. So I just use Connect under MagiC Mac :-)

Ofir ogal@cix.compulink.co.uk

2245. Re: MagiCMac demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D865Jo.DCu@cix.compulink.co.uk>
Source record: 166057

> yes, the demo is in German; hopefully someone at System
>Solutions will release an English demo of it. The program available
>now from SS is fully in English.
>
> And yes, it does require System 7 - it also requires a minimum
>of 8 megabytes RAM, 350 mB hard drive, and a 68030 processor on a
>Macintosh.

It doesn't require 8Mb to run, although I would recommend 8Mb for any serious work - System 7 uses at least 2 of these. MagiC and Ease use another 1Mb. Disk space is not an issue - you need less than 1Mb for the full installation.

> BTW, wouldn't it be easier just to run the Atari version of
>MagiC on your computer :). You ARE running an Atari, aren't you?

It wouldn't be as fast.

Ofir ogal@cix.compulink.co.uk

2246. Re: FILE/ITEM Selectors..

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D865Jq.DDL@cix.compulink.co.uk>
Source record: 166058

```
>I don't believe it is a "load of nonsense". If you have ever used "our"
>product you would know how slick it is. We have had comments from really
>nice, to Outstanding. Frankly, I don't use my desktop for anything but
>booting up, and have not found a reason to NOT use UIS.III for everything
>in file management, except launching programs. This UIS.III is still
>supported and is in version 3.32. Contact A&D Software thru ST Informer
>Magazine for any more details.
>"Keep on Keepin' On"

It is nonsense for varius reasons. The memory requirements Roger quoted have
no relation to reality, for example. I have used UIS for a long time, I
bought it a while back from the ST Club. Feel free to send me the latest
version for review in Atari World.

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

2247. Re: TOWERS GAME...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D85KtF.4vI@news.hawaii.edu>
Source record: 166059

Pascal Roche (proche@isis) wrote:
: BTW, is Towers 1 worth downloading ?

Yes, that is of course, if you are a Dungeon Master fan. Towers I is stepwise/90degree movement, and has an interface very similar to DM. In addition, if I remember correctly, it is networkable (allowing you and a friend to run around the same dungeon).

With the previous talk about the resale value of computers such as the Falcon, I am forced to wonder why people aren't considering the _value_ of the machine as far as usefulness, enjoyability, ease of use, etc... Isn't this more important? I don't buy a car solely because it will have a good resale later, I buy it for what it will do while I own it.
I may never be able to find anyone to buy my Falcon - but why would I want to? If it meets my needs, or serves some purpose - why be concerned about anything else. The bottom line is that if the machine can help me to be creative, have fun, and make money, then it will have been worth every penny.
My only regret is that I didn't buy a Falcon sooner.

Aloha,
The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Falcon030 - STacy25 - Portfolio - 2600 - Lynx - Jaguar - 400/800 - 130 XE
----------Sorcery Computing Services----------

2248. TOS upgrade

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <800315208.1@mettav.exnet>
Source record: 166060

It was none other than Keith Sunderland who did write on 02 May 95 that ....
KS> Just a thought. At the moment I am loading my existing TOS 1.4
KS> (1.62) into RAM as I run WINX. Would it be possible to load TOS 2.06
KS> in the same way instead of my existing one?

When you say TOS you mean you are using ROMSPEED or are you using GEMRAM to
just load the bits that WinX needs.

GEMRAM(or ROSMPSEED) and WinX work perfectly well with 2.06 in fact there are
some features of WinX that are only possible with the version of the AES that
is within TOS2.06 ..i.e 3.40 IIRC.

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

2249. Atari ST Stuff for sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: howe@mik.uky.edu
Message-ID: <howe.799732896@mik.uky.edu>
Source record: 166162
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

For Sale:

1040STFM mostly works, good for spare parts, asking $50.00

DS/DD Ext. disk drive, works great, asking $40.00

2 Monochrome Monitors, both work good, asking $40.00 for each

Spectra GCR ver.3.0 with Mac system Disk, asking $90.00 (roms too!)

ICD Host Adapter with shoe box and 50 Meg SCSI hard drive, asking $100.00

Several commercial Software packages: PageStream, Diamond Back and Edge,
Diamond Data Lite, DC-Shower, DC-Utils, GFA Basic 3.0,Etc, asking $100.00
for these items.

All items do not include shipping.

Please send mail to Howe@ukpr.uky.edu or this address.

Thanks.

2250. Re: Serial Port- No of stop bits?

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: Bob Brown <bob@earthlight.co.nz>
Message-ID: <Pine.SUN.3.91.950506165527.11427A-100000@earthlight.co.nz>
Source record: 166163

On Mon, 1 May 1995, Neil Thomson wrote:

> I am trying to use the serial port on my ancient ST using the VT52
> emulator program supplied on the ST Basic disc. However the manual
> doesn't tell me how many stop bits are added. Any ideas where I can
> find this info? . The RS232 config program supplied has a field
> labelled strip bit which can be toggled ON/OFF but I dont know what it is.

If memory serves correctly, 8 data bits, No parity and 1 stop bit should
work fine (often referred to as 8N1). The strip bit option, if selected
will strip the high bit off any incoming information, so you won't get
any bytes above 127 in value. In most cases, you shouldn't need to turn
this on.

Hope this helps!

-=-
Internet: bob@earthlight.co.nz aka. Middy
Bob Brown, \|/ ____ \|/ Phone me:
9 Severn St, @~/ ,. \~@ Don't Panic, +64 3 489-5575
Mosgiel, Otago, /_(__/)_\ and don't forget (after 6pm NZST)
NEW ZEALAND __U_/ your towel!
FidoNet : Bob Brown@3:770/515
-=-

2251. Re: 040 Accelerators (Was: Magic for Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D85AJ0.4JH@ridgecrest.ca.us>
Source record: 166164

gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:
>
> Hutch (hutch@ilmen.lanl.gov) wrote:
> : In a previous article, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:
>
> : > I really don't believe that 040 cards are quite as expensive to
> : > manufacture, as it seems now.
>
> : Not as expensive as it once was, surely, but the manufacture of ANY custom
> : circuit board or card is a costly proposition. As is so often the case, the
> : cost per board goes down with larger production runs. Manufacturing just a
> : few -is- pricey. Ask anyone that has had custom PCBs made.
>
> I called Wizztronics today, and they told me that they have more than
> 1.000 Barracuda-040 orders waiting.. Over 1.000 pre-orders. Quite
> impressive, I'd say! So, I wouldn't call this manufacturing just a few,
> anymore ;-) ... Somehow it feels like Barracuda 040 is going to be a
> succesful product. Let's hope so, at least.
>
> The price just is far too much for many people, including me. But it's
> their decision. Maybe the price will eventually go down, so the "rest of
> us" can enjoy a faster Falcon.
>
> : > Here's the market - but where are the people to sell us what PC- and
> : > Mac-users already have?
>
> : How big is 'the market' you speak of? How many of those people would buy
> : an accelerator and at what price? And how should the availability of the
> : product be advertised so as to reach the most users? Who should market it?
> : If sold at wholesale, you need to allow for 60%+ discounts to distributors
> : and 40%+ discounts to dealers. Is the potential profit worth the RISK?
>
> There are about 150.000 Falcons around, now (German information). Let's
> suppose this is correct. How many of us feel that Falcon *is* a bit too
> slow, as it is now? About 100%, I think. Now, how many of us already
> own some accelerator? About 10..30%? This leaves us a market of about
> 100.000 .. 120.000 Falcons in need of more speed. Falcon isn't a cheap
> computer. Many of the machines are in professional or serious hobby use.
> This means that Falcon-owners (as many people here have told before) do
> use much more money to soft- and hardware than ST-owners.
>
> If as few as 10% of us, who want to accelerate our Falcons, really
> purchased something like Barracuda - that would mean a market of about
> 10.000 units. Each $950, or more (with RAM-options, etc.). We speak of

> millions of dollars here ! That's something worth considering, I
> think...
>
> And as Apex Media's developer recently wrote here, the market itself can
> be smallish compared to PC-world - but the market *share* can be very
> high. This means lots of sold units, and healthy profits, too.
> Especially, because every sold Barracuda makes it more probable that more
> and more people purchase C-Lab Falcons - and the market grows. There is
> even one pretty exciting possibility:
>
> IF Barracuda-040 proves to be as good as we expect... C-Lab would be wise
> to licence it, and this way build a REAL Falcon-040 everybody's waiting
> for =-) ! I'd be quite surprised, if somebody isn't thinking about this
> right now.
>
> Think about this: Falcon-040 with 8 Mb RAM, 33 MHz, Fast-RAM, built-in
> screen enhancer, or (alternatively) a 4 Mb True Color graphics card. Or a
> 486DX33 emulator. Or... I think I'd LOVE to see C-Lab and Wizztronics
> co-operating in near future =-) !!
>
I think you need to talk to Steve Cohen. He already plans a "Falcon"
clone as discussed on Genie a month ago. I spoke to him about a
week ago and even those plans have changed and he is working at a
unit utilizing the Power PC chip. He felt that TOS/MAC OS/PC would
be a more versital unit than what was discussed on line, especially
now that the Mac OS is up for use. It is the stuff that Falcons
dream of, aside from Apex Media, of course.

> I also think, that this isn't silly dreaming - but something quite
> realistic. And definitely something worth thinking about..
>
> : 040's generate a lot more heat than a comparable 030. You -should- use
> : use a heat sink and/or cpu-mounted cooling fan. This adds to the cost
> : and complexity of design for the cramped quarters inside the Falcon case.
>
> That's exactly, why C-Lab should build the unit in Falcon-040, and put
> the whole beauty inside a nice tower casing with decent PSU.
>
> : A final consideration is the cost of the 68040 chip itself. At retail,
> : a 25MHz 040 currently costs ~$200 and a 33MHz costs ~$300 (IIRC). Granted,
> : buying these units at wholesale, in quantity, and/or opting for the 'LC'
> : (non-fpu) versions would save money, but they are still fairly expensive.
>
> : Is it possible? Sure. Financially viable? That's another question entirely.
>
> I think it would be very viable, if done well. Other opinions?
>
> : -Hutch- @ Fair Dinkum Tech
>
>

> Greetings,
> TH

2252. Shoestring Computers User Survey

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3offal$br7@news2.delphi.com>
Source record: 166165

** SURVEY ** SHOESTRING COMPUTERS ** SURVEY ** SHOESTRING COMPUTERS **

Here is a short survey to help me better determine the needs of current Atari users. I will use your answers to help point Shoestring Computers in the right direction. If there is anything that you feel I have overlooked, feel free to make additional comments at the end.

1) Which Atari ST series computer(s) do you have? If you have more than one please list them all. Also include your TOS version and RAM.

2) What is the primary use of your ST?

3) Secondary?

4) Do you have any hardware upgrades installed in your computer(s)?

5) Do you own a hard drive? Please list the host adapter and the size of the drive as well as the driver software version you are using.

6) Do you own a modem? Please list the manufacturer as well as your primary telecommunications software. (If you don't own a modem, how did you get this survey? <smirk>)

7) Do you own a printer? Please list the manufacturer. Also list the RAM size if it is a laser printer.

8) Do you own any other peripherals?

9) Please name the last hardware purchase you made.

A) Please name your three most wanted hardware items, including upgrades (available OR unavailable).

B) Please name your top three software applications (no games).

C) Please name the last three software purchases you made (shareware counts).

D) Please name your three most wanted software items (available OR unavailable).

Thank you for taking the time to answer this survey. If you have any other comments or suggestions, please do not hesitate to include them. I hope to be able to serve you in the best possible way. Please e-mail your responses to one of the addresses below.

Dom Alvear
Shoestring Computers

CIS: 74030,3254 Delphi: DOMINGO GEnie: D.ALVEAR I'net: DOMINGO@DELPHI.COM

2253. Re: Installing MiNT and X windows

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.799755845@news.cwi.nl>
Source record: 166166

grantr@cs.man.ac.uk (Rob Grant) writes:

>I've tried installing MiNT on my 4mb STE a couple of times, with some success,
>but it never
>really all fits together. There are always bits missing. The Minix file system
>always behaves
>strangely. Lots of envoirоment variables to set. It's all very daunting! Now, I
>find that you
>can stick X Windows on top of the lot. More installing!
>The actual problem is that there are so many files scattered around on ftp sites
>and so much
>information to collect before you can start creating your unix style system that
>the whole
>task becomes unimaginable. Has some brave soul out there done everything and
>remebered how?

I recognize this very much.

There are some such brave souls. But unfortunately their setup programs
are often so much tuned to their situation that it is almost impossible
to use them on any other machine.

One of the problems is some people prefer to chuck everything into
mint.cnf, others use 'init', etc. etc. (It would all be easy if
mint.cnf didn't exist, at least not in its current form, I guess).

For example there's MiNTnet, and the MiNTnet distribution is fairly
OK in itself. But it tells you to get a nice MiNT setup, preferably
MiNTOS. Now if you merge the /etc directories from MiNTOS and MiNTnet,
it takes DAYS to find out which files belong to which, etc, and MONTHS
to get a proper networking setup going.

Yes, it is time some of the MiNT fanatics started putting his or her(? :-)
thoughts in order and made a reasonably fool-proof setup. And complete
as well.

(I'd do it if I had the time... but many MiNT fans really do have the
time---considering the loads of UNIX rubbish they spend their time
porting on a daily basis)

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2254. Best Buy Printers?

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3ofmb4$fje@dux.dundee.ac.uk>
Source record: 166167

Can anyone recommend a good SUB 300 (ukp) printer? Which will produce
a nice output for the Falcon using Papyrus and Speedo 4.2?

Rod

--
If you've got a problem and the A-Team can't help...

Robert McCall : Dept of Maths & Computer Science, Dundee Univ.
"The Equaliser"
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)

2255. Re: New HTML Reader Available (!)

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3ogam7$ii6@mercury.dur.ac.uk>
Source record: 166168

Alexander Clauss (aclauss@rbg.informatik.th-darmstadt.de) wrote:
: > It's quite nice, although it can be rather slow. The only really annoying
: > thing is that it assumes ASCII files are of the DOS CRLF type - which is
: > annoying for me because the files on my Unix-based home page are of the
: > unix type (surprise!). It means I have to go through and convert them
: > before taking them across to my account and vice versa.
: Ooops. There shouldn't be any problem with Unix linefeeds.
: Do you mean 'normal' ASCII files or HTML files?

It was html files that were causing the problem. After the software had
been hammering my HD for about 30secs I gave up and rebooted. After
converting the same file to CRLF things were fine.

My TOS version is 4.04 (same happens with MiNT 1.12h3).

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

2256. Re: New HTML Reader Available (!)

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3ogb1e$ii6@mercury.dur.ac.uk>
Source record: 166169

Peter Feszczur (fezzy@perth.DIALix.oz.au) wrote:
: : > It's quite nice, although it can be rather slow. The only really annoying
: : > thing is that it assumes ASCII files are of the DOS CRLF type - which is
: : > annoying for me because the files on my Unix-based home page are of the
: : > unix type (surprise!). It means I have to go through and convert them
: : > before taking them across to my account and vice versa.
: : Ooops. There shouldn't be any problem with Unix linefeeds.
: : Do you mean 'normal' ASCII files or HTML files?
: O.K. folks I'm a bit stupid when it comes to anything other than eMail/news..
: HOW do I get these HTML files ????? I want to try it out !!!!!!

To get the files, you will normally have to use a web browser.
Lynx/MiNTnet will work fine for text browsing, and you can save an HTML
file by downloading a link. Unfortunately, getting the pictures that go
in web pages will be slightly more difficult, unless you find the exact
URL by looking through the HTML of the document the picture's in.

Alternatively, there's an email-WWW interface (at info.cern.ch IIRC) which
I think allows you to receive unprocessed HTML. If anyone's interested
I'll find and post some more info.

ATB,

Martin

****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

2257. re: re: magic for falco

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1431dlittle@nest.demon.co.uk>
Source record: 166170

michael grove <mgrove@owens.ridgecrest.ca.us> wrote:

IU> Yes! Finally an intelligent conversation. I was beginning to think
IU> that the only flame that burned here was one of distruction. This
IU> one really warmed the heart. Thank you for the thoughtful words
IU> and THANK YOU for Apex Media!

I got quite depressed when I first looked in here too, but there are a few survivors, and reading the odd optimistic comment is worth putting up with all of the other crap!

IU> Rot? Really outstanding thinker?

:)

PC-Rot: (R)eally (O)ld (T)echnology?

Cheers,

Doug.

--

2258. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0605951251360001@edwarda.interlog.com>
Source record: 166171

In article <3oeojq$o54@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

> I disagree with that. Too often you can swear you haven't touched any
> icon - and somehow, very intelligently, Mac builds a nice pile of icons:
> one on top of another.. Quite unbelievable, actually. The way it
> "arranges" the icons automatically, is also... interesting. It must have
> some great logic behind it - but unfortunately we Atari-users (spoiled
> with NeoDesk) are too dumb to see the light =-) !

Sorry, I cannot say I have experienced any of the problems you have in the 5 years I've been using my Mac.

> only one not understanding the "Mac logic". One example: who can really
> say it's logical to eject a floppy by "dragging its icon to trashbin" ?

No one, in fact this was so hotly debated that in System 7 they changed it to the "Put Away" command. Put away also remembers where you had things before you moved them, so you could drop something in the trash, and later simply say "Put Away" and it does.

> Somehow I *knew* you'd say that..! And it's an opinion as good as mine.
> I disagree completely, but then again - you've found your dream machine,
> I've found something I like.

The Atari needs these gizmos in the file selector because you can't switch to the file manager and do work.

> together, naturally. I just hate to use TOS 1.0..1.4 or MacOS file
> selector, see a file I want to delete immediately - and not be able to
> select that file, and push "delete" button (or control-D). This really
> shows how different needs people have !

You don't, you switch to the Finder with a single click, and drag the item to the trash. End of story.

> If you want it that way, fine... But if you don't?

Then you use SuperBoomerang with adds all the gizmos you mention and more.

> to choose the way I handle files. Mac doesn't let me do that.

Yes it does.

For someone that claims to "know" the Mac, it's pretty obvious to me you don't.

Maury

2259. Re: The MindSet PC

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0605951253580001@edwarda.interlog.com>
Source record: 166172

In article <01HQ1DFT7LHU8WW0FJ@SNYONEVA.CC.ONEONTA.EDU>,
FELDAK79@SNYONEVA.CC.ONEONTA.EDU wrote:

> The MindSet was in fact an MS-DOS compatible machine that came out back in
> the mid-80's - 1984 I think. For its day it had incredible built-in
> graphics capabilities - 640x400x256 - I mean, real high end stuff considering
> that most PC's still had CGA boards. The Mindset also had built-in gfx
> support hardware to give it fast graphics and other capabilities.

Thanks for the note, that's one for the books!

Maury

2260. Re: MindSet and Other Computers...

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0605951255310001@edwarda.interlog.com>
Source record: 166173

In article <3o2bku$hia@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz wrote:

> Amiga also developed by Atari people, had better sound(Atari stuffed up there
> new AMIE? sound chip) and better graphics and could multitask from day one...

Something the Mac and PC are still learning to do as well as the Amiga.

> Atari ST was at a low low price and that was the only thing going for it,
> and came out with a single sided drive and TOS loaded from disk...

Yup, the price was compelling for me at the time.

Maury

2261. --> One more BIG question! :)

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: garnerg@esu.edu
Message-ID: <3oggnq$j4v@jake.esu.edu>
Source record: 166174

---> One more big question I forgot to ask. I'm currently running a mud
off Prolog, a local internet provider. For now, when I want to work on
it at home I have to call into my school and telnet over to Prolog. Now
my school runs EXTREMELY slow (I'm lucky if I don't get hooked up to a 5
year old DEC 2100!), and I was wondering if I can get a shareware Slip
connection software program. My friend who also works on the Mud has a
PC-Compatable (I'm still trying to convince him away!) has the Windows
version, and we all know how DESPICABLE Windows is and how much I want to
stay away from it.
Any response you can give me will be greatly appreciated! Thank you
in advance!

George Garner

--
~~~~~~
"War is peace, freedom is slavery, ignorance is strength. Big Brother is
watching you!" - George Orwell _1984_
~~~~~~

If anything in the above message sounds interesting, please respond at:

===> garnerg@esu.edu ** George W. Garner **

Thank you, drive through.

2262. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3ogvva$h8q@sphinx.Gsu.EDU>
Source record: 166175

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
: >
: >I disagree with that. Too often you can swear you haven't touched any
: >icon - and somehow, very intelligently, Mac builds a nice pile of icons:
: >one on top of another.. Quite unbelievable, actually. The way it
: >"arranges" the icons automatically, is also... interesting. It must have
: >some great logic behind it - but unfortunately we Atari-users (spoiled
: >with NeoDesk) are too dumb to see the light =-) !

: The problems you have with icons being placed strangely are probably caused
: when you create new documents or use installers -- I've had that happen to
: me too, after I installed a new program. Keep in mind, though, that in such
: cases it's the fault of the program, not the Mac. Once you place an icon where
: you want it, the Mac doesn't move it until you tell it to.

They happen very often, when I use DOS-floppies (as I have to do
frequently). Since a "fresh" DOS-disk doesn't have any icon information
for Mac, it all has to be created there. And that's when strange things
happen. I think it's a bug somewhere. Another bug that probably doesn't
occur, unless you use DOS-floppies is this: after saving e.g. pictures
into a DOS-disk (using System 7), the desktop tends to show the file
sizes incorrectly. The only way to correct the situation, is to eject the
disk - and let MacOS read the floppy information again.

I feel, actually, that many of those problems I've faced with Mac, have
something to do with DOS-world. It seems to me, like Apple's MS-DOS
compatibility is still somewhat buggy. As is TOS, and other OS' as well.
Many Mac-users probably never use many DOS-floppies, or (especially)
their Atari-cousins, and experience therefore quite different problems..

: Well, the official way to eject a floppy on the Mac is to use the "Put Away"
: command from the File menu. (It returns desktop and trashed items to their
: original locations, and ejects and removes floppy icons.)

: Dragging the floppy icon to the trash to eject it is strange, but it's not the
: only way, and it is convenient. I remember an Apple programmer was asked
: about this on one of the comp.sys.mac.* groups, and his reply was that they
: really couldn't think of a better way of doing it. It is frightening to the
: new user the first time, but after a while you get used it. (Unfortunately
: no user interface is perfect!)

Macintosh is a structured working environment; the programs look pretty
similar, and everything has been strongly standardized. Although I find
this good for beginners (Mac is easier to learn than Atari), I miss the
freedom Atari-environment gives me. I somehow like the programs looking
different, freedom to format a floppy to 1.8 Mb instead of 1.44 - when I

need more space, freedom to choose between many completely different
desktops, etc. It gives me the feeling I'm controlling the computer, and
not vice versa. With Mac I too often find myself wondering: "what is this
thing doing..?" I have to trust that it does what it's supposed to do.
And knowing computers: if something can go wrong, it probably will... =-)

: The problem I had with them specifically was that the replacement selectors
: were always very bulky, taking up a lot of screen space, and that they were
: never very user-friendly. In my mind, the Desktop is a much more natural
: place for file manipulation; the interface provided by the file selector is
: not designed for file manipulation.

Not user friendly? Hmmm... Not for a beginner, I agree. But for a
"power user", e.g. Selectric offers fantastic possibilities. You can, for
example, rename a group of files very quickly, choose a often-used path
with one keystroke, and write-protect individual files as you see them.
It happens to me very often: you see some important file, and think:
"that name isn't good - and I'll have to protect it against deletion".
That all is done in seconds. It soon becomes your second nature to do
file-management with the same tool you select files. And you'll wonder,
why anybody would do it in another way.

: I agree that in a single-tasking system, there is a need for file management
: from within the application. I simply don't think that, in human interface
: terms, the file selector is the appropriate place. Dialogue boxes are not
: and should not be used for that type of interaction; they were intended to
: get a bit of information from the user and disappear. Using something like
: a dialogue, which was never intended to provide the kind of interface required
: for sophisticated file management, results in a much more difficult interface.
: It wouldn't have been hard for Atari to provide a simple file-management DA
: with the system... But then again, this entire thread is about what Atari
: *could* have done!

But that exists..! Tools like "Harlekin" offer all that, as a DA. I just
don't like the idea of having to change the tool for e.g. file deletion.
It feels clumsy. Do you believe that there exists some certain human
interface that's ideal for everyone? Left-handed, logical, unlogical,
people who like to write commands, people who prefer mouseclicks, ...?

: I think that what should be done is what research shows is the most efficient
: and most friendly way. Remember when graphical interfaces were new and
: all the command-line lovers scoffed at graphical interfaces because they
: claimed they were childish and inefficient? Sometimes what people believe is
: the best turns out not to be the best, quickest, most efficient, etc., when
: research is done.

I remember that all-too-well... PC-magazines treated Mac as a joke. And
some still do. Atari and Amiga were too small to get any comments...
I don't personally believe in research too much. There are just far too
many completely differently thinking people around. And a compromise is
always a compromise. I believe rather in computers that change
themselves to please both command-line interpreter freaks, and

GUI-lovers. Very customizeable computers. Those aren't the easiest to learn, but after you know what you're doing, they offer the best from both worlds. For me, Atari has been closest to that, although far from perfect. Especially Falcon-TOS fulfills my needs pretty well.

Greetings,

Tommi

2263. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3oh1mp$h8q@sphinx.Gsu.EDU>
Source record: 166176

Organization: Georgia State University
Distribution:

Maury Markowitz (maury@softarc.com) wrote:
: In article <3oeojq$o54@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi
: Pekka Hietavuo) wrote:

: > I disagree with that. Too often you can swear you haven't touched any
: > icon - and somehow, very intelligently, Mac builds a nice pile of icons:
: > one on top of another.. Quite unbelievable, actually. The way it
: > "arranges" the icons automatically, is also... interesting. It must have
: > some great logic behind it - but unfortunately we Atari-users (spoiled
: > with NeoDesk) are too dumb to see the light =-) !

: Sorry, I cannot say I have experienced any of the problems you have in
: the 5 years I've been using my Mac.

That doesn't mean that there are no problems like that. We may use
different applications, in different environment, etc.

: The Atari needs these gizmos in the file selector because you can't
: switch to the file manager and do work.

That's absolutely false. I use MultiTOS (AES 4.1) a lot - and with that,
I'm perfectly capable of using the file manager while working. I wonder,
why so many people don't realize that Atari is capable of multitasking?
Or if you don't like MTOS (4.1 is actually very good!), you can always
use Geneva or MagiC! Two of those three use pre-emptive (real)
multitasking method - unlike Windows 3.1 and MacOS, which only do
co-operative multitasking / task-switching.

But... I use Selectric, even then. It's one of the greatest improvements
for computers user-friendliness (and effectiveness) I've ever seen. All IMHO.

: > together, naturally. I just hate to use TOS 1.0..1.4 or MacOS file
: > selector, see a file I want to delete immediately - and not be able to
: > select that file, and push "delete" button (or control-D). This really
: > shows how different needs people have !

: You don't, you switch to the Finder with a single click, and drag the
: item to the trash. End of story.

It's not as simple and fast. Especially, if you have to select and get
rid of many files. You may find that easy and convinient, but I
definitely don't.. Remember: MultiTOS behaves in the same way as MacOS
(you can even use a recoverable trashbin), so I know what you mean. My
own "working habits", however, are probably different from yours in many

ways. I really need those extra-features in a fileselector.

: For someone that claims to "know" the Mac, it's pretty obvious to me you
: don't.

What about your Atari-knowledge ;-) MultiTOS, Falcon-TOS, etc. I could say exactly the same. But I don't. Just like English isn't my mother tongue (and I make mistakes), Mac isn't the computer I own. Still, I use those both a lot. And if a computer claims to be as easy to learn as Mac does - I shouldn't experience the problems I do?

The problem with people like you is that you really *believe* that Mac is superior to other computers - and you just can't understand that someone isn't happy with it, without being a fool (or inexperienced, etc.).

Therefore you approach me (ant the others) with this "I know more than you know, so don't argue!" -attitude. You can't stand that someone claims Mac isn't perfect. Even worse: some people think TOS is better.. They can't be right - can they? Because Mac is a "superset" of Atari. Or is it? People like you like to tell the owners of "inferior computers" what the TRUTH is. They think they're good persons when telling the ignorant, dying Atari-world that there's hope. And that hope is Mac - or a PC. You just don't listen to what we have to say?
And if you do, you won't believe what you hear?
It's a pity. Conversation requires two sides: both willing to not only speak, but listen, too. And things seldom are black and white. Anybody coming here, telling: "Mac (or whatever) is in every way better than whatever you use..." simply speaks bullshit. It's waste of time, because it's simply not true.

: Maury

Cheers,

TH (may you some day own a Falcon ;-)

2264. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HQ7326MF1U8WWAJ8@SNYONEVA.CC.ONEONTA.EDU>
Source record: 166177

Maury:

Regarding the differences/features of the STe series...

Video: Nothing really different over the original ST except that the Shifter chip (video hardware) was upgraded to support 4096 colors just like the Amiga. The 16 color limit was still there except that programs could use the enhanced palette. Big deal!

Of course, the biggest addition to the STe's video was the inclusion of the BLiTter chip which was designed to speed up graphics, etc. It was a big disappointment. Unlike the Amiga's Blitter, the STe's was just a hardware implementation of the BitBlit raster copy routines in the ST's Line-A interface. Sure, animation was speed up dramatically but most other screen graphics weren't improved too much (maybe by 5-10%) and the chip was really limited in what it could do, etc.

Another enhancement to the STe's video was the addition of a fine horizontal scroll capability - primarily useful for games.

Sound: The STe series retained the Yamaha/GI sound chip but also added two D/A converters that could play 8bit digital samples up to 50khz. The output of this hardware was stereo and they had full DMA access so they didn't tie up the hardware. An interesting feature of the STe's new sound capabilities was that they could be combined - i.e you could use the DMA sound output along with the GI sound, etc.

TOS: Much improved over previous versions. TOS 1.6 had an improved file selector (as in 1.4), full MS-DOS complient disk formatting, better HD access, better and more stable memory routines (less bugs, etc.), full support for the Blitter and new palette, a file move capability, and the ability to reset the computer using the Ctrl-Alt-Del sequence (like the PC).

RAM: The STe used SIMM modules so upgrading ram was never easier and safer.

CPU: The STe used a socketed 68000 chip - allowing for less mess when using certain upgrades and/or emulations, etc.

JOYSTICKS: The STe introduced new 'enhanced' joystick ports. This made it possible for 6 player games (never saw any) and I think they're compatible with the Jaguar's.

Compared to my older ST, the STe was a joy to use and inexpensive ($400 in 1991). However, it wasn't the great new machine that everyone thought it would be - just an enhanced version. The later Falcon 030 (which I would later own) was what the STe should have been.

Hope this helps...

Ari

Budwiser is the opiate of the blue-collar masses...

2265. 1040 ST for sale cheap

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: Russ.Yost@starlinx.damar.com
Message-ID: <6b4_9505061801@damar.com>
Source record: 166178

1040ST with dual floppies, 32meg SCSI hard drive with ICD host adaptor,
all in baby AT case with 200 watt power supply. Atari color monitor,
Citizen 120D 9 pin printer, Supra 2400 baud modem, 25 software magazines,
some with disks, Time Bandits, Neodesk, DB man, Interlink, games,
all manuals, interface for STWriter to print to HP500.
Asking $150.00 for all, plus shipping. Contact Richard Draude by voice at
(602) 491-2241 in Tempe, Arizona. Don't leave reply here.

2266. re: maths co proc stuff....

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1443dlittle@nest.demon.co.uk>
Source record: 166179

General! We have intercepted a coded Imperial message from the Williams system!

SW> From: simon@bassland.demon.co.uk (Simon Williams)
SW> If I buy a 68882 maths co processor for my falcon, will I still be
SW> able to use it when I get my 32mHz upgrade board? i.e. will I need
SW> a faster 68882?

If you get the cheap new accelerator from France, not only can you keep your 68882, but you can run both it AND your DSP at a blinding 50Mhz!!!

Think hard before you buy anything else!

:)

Doug.

--

2267. Re: MagiCMac Help

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: mbooth@cts.com
Message-ID: <mbooth-0505951632200001@mbooth.cts.com>
Source record: 166180

In article <tt-0505951427520001@tempel.muc.de>, tt@muc.de (Thomas Tempelmann) wrote:

> Aplication Systems is currently assembling an english demo version (now
> also with sound). I'll get it on monday and I'll try to upload it
> somewhere then.
>
> BTW, I'm new to Internet - Could someone tell me where I should post such
> a demo? To a newsgroup (which?) or to some ftp server (which and how?)
> Please reply via email.

Thomas,

Thanks for the news! I downloaded the current demo version from CompuServe but I understand that there is a Web Page through Toad Computer's home page that you can download the current demo through.

Please keep this newsgroup posted!

Thanks,
Mark

2268. Re: Dave Small's e-mail address

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: mbooth@cts.com
Message-ID: <mbooth-0505951634320001@mbooth.cts.com>
Source record: 166181

In article <3oci5f$rih@nkosi.well.com>, dsmall@well.sf.ca.us (David Small) wrote:

> dsmall@well.com
>
> (or, dsmall@wel.sf.ca.us ... same thing.)
>
> I don't get on daily, but I do try to keep up.
>
>
> [Q was my email addr.]
>
> -- thanks, dsmall

Who the heck is Dave Small anyway?

<grin>

Mark

P.S. Good to see you are doing WELL! <grin>

2269. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D84v4I.FEA@cix.compulink.co.uk>
Source record: 166182

In message <D84n6G.2w@cix.compulink.co.uk>, satty@cix.compulink.co.uk said:
> In message <137589@cup.portal.com>, BobR@cup.portal.com said:
>
> > The PC *already had* exactly the same GEM interface that was later
> > used on the Atari ST. Digital Research was in fact sued by Apple
> > over the "look and feel" of GEM on the PC because it was so similar
> > to the Macintosh.
>
>
> Thats odd because the GEM Programmers Toolkit I have (1986) makes
> references to both Atari and PC so I think you will find it was a
> dual release

Well I remember reading a review of PC GEM quite some time before the ST
surfaced. It looked a lot more like the MAC OS than the version of GEM that
was shipped with the very first STs - so I'm pretty sure the PC version
was first.

:-)

Roland.

@CiX

PS but its all no big deal now anyway - 9/10 years on! ;-)

2270. Re: Germans buying up Obsolete Computer Systems..

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D84x5F.I85@cix.compulink.co.uk>
Source record: 166183

>Well after all this stuff with the Germans and the Falcon,Medusa Eagle
>thing they now have the Amiga...
>
>Does this meen that Germans don't know how to make and develope Computers..???
>
>
>Just a few words of thought...??

You call that "thought"? I call it racism, stupidity, and a few other
things... While I'm at it, I find that German industry as a whole maintains
very good standards.

Ofir ogal@cix.compulink.co.uk

2271. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3oeojq$o54@sphinx.Gsu.EDU>
Source record: 166184

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
: In article <3ocb82$dv@sphinx.gsu.edu>,
: Tommi Pekka Hietavuo <gs01tph@panther.Gsu.EDU> wrote:
: >GEM is much nicer to use, IMHO. MacOS is fine in many ways, but it isn't
: >perfect - in fact, far from it... The way it still throws the icons
: >inside desktop windows to all the most peculiar places, sometimes makes
: >me beg for mercy...

: It doesn't put the icons in peculiar places, it puts the icons where the user
: places them. If you want the icons arranged neatly, then you can arrange them
: in whatever way you want. The Mac will also snap them to an invisible grid
: if you want.

I disagree with that. Too often you can swear you haven't touched any
icon - and somehow, very intelligently, Mac builds a nice pile of icons:
one on top of another.. Quite unbelievable, actually. The way it
"arranges" the icons automatically, is also... interesting. It must have
some great logic behind it - but unfortunately we Atari-users (spoiled
with NeoDesk) are too dumb to see the light =-) !

It's kind of interesting: MacOS does all kinds of things very willingly,
but few things the way I *want* it to do them... And no, my friends - it's
not because I don't know how to use Mac. That's the easy explanation,
when one doesn't know any other possibility. And I'm definitely not the
only one not understanding the "Mac logic". One example: who can really
say it's logical to eject a floppy by "dragging its icon to trashbin" ?
I've discussed this with some friends - with no success. It makes no
sense, no matter how one sees it. Trashbin => trash. Trash is to be
deleted. Or what? Disk to trash => delete trash from disk => delete
files, or format the disk. Logical. Or do Mac users have different
brain and different meanings for objects ;-) ?

: >The fileselector is (again IMHO) inferior compared to
: >Selectric, or Universal Item Selector 3.

: I've always despised those replacement file selectors for the ST. In my
: opinion, the Atari file selector in TOS 1.4 and later was just fine, because
: it did exactly what it was suppposed to do: allow the user to select files.

Somehow I *knew* you'd say that..! And it's an opinion as good as mine.
I disagree completely, but then again - you've found your dream machine,
I've found something I like.

: Adding all those buttons to delete files, rename files, create folders, and
: so on simply clutters up the interface. After TOS 1.4, I don't think most
: people had problems with the file selector because it wasn't good for

: selecting files -- once the problems with the old (TOS 1.0/1.2) version had
: been fixed, it did its job just fine. People wanted file management from
: within their applications, and they used those weird replacement file
: selectors to get it. Atari could have addressed this by providing either a
: simple desk accessory to provide simple file management, or by providing a
: multitasking operating system.

You're the first Atarian I've ever heard to say that. No wonder you
changed to Mac... For me the file selection *and* -management belong
together, naturally. I just hate to use TOS 1.0..1.4 or MacOS file
selector, see a file I want to delete immediately - and not be able to
select that file, and push "delete" button (or control-D). This really
shows how different needs people have !

: The Mac File selector does just what it's meant to do, and it does a good
: job -- it allows the user to select files. If you want to do file management,
: then you can switch to the Finder for file management.

If you want it that way, fine... But if you don't? Then GEM/Selectric
does the job much better. Do you think that people should adapt their
needs to the system they use - instead of vice versa? I want to be able
to choose the way I handle files. Mac doesn't let me do that.

: In my opinion, a file selector box is NOT the proper place for file management,
: on either the Mac or the Atari.

And in my opinion, it *is* the proper place. What would that tell us, if
e.g. 44% of users agreed with you, 44% with me, and 12% wouldn't care?
Again, I think that one must be able to choose the preferred way.

: >Some people like those
: >pull-down menus. I don't: I prefer GEM's drop-down system.

: Just as there are (or were, I don't know if they are still around) utilities
: to make the Atari's menus pull-down, there are utilities to make the Mac's
: menus drop-down.

That's interesting.. I wonder, if those are for ex-Atarians ;-) ? Btw,
Geneva lets one decide the way menus behave. So does MagiCMac, MagiC, etc.

Cheers, and let's be happy with what we have!

Tommi (some time ago seriously considering getting a Mac..)

2272. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3oeslp$p0m@lastactionhero.rs.itd.umich.edu>
Source record: 166185
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- baldrick 97203 Apr 29 18:23 ./Telecomm/kivi137.lzh
-rw-r--r-- weiner 8425 May 3 14:21 ./Telecomm/0index
-rw-r--r-- baldrick 12542 May 3 14:16 ./Falcon/0index
-rw-r--r-- baldrick 301127 May 1 20:06 ./Falcon/Games/taut_ii.zip
-rw-r--r-- baldrick 962807 May 1 20:08 ./Falcon/Magazines/htc3_v2.zip
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2273. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D854xE.DI0@ecf.toronto.edu>
Source record: 166186

In article <3oeojq$o54@sphinx.gsu.edu>,
Tommi Pekka Hietavuo <gs01tph@panther.Gsu.EDU> wrote:
>:It doesn't put the icons in peculiar places, it puts the icons where the user
>:places them. If you want the icons arranged neatly, then you can arrange them
>:in whatever way you want. The Mac will also snap them to an invisible grid
>:if you want.
>
>I disagree with that. Too often you can swear you haven't touched any
>icon - and somehow, very intelligently, Mac builds a nice pile of icons:
>one on top of another.. Quite unbelievable, actually. The way it
>"arranges" the icons automatically, is also... interesting. It must have
>some great logic behind it - but unfortunately we Atari-users (spoiled
>with NeoDesk) are too dumb to see the light =-) !

The problems you have with icons being placed strangely are probably caused
when you create new documents or use installers -- I've had that happen to
me too, after I installed a new program. Keep in mind, though, that in such
cases it's the fault of the program, not the Mac. Once you place an icon where
you want it, the Mac doesn't move it until you tell it to.

>only one not understanding the "Mac logic". One example: who can really
>say it's logical to eject a floppy by "dragging its icon to trashbin" ?
>I've discussed this with some friends - with no success. It makes no
>sense, no matter how one sees it. Trashbin => trash. Trash is to be
>deleted. Or what? Disk to trash => delete trash from disk => delete
>files, or format the disk. Logical. Or do Mac users have different
>brain and different meanings for objects ;-) ?

Well, the official way to eject a floppy on the Mac is to use the "Put Away"
command from the File menu. (It returns desktop and trashed items to their
original locations, and ejects and removes floppy icons.)

Dragging the floppy icon to the trash to eject it is strange, but it's not the
only way, and it is convenient. I remember an Apple programmer was asked
about this on one of the comp.sys.mac.* groups, and his reply was that they
really couldn't think of a better way of doing it. It is frightening to the
new user the first time, but after a while you get used it. (Unfortunately
no user interface is perfect!)

>: I've always despised those replacement file selectors for the ST. In my
>: opinion, the Atari file selector in TOS 1.4 and later was just fine, because
>: it did exactly what it was suppposed to do: allow the user to select files.
>
>Somehow I *knew* you'd say that..! And it's an opinion as good as mine.
>I disagree completely, but then again - you've found your dream machine,
>I've found something I like.

The problem I had with them specifically was that the replacement selectors
were always very bulky, taking up a lot of screen space, and that they were
never very user-friendly. In my mind, the Desktop is a much more natural
place for file manipulation; the interface provided by the file selector is
not designed for file manipulation.

>: The Mac File selector does just what it's meant to do, and it does a good
>: job--it allows the user to select files. If you want to do file management,
>: then you can switch to the Finder for file management.
>
>If you want it that way, fine... But if you don't? Then GEM/Selectric
>does the job much better. Do you think that people should adapt their
>needs to the system they use - instead of vice versa? I want to be able
>to choose the way I handle files. Mac doesn't let me do that.

That's not true; there are replacement file selectors for the Mac. In
my experience, they're not as popular on the Mac as they are on the Atari.

>: In my opinion, a file selector box is NOT the proper place for file management,
>: on either the Mac or the Atari.
>
>And in my opinion, it *is* the proper place. What would that tell us, if
>e.g. 44% of users agreed with you, 44% with me, and 12% wouldn't care?
>Again, I think that one must be able to choose the preferred way.

I agree that in a single-tasking system, there is a need for file management
from within the application. I simply don't think that, in human interface
terms, the file selector is the appropriate place. Dialogue boxes are not
and should not be used for that type of interaction; they were intended to
get a bit of information from the user and disappear. Using something like
a dialogue, which was never intended to provide the kind of interface required
for sophisticated file management, results in a much more difficult interface.
It wouldn't have been hard for Atari to provide a simple file-management DA
with the system... But then again, this entire thread is about what Atari
could have done!

I think that what should be done is what research shows is the most efficient
and most friendly way. Remember when graphical interfaces were new and
all the command-line lovers scoffed at graphical interfaces because they
claimed they were childish and inefficient? Sometimes what people believe is
the best turns out not to be the best, quickest, most efficient, etc., when
research is done.

>Cheers, and let's be happy with what we have!

I hope I don't get flamed for mentioning the Mac in my posts. I'm not trying
to tell anyone what machine to use ... use whatever machine you want.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

2274. Is Atari Alive anywhere?

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: shelson@hg.uleth.ca
Message-ID: <3of3ov$fn2@holly.cc.uleth.ca>
Source record: 166187

I am posting this for a friend who owns an Atari 520 ST. He and I have
been discussing Atari in general and he wonders whether there are ANY
Atari's being produced and sold anyplace in the world. I told him there
were certainly some active discussion groups on the Net but from my
cursory monitoring of the groups it was my IMPRESSION that Atari has
gone the way of the Dinosaurs and the Dodo bird. Is that correct?
I will follow this group to look for replies unless this is the wrong place
to post this. In that case please suggest where I might post it more
appropriately.

Thanks in Advance!

Richard Shelson

2275. Re: Is Atari Alive anywhere?

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: csjjh@news.cts.eiu.edu
Message-ID: <D85B0y.Gq0@news.cts.eiu.edu>
Source record: 166188

In article <3of3ov$fn2@holly.cc.uleth.ca>, <shelson@hg.uleth.ca> wrote:
>I am posting this for a friend who owns an Atari 520 ST. He and I have
>been discussing Atari in general and he wonders whether there are ANY
>Atari's being produced and sold anyplace in the world. I told him there
>were certainly some active discussion groups on the Net but from my
>cursory monitoring of the groups it was my IMPRESSION that Atari has
>gone the way of the Dinosaurs and the Dodo bird. Is that correct?

Absolutly not! Atari manufactures the worlds first 64-bit Multi Media
Entertainment System, the Jaguar. It's available at Babages, Waldensoft,
Electronic Boteque & some other places like that. Check out the general
Atari video game news group or the Jaguar specific one for more info.
They very recently came out with the came out with the Falcon 030 computer
system but I only have a 1040 STe so I don't know much about it. They
still have the Lynx, the worlds only 16-bit portable game system. TOAD
Computers is a great mail order catalog of Atari products both new & old
in case you're interested. Sometime soon a CD ROM is due out for the
Jaguar & Jeff Minter (programmer of Llamatron on ST's & Tempest 2000 on
Jaguar) is making a new game, Defender 2000, which will use the CD ROM.
All of his games are EXCELLENT & from what I've heard Defender 2000 will
probably be his best. Hope this has helped.
Peace,
JJH

>I will follow this group to look for replies unless this is the wrong place
>to post this. In that case please suggest where I might post it more
>appropriately.
>
>Thanks in Advance!
>
>Richard Shelson

2276. Test: ignore

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: Paul Foster <75300.2775@CompuServe.COM>
Message-ID: <3ogrj3$514$1@mhadg.production.compuserve.com>
Source record: 166189

Testing this message thingy...

2277. Re: Llamatron

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: ggranger@bithevn.doctor.ampr.ab.ca
Message-ID: <Sw3qvAsABh107h@bithevn.doctor.ampr.ab.ca>
Source record: 166190

In <1995May5.140925.1@vax.sbu.ac.uk> huddjs@vax.sbu.ac.uk writes:
>I am looking for the "Great" Jeff Minters E-MAIL address,.....you know the
>guy that wrote the ST classic Llamatron.

> Hide your beasties

> John.

You can reach the great "Yak" at 'llamaman@ix.netcom.com'.

--
<<--->>-<<----------------->>
Gregeory C. (Greg) Granger			OS/2 Warp 3.0
GGranger@bithevn.doctor.ampr.ab.ca			
5516-190A Street Edmonton, AB Canada T6M 2L3			Light Years Ahead
+ 1 (403) 483-2049 OR +1 (403) 481-5110			of Windows '95
<<--->>-<<----------------->>

2278. re: persistence of vision (slow!!)

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1444dlittle@nest.demon.co.uk>
Source record: 166191

General! We have intercepted a coded Imperial message from the Ackerman system!
>> Get FTPOV. Its a hell of a lot faster and it's completely
>> compatible...
DA>
DA>
DA> So is anyone ever gonig to make this available on the net?

I've got it right here, but I can't get full internet access.

I uploaded it onto Falcon/Atari BBS boards, and even onto RayTech BBS which supports POV and all the other raytracers for PC / MAC / ST & Falcon / Amiga / Archimedes.

You may find it hard to get elsewhere, as I'm the guy who ported the source, mind you, it wasn't exactly a great feat of mankind - so I'm puzzled it has not spread more quickly. I even uploaded the source and about 5 megs of demo POV files.

Try RayTech - if you are at all interested in raytracing, it's worth getting on there anyway.

Cheers,

Doug.

--

2279. Re: 040 Accelerators (Was: Magic for Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FEGXDDYGUP@dksoft.ping.dk>
Source record: 166192

In <D834H7.2Gx@cix.compulink.co.uk> "Ofir Gal" wrote:

>>There are about 150.000 Falcons around, now (German information). Let's
>
>Divide by 10...
>

Get real Ofir. Nobody would continue developing a computer if it only sold
15.000 in three years. That makes no sense at all. Perhaps if we asked
C-Lab we would get a better picture of how big the Falcon market really
is. 15.000 is way out of hand.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

2280. Falcon Developers List

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3ofq07$gsc@dux.dundee.ac.uk>
Source record: 166193
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

The is now availble via WWW on

http://www.mcs.dundee.ac.uk:8080/~rmccall/fdl.html

It also contains some information regarding programs which run on the
Falcon and ST.

If you subscribe to the Falcon Owners List, you will get this sent
automatically.

Rod McCall

Falcon Lists Co-Ordinator

--
If you've got a problem and the A-Team can't help...

Robert McCall : Dept of Maths & Computer Science, Dundee Univ.
"The Equaliser"
President, Lip Theatre Co. Computer: Atari F030 4/65 (yawn!)

2281. Re: FILE/ITEM Selectors..

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D866GK.F1t@cix.compulink.co.uk>
Source record: 166194

In response to stinformer@chatlink.com's message:
> Ofir Gal (ogal@cix.compulink.co.uk) wrote:
> : >Well until one of you come up with some of the better features
> : >that UIS III has I am staying with it...
> : >
> : >Like up to 4 columns of files, all others only have 1...!!!
> : >
> : >29 File (user-definable) extension mask's, what do the others have
> : >4..!!!
> : >
> : >10 Directory user-definable paths...
> : >
> : >Selectable display font...
> : >
> : >Can find size of group of files/directories...
> : >
> : >UIS III is not PD, its full Commercial, I don't even know if there
> : >is a Demo...
> : >The other problem is most of the other File Selectors are writen
> : >in 'C' and are very large like 170k, UIS III is only 34k and the
> : >ACC to call it is only 423 bytes...
> : >
> : >So can any one write a good File selector that is better than UIS
> : >III, not just in one or 2 ways but all ways and works in all Atari
> : >resolutions.....
> :
> : Instead of answering each item - let's just say that the above is
> : a load of nonsense, as I'm sure most readers of this message would
> : realise.
>
> I don't believe it is a "load of nonsense". If you have ever used "our"
> product you would know how slick it is. We have had comments from
> really nice, to Outstanding. Frankly, I don't use my desktop for
> anything but booting up, and have not found a reason to NOT use
> UIS.III for everything in file management, except launching programs.

Hooray, it's the fileselector debate again! B^{)

I've been a UIS user for a few years now and I'm happy to agree that it's pretty good. I also think Ofir's 'nonsense' comment is a bit strong, but I don't think I'd disagree with him, all things considered.

The usual emphasis in these debates usually concentrate on the number of files UIS can display, but it really is a red herring. Do <you> use UIS in 142 file display mode? I'd guess not. If you do, do you enjoy

squinting at the screen to find your file? The point is that by simply typing the first letter of the file you want (in Selectric) you get the file you want in immediate view and selected. The point is that as a <file selector> UIS has fallen behind.

Factors like multiple file selection, handling of more than 256 files in a directory, returning to a directory at the same point as when the FS was last called etc. go to prove the point even more.

There's one reason alone that I continue to use it over the newer ones and that is because I can view a text file without executing another program or loading the entire text file into memory. Nothing else is as quick or neat. If that were sorted in the other FSs I'd switch straight away.

> This UIS.III is still supported and is in version 3.32. Contact A&D
> Software thru ST Informer Magazine for any more details.

Really? This comment is a little more worth a 'nonsense' response. UIS v3.32 has a copyright date of 1989. Supported? I think not.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/143.0@nest.ftn #

2282. Re: 3 button mice and German keyboards

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199505061726.a21650@iz.maus.de>
Source record: 166195

In <avg.799430514@news.cwi.nl>, avg@cwi.nl (Annius Groenink) wrote:

AG>1. Ataris and 3-button mice. Can I use a 3-button mouse that is
AG>connected to the joystick port?

The joystick port? One pin of the TT mouse connector is connected to one of the joystick directions (up? I don't remember), so you can connect 3-button-mice to the TT. This connection is supported by MiNT-X11, for example.

AG>3. X11R5 and .xinitrc - it seems that X doesn't understand DOS style
AG>newlines.

Use a better editor. If you still use GEM I suggest using QED.

cu...Ole

Ole_Pahl@iz.maus.de AX.25: DK1LP@DB0HES.#SLH.DEU.EU

2283. Re: High Speed Modem on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199505061729.a21651@iz.maus.de>
Source record: 166196

In <3o4jii$cis@disunms.epfl.ch>, jmercay@dinews.epfl.ch (Julien Mercay) wrote:

JM>But can the Falcom handle this speed? As I know, the machine has only
JM>a 16440 UART :-(

IIRC it even has an SCC!

cu...Ole

Ole_Pahl@iz.maus.de AX.25: DK1LP@DB0HES.#SLH.DEU.EU

2284. Re: Falcon with 32mhz

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199505061732.a21652@iz.maus.de>
Source record: 166197

In <3o61qe$mjm@driene.student.utwente.nl>,
c.a.adler@student.utwente.nl (Student (operator@civpczaal.utwente.nl)) wrote:

SO>2) How can I read ,starting from the InterNet, the atari news-groups
SO>at Maus-net and Fido-Net?

AFAIK the MAUS groups are called maus.* on the Internet.

SO>3) The Turboass1.77 is a pretty goed assembler but doesn't work on the
SO>falcon.

???

cu...Ole

Ole_Pahl@iz.maus.de AX.25: DK1LP@DB0HES.#SLH.DEU.EU

2285. Re: 3 button mice and German keyboards

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: Daniel_Roesen@su.maus.de
Message-ID: <199505061445.a30325@su.maus.de>
Source record: 166198

Hi Annius!

AG>1. Ataris and 3-button mice. Can I use a 3-button mouse that is
AG>connected to the joystick port? One that is connected to a serial
AG>port of the TT? With MiNT only, or possibly also under plain TOS?

Both is possible. For plain TOS there are at least two drivers to use serial mouses with two or three buttons. X11R5 for MiNT does also support serial mouses.

AG>2. X11R5 for MiNT. Are there any xmodmap files available for a UK
AG>keyboard?

I remember that I saw it on a ftp site, but didn't remember which site it was.

AG>3. X11R5 and .xinitrc - it seems that X doesn't understand DOS style
AG>newlines.

That's absolutely correct as MiNT tries to be as UNIXish as possible. And under UNIX, all lines are terminated by a single newline character (ASCII 10).

Greetings,
/Daniel/

2286. Re: Thing

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FEGKDAAXUP@zaphot.augusta.de>
Source record: 166199

In <3octir$2fo@whitbeck.ncl.ac.uk> "Craig. Graham" wrote:

>I' having problems persuading AV_PROTOCOL drag & drag to work under MultiTOS/
>AES4.1. I have the AVSERVER enviroment variable set up from GEM.CNF
>as
> setenv AVSERVER=THING
>but I still cann't drag & drop onto AV compilant accessories (ones which
[...]
>Gemini has the same problem - so whats the solution?

I guess, the accessory you are using, does not use the AVSERVER variable
and only tries to communicate with application 0, wich is the 'main
application' under single TOS.

Try one of the following programs - they support AVSERVER and work
fine with Thing or Gemini:

ST-Guide
ParaFin (1.34 or later)
TreeView 2.4
AES-Lupe (i don't know if there is an english version too)

I've tested these tools with MultiTOS, MagiC!3 and Thing and Gemini.
They all work fine and understand D&D etc.

BTW: The next version of Thing will support the MultiTOS D&D protocol
also ;-)

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

2287. Re: MagiCMac demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-06 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D86GIv.A1H@cix.compulink.co.uk>
Source record: 166200

```
>It doesn't require 8Mb to run, although I would recommend 8Mb for any
>serious work - System 7 uses at least 2 of these. MagiC and Ease use another
>1Mb. Disk space is not an issue - you need less than 1Mb for the full
>installation.

I forgot to add screen memory - typically 640*480*8 bit would use 300Kb.

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

2288. Re: verdict on atari world please?

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D878Et.LBt@cix.compulink.co.uk>
Source record: 166001

In message <3nh5dn$8h2@eden.adam.com.au>, geoffc@eve.adam.com.au said:
>Would love to check out issue one.... but is anyone going to bring it
>into Australia?

Why not subscribe, you can cancel if you don't like it. It costs 12.50 UK pounds for 3 issues including postage outside EU countries.

If you want the optional reader disks the total is 17.00 pounds for 3 issues.

Within EU the prices are 3.00 pounds less, or within UK 5.00 pounds less.

You can use Visa or Mastercard.

The phone number for subscriptions is UK 01487 773 543 (9.30 - 19.00 UK time, Mon - Fri), or post to:

Atari World Subscriptions
Unit 3 Green Farm
Abbots Ripton
Huntington
Cambs PE17 2PF
UK

Barry (no connection with Atari World)

2289. Re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D87MF3.M0M@cix.compulink.co.uk>
Source record: 166002

In message <3o65ti$nvf@pepsi.eng.umd.edu>, gerrymon@Glue.umd.edu said:

>The PC standard is just too strong....

I disagree, it's the hype that's too strong.

Phil.

2290. Re: Falcon accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: Thorsten_Floeck@rs.maus.de
Message-ID: <199505070857.a44766@rs.maus.de>
Source record: 166003

Hallo Henrik,

HLW>It should in theory, since the 68040 is 100% 68030 compatible.
HLW> The PMMU in the 68040 has only three different page-sizes, the 68030
HLW>has more. But it should be no problem, because everybody uses 68040
HLW>compatible page-sizes.

Not only the PMMU is different, likewise the structure of the cache is
different. But Linux/68K is still running with the MC68040 on my Medusa T40 :-)
So it seems, that Linux/68K will run with the Barracuda board.

Floecki

2291. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: Thorsten_Floeck@rs.maus.de
Message-ID: <199505070902.a44767@rs.maus.de>
Source record: 166004

TL>This distribution is alsready available on 40 HD-Disks at a price of
TL>DM 99,- here in Germany.

If you need some more information, you can ask me. I'll assume that a version of Linux/68K on CD-R is available in about 14 days!

Floecki

2292. Re: *Help!* Need a communications program

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FEHWFHVK@ttgk.nextjk.stuyts.nl>
Source record: 166005

In <FEHKFCBMUP@cabal.shnet.org> Thorsten Guenther wrote :

>Freeware, not PD!

Nope, PD, click on the 'Info...' menu in the menu-bar, a dialog pops up
which states 'Upoint Light ist PUBLIC DOMAIN'
My light version is of Feb 94, the newer version refuses to work on my
system, it doesn't want to call out.... So I keep on using the Feb94
version until my Linux mail system is up and running....

Gert

--

-- --
Atari TT-Point
-- --

2293. Falcon Accounts Program?

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D87L7I.MAt@news.hawaii.edu>
Source record: 166006

Can anyone recommend an accounts program that is Falcon
compatible? I have a small service oriented business and I require a
program to generate invoices, track income, taxes, etc... I am having
difficulty finding an appropriate piece of software.
I have tried Mega Check 2 and ST Accounts, which do not run
properly on the Falcon. I have also tried Home Accounts 2 and Phasar,
neither of which do invoices. I am seriously interested in finding a
program called Biz Accounts, from Orpheus software, but cannot locate it
anywhere. Other than that, I can't think of any other appropriate
accounts packages.

Please help me if you can. Also, if anyone has and would like to
sell Biz Accounts, please contact me.

Aloha,
The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Falcon030 - STacy25 - Portfolio - 2600 - Lynx - Jaguar - 400/800 - 130 XE
----------------------Sorcery Computing Services-----------------------

2294. Re: Address of ATARI in U.K.?

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <800315208.2@mettav.exnet>
Source record: 166007

It was none other than Steve Taylor who did write on 1 May 95 that ....
ST> : Atari UK doesn't have an email address.
ST> erm... atari@cix.compulink.co.uk abodin@cix.compulink.co.uk

Daryll Still ,Atari UK head of Marketing IIRC,is also on NeST FTN network
although only really to support the Jaguar .. I have only seen him post in the
Games based msg areas.

He will however answer netmail about TOS/computer based projects (i.e none)
very honestly.

Daron (Brewood) is setting up a NeST Email Gateway I think ,maybe he can
explain if it is possible to mail him via Email through this gate ?

Whilst on this subject anyone who still uses and ENJOYS there Atari should get
linked into NeST as it is great to be able to speak to fellow enthusiasts
without having to wade through all the waffling about PC's and MAC's and how
cr*p Atari are . There is a significantly large community of Falcon users on
there should anyone be interested .

MHYG
Graham Irvine

---
graham@grin.mettav.exnet.com (Internet)

The Archives of Oblivion

Turbonet [100:1011/8@turbonet.ftn] NeST [90:102/145@nest.ftn]
Fido [2:254/108.8@fidonet.ftn] Atarinet [51:502/100.8@atarinet.ftn]
Musicnet [808:501/140.8@musicnet.ftn] mercury [240:102/4.8@mercury]
---

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

2295. Falcon News Group?

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D889nu.IJD@news.hawaii.edu>
Source record: 166008

Is there a Falcon news group? Should there be one? I would like to see
it happen...

Aloha,
The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Falcon030 - STacy25 - Portfolio - 2600 - Lynx - Jaguar - 400/800 - 130 XE
----------------------Sorcery Computing Services-----------------------

2296. Re: MiNTnet & Geneva?

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: ralunsfo@uncc.edu
Message-ID: <3ohiam$83t@news.uncc.edu>
Source record: 166061
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3oa1p0$ipq@news2.delphi.com>,
DOMINGO@DELPHI.COM <DOMINGO@news.delphi.com> wrote:
>I already have Geneva. Should I get MiNTnet? What else do I need to set
>up an Internet connection?
>
>I am new at this (SLIP/PPP/etc.), but not new to computing/telecomputing.
>Are the available Lynx and Chimera programs GEM based or .TOS based?
>
>Please point me in the right direction on how to do this and where to get
>everything. I.e. what files at umich, etc.
>
>Thanks in advance!
>
>Dom
>
>P.S. Since most people feel that AES4.0/MultiTOS is so slow, I figure
> Geneva/MiNTnet should be pretty speedy.
>

You'll have to wait for the next rev of Geneva, as the current one is not
compatible with MiNT.

Russ

--
****
"Let yourself go with the disease, be with it, keep company with it - this
is the way to be rid of it." - Bruce Lee
ralunsfo@uncc.edu

2297. Re: Falcon Games List

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2fac19c6_Sven.Bornemark@p56.dada.ct.se>
Source record: 166062

Hi Rod,

>> Excellent idea this! Have you had time and energy to make a complete
>> list of all the replies you've had on this?
>
> Eaxm revision has somewhat subdued he current carnival atmosphere,
> but I will do this shortly.

Good to hear! I'd like a list like that to stick under tho nose of anyone complaining about the Atari games market. There *are* some great games around - let's appreciate that!

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

2298. ST XFormer cable?

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: followel@ix.netcom.com
Message-ID: <3oh7d9$bct@ixnews3.ix.netcom.com>
Source record: 166063

Hello All,

I've started using the old ST XFormer and PC Xformer again. I'd like to make an XFormer cable so that I can hook my 8 bit drive directly to my ST. I know there was a pinout / instruction file floating around at one ti
me. Can someone direct me to this file or tell me the pinouts of the cable ends so that I can make my own? It would be greatly appreciated. Thanks in advance.

Sincerely,
Byron Followell
followel@ix.netcom.com

P.S. - I'm sure i'll have several posts concerning where I could buy a cable or people who are interested in selling me their old one's, however, as I have ton's of spare parts around the house, i'd like build my own.

2299. Re: TOWERS GAME...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3oh504$om8@golem.wcc.govt.nz>
Source record: 166064

In article <D83uut.9u6@cix.compulink.co.uk>, ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>
>Go away Roger! You are so repetetive, it's very boring.
>
>I read this group to learn more about my Atari computer and to help others
>do the same, not to read your drivel.

Yes Ofir but things do have to be put into Perspective, don't they....!!

And do try to correct all this drivel from these Atari addicts that post
incorrect Info, and even more Drivel than me.....

Take a Pill and lighten up....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2300. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D86wC6.7vz@ecf.toronto.edu>
Source record: 166065

In article <3ogvva$h8q@sphinx.gsu.edu>,
Tommi Pekka Hietavuo <gs01tph@panther.Gsu.EDU> wrote:
>They happen very often, when I use DOS-floppies (as I have to do
>frequently). Since a "fresh" DOS-disk doesn't have any icon information
>for Mac, it all has to be created there. And that's when strange things
>happen. I think it's a bug somewhere.

Well, I've never had this. I'm using System 7.5.1 with PC Exchange 2.0.3.
When I insert a DOS disk that hasn't been inserted before it never overlaps
the icons in one big pile.

Now that I think about it, perhaps your referring to the fact that when you
tell the Mac to clean up the window, or when you insert a fresh DOS disk, the
Mac arranges the icons so that none of the names below the icons overlap.
If some of the icons have long names, it can result in the icons being
unevenly spaced. This is not a bug, it's a feature that ensures that you can
always read the icon names.

>Another bug that probably doesn't
>occur, unless you use DOS-floppies is this: after saving e.g. pictures
>into a DOS-disk (using System 7), the desktop tends to show the file
>sizes incorrectly. The only way to correct the situation, is to eject the
>disk - and let MacOS read the floppy information again.

Once again, I've not had that problem. Maybe you should upgrade to the latest
version of PC Exchange.

>: Well, the official way to eject a floppy on the Mac is to use the "Put Away"
>: command from the File menu. (It returns desktop and trashed items to their
>: original locations, and ejects and removes floppy icons.)
>
>: Dragging the floppy icon to the trash to eject it is strange, but it's not the
>: only way, and it is convenient. I remember an Apple programmer was asked
>: about this on one of the comp.sys.mac.* groups, and his reply was that they
>: really couldn't think of a better way of doing it. It is frightening to the
>: new user the first time, but after a while you get used it. (Unfortunately
>: no user interface is perfect!)
>
>Macintosh is a structured working environment; the programs look pretty
>similar, and everything has been strongly standardized. Although I find
>this good for beginners (Mac is easier to learn than Atari), I miss the
>freedom Atari-environment gives me. I somehow like the programs looking
>different, freedom to format a floppy to 1.8 Mb instead of 1.44 - when I
>need more space, freedom to choose between many completely different
>desktops, etc. It gives me the feeling I'm controlling the computer, and
>not vice versa. With Mac I too often find myself wondering: "what is this

>thing doing..?" I have to trust that it does what it's supposed to do.
>And knowing computers: if something can go wrong, it probably will... =-)

I think you're confusing two issues here: a standard interface versus the ability to customise. The Mac interface is standardised (most programs adhere to the Human Interface Guidleines) but that doesn't mean it's not customisable. If you took a look at the info-mac ftp archives, or mac.archive at the University of Michigan, or any of the other Mac FTP sites, you'd see the tons of extensions and control panels out there that let you customise the interface, and add new features. To respond to your specific example re: replacement desktops or file selectors, the simple answer is that the ones provided by Apple are so good that there is no desire on the part of users to purchase any third-party replacements. Remember, the Mac software market is also capitalistic -- if there is a demand, someone will take the initiative and come up with a product to satisfy the demand.

The entire philosophy behind the Macintosh Human Interface is that it is the USER that controls the computer, not the other way around. (I could quote you the relevant section of the guidelines, but I'm sure that's not necessary.) If I have to learn a new interface for each program, then it is the computer which is forcing me to adapt to its needs, not the other way around.

>Not user friendly? Hmmm... Not for a beginner, I agree. But for a
>"power user", e.g. Selectric offers fantastic possibilities. You can, for
>example, rename a group of files very quickly, choose a often-used path
>with one keystroke, and write-protect individual files as you see them.
>It happens to me very often: you see some important file, and think:
>"that name isn't good - and I'll have to protect it against deletion".
>That all is done in seconds. It soon becomes your second nature to do
>file-management with the same tool you select files. And you'll wonder,
>why anybody would do it in another way.

The reason file selector replacements evolved on the Atari was because of the need to do stuff like format disks from within an application, to delete files to make room on a disk, and so on. The need arose because of the lack of multitasking on the early STs. Atari provided no way for to do any sort of file management from within applications. I really don't think most users open the file selector to save or open a file, see a file and suddenly think "Gee, I should delete that file!" or "Gee, I should really rename that file!" They either open the file selector to select a file, or they open it with the express purpose (if it's a replacement) of doing file management tasks.

>It feels clumsy. Do you believe that there exists some certain human
>interface that's ideal for everyone? Left-handed, logical, unlogical,
>people who like to write commands, people who prefer mouseclicks, ...?

Just because people prefer something doesn't mean it's better for them. Research allows us to PROVE that. Apple has done *extensive* research in the area of human interface design. They didn't just pluck their human interface out of thin air.

>I don't personally believe in research too much. There are just far too
>many completely differently thinking people around. And a compromise is
>always a compromise.

But don't you see? If interface X allows a users to complete a task in ten
seconds with an accuracy rate of 90%, and interface Y allows users to complete
the same task in fifteen seconds with an accuracy rate of 70%, then isn't
it self evident that interface X is superior?

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

2301. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D86wLH.9KA@ecf.toronto.edu>
Source record: 166066

In article <3oh1mp$h8q@sphinx.gsu.edu>,
Tommi Pekka Hietavuo <gs01tph@panther.Gsu.EDU> wrote:
>Or if you don't like MTOS (4.1 is actually very good!), you can always
>use Geneva or MagiC! Two of those three use pre-emptive (real)
>multitasking method - unlike Windows 3.1 and MacOS, which only do
>co-operative multitasking / task-switching.

Whoa! Cooperative multitasking and task switching are *NOT* the same thing.
In task switching, background processes are suspended.

Cooperative multitasking *IS* true multitasking -- the scheduling is simply
different than in preemptive multitasking.

>It's a pity. Conversation requires two sides: both willing to not only
>speak, but listen, too. And things seldom are black and white. Anybody
>coming here, telling: "Mac (or whatever) is in every way better than
>whatever you use..." simply speaks bullshit. It's waste of time, because
>it's simply not true.

I hope I haven't come across in that way.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

2302. Re: Thing

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <Jm4cadu.mindbomb_bbs@delphi.com>
Source record: 166067

So, is the English version of THING on any FTP sites, HENSA maybe... or will it only be available direct?!

Later, Andy

2303. Re: IBM SCSI/Link II woes

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <BEw-atv.johnhechtman@delphi.com>
Source record: 166068

Dan Dreibelbis <Dan.Dreibelbis@balmybeach.gryn.org> writes:

> If anyone has an idea on what I can do to reconfigure both
>drives so they'll cooperate with each other, and not require a warm
>boot to get going, it would be much appreciated......

Check your SCSI cables with an ohm meter and make sure they are wired pin 1
to pin 1, pin 2 to pin 2, and so on, for all 25 or 50 pins (depends on your
drive type). I bought some so-called "SCSI" cables that were 50 pin, but pins
1-25 were jumpered! They didn't work - in fact they brought down my whole
SCSI chain. So make sure your cables are the "pass_through" type before you
look elsewhere. Good luck!

2304. Re: Kaosdesk & Multitasking?

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <JGx+qXj.mindbomb_bbs@delphi.com>
Source record: 166069

Lost <abstract@wam.umd.edu> writes:

> Does anyone know what multitasking program is most compatible
>with Kaosdesk? I'd like this program, but I want to make sure I can use
>it!
> --Dazed and Confused (-;

I may be wrong, but I think KAOSdesk evolved into Mag!X desktop and eventually into Ease... (at least the desktop supplied with Magix 2.x looks remarkably like a new version of Kaosdesk)...

...I never really answered your question, but if you like Kaos, you'll love Mag!X, hehehe :)

Andy

2305. Re: Silhouette

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: Jeffrey.Wisniewski@Microserve.com
Message-ID: <9505072314@microserve.com>
Source record: 166070

Wayne,

Shame. Another one bites the dust...

Jeff

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2306. FS: Bunch of old ST mags

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: rmartin615@aol.com
Message-ID: <3ohj42$r2h@newsbf02.news.aol.com>
Source record: 166071

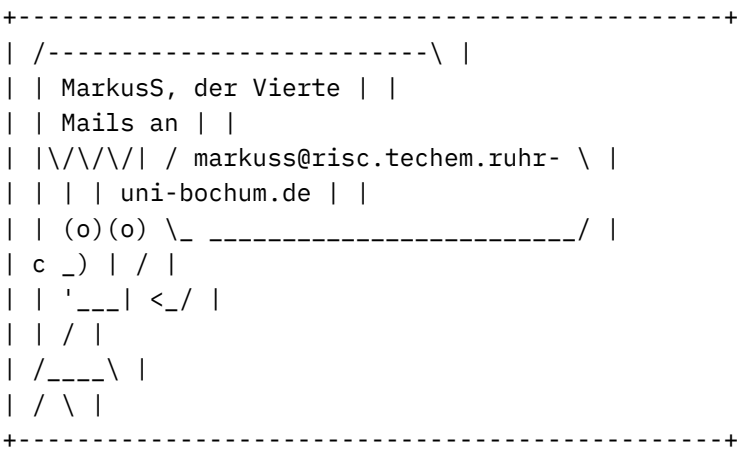
Anyone interested? $1 ea...

2307. Re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: markuss@risc.techem.ruhr-uni-bochum.de
Message-ID: <3ohmkm$ht7@sun168.rz.ruhr-uni-bochum.de>
Source record: 166072

Craig. Graham (Craig.Graham@ncl.ac.uk) wrote:
: I thought that the GEMulator card did the same as the Janus card - ie.
: it had an on-board 68000 (the Janus has a 16MHz 68000 on the card).

The Janus card is also avaliable with a 20 Mhz 68020.

--


2308. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3ohopi$94a@sphinx.Gsu.EDU>
Source record: 166073

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
: In article <3ogvva$h8q@sphinx.gsu.edu>,
: Tommi Pekka Hietavuo <gs01tph@panther.Gsu.EDU> wrote:

: Well, I've never had this. I'm using System 7.5.1 with PC Exchange 2.0.3.
: When I insert a DOS disk that hasn't been inserted before it never overlaps
: the icons in one big pile.

Really strange.. That happened when using Mac Quadras at my home university in Finland (where the guy responsible of Macs was one hell of a "guru" ;-) - and it happens here, at Georgia State University. The machines are Centris 660 AVs and Quadras. This is one of the mysteries of computer world: some people always experience something the others face never - no matter what machine you use!

: Now that I think about it, perhaps your referring to the fact that when you
: tell the Mac to clean up the window, or when you insert a fresh DOS disk, the
: Mac arranges the icons so that none of the names below the icons overlap.
: If some of the icons have long names, it can result in the icons being
: unevenly spaced. This is not a bug, it's a feature that ensures that you can
: always read the icon names.

No - that feature is familiar to me. The logic behind the "arrange" command just differs very much from what I've used to see on Atari's Neo Desk (for example). I guess I'd get used to it.

: >Another bug that probably doesn't
: >occur, unless you use DOS-floppies is this: after saving e.g. pictures
: >into a DOS-disk (using System 7), the desktop tends to show the file
: >sizes incorrectly. The only way to correct the situation, is to eject the
: >disk - and let MacOS read the floppy information again.

: Once again, I've not had that problem. Maybe you should upgrade to the latest
: version of PC Exchange.

If that's the solution - then I hope our university's Mac-gurus will do that!

: I think you're confusing two issues here: a standard interface versus the
: ability to customise. The Mac interface is standardised (most programs
: adhere to the Human Interface Guidleines) but that doesn't mean it's not
: customisable. If you took a look at the info-mac ftp archives, or mac.archive
: at the University of Michigan, or any of the other Mac FTP sites, you'd see
: the tons of extensions and control panels out there that let you customise
: the interface, and add new features. To respond to your specific example re:
: replacement desktops or file selectors, the simple answer is that the ones
: provided by Apple are so good that there is no desire on the part of users to
: purchase any third-party replacements. Remember, the Mac software market is

: also capitalistic -- if there is a demand, someone will take the initiative
: and come up with a product to satisfy the demand.

Could it be that certain kind of people choose Macintosh? Just like
certain kind of people prefer Atari, Linux, or whatever minority systems.

: The entire philosophy behind the Macintosh Human Interface is that it is the
: USER that controls the computer, not the other way around. (I could quote
: you the relevant section of the guidelines, but I'm sure that's not necessary.)
: If I have to learn a new interface for each program, then it is the computer
: which is forcing me to adapt to its needs, not the other way around.

You see it in a different light than I... Some (especially German)
programmers think that similarity between programs' appearance can
confuse people. I wouldn't completely disagree with them.. Sometimes,
when using Mac, I've changed the program by accident - and as the menus
remained almost the same, as everything else too, it took me a while to
realize that this isn't "Mac Write" anymore. I think that could happen
to many people. You just activate the "wrong" window that belongs to
another, similar-looking program - things can easily get confusing.

Atari-programmers have standardized their programs a lot since the old
times. There are official guidelines for most features, including the
human interface. As a result, programs like Papyrus, look a lot like
Macintosh programs. The differences are slowly disappearing. I still
wouldn't change some unique user interfaces, like the ones of Calamus SL,
Arabesque, or DA's Picture. Sometimes a custom interface simply works
better than a standardized menu-driven interface. Keyboard shortcuts
should be standardized, I agree on that.

: The reason file selector replacements evolved on the Atari was because of the
: need to do stuff like format disks from within an application, to delete files
: to make room on a disk, and so on. The need arose because of the lack of
: multitasking on the early STs. Atari provided no way for to do any sort of
: file management from within applications. I really don't think most users
: open the file selector to save or open a file, see a file and suddenly think
: "Gee, I should delete that file!" or "Gee, I should really rename that file!"
: They either open the file selector to select a file, or they open it with
: the express purpose (if it's a replacement) of doing file management tasks.

I haven't yet known an Atari-user who doesn't just love UIS 3 or
Selectric... No matter, if one uses a multitasking OS, or not. Therefore,
there is more behind their success than just old flaws of early TOSes.
And speaking of those "Gee..." -type fellows, I'm one. As are many of my
friends, too. Your comments surprise me sometimes... But, I guess,
people learn different habits with different systems. What is natural for
an Atari user, may look ridiculous to a Mac-freak. And vice versa..

: Just because people prefer something doesn't mean it's better for them.
: Research allows us to PROVE that. Apple has done *extensive* research
: in the area of human interface design. They didn't just pluck their human
: interface out of thin air.

Let's suppose I developed a new soft drink. The research shows me that it's just perfect for average people. It's a perfect product.. And it sells well. But one day, there comes this troublemaker: a guy who doesn't want to buy my perfect product. I ask him: "This is the best choice for you, you know it - I know it. Why don't you buy it?". This guy just says: "It's too perfect. I don't like it because of that..." - and walks away.

This is a problem for computers like Mac. Some people out there just don't look for perfect solutions, but instead appreciate personality and some rough edges more. These are things one just can't explain rationally.. You like something - or you don't. It's often hard to tell, why. Mac may seem too "perfect" for surprisingly many people. It doesn't feel exciting, then - like some imperfect computer like Falcon, may feel. This is, at least, how I see it. Mac is nice, but Falcon is exciting... MacOS is complete and fine, but GEM with its rough edges just feels more right. This isn't rational reasoning: it's emotional. But we are emotional beings, after all..!

: But don't you see? If interface X allows a users to complete a task in ten
: seconds with an accuracy rate of 90%, and interface Y allows users to complete
: the same task in fifteen seconds with an accuracy rate of 70%, then isn't
: it self evident that interface X is superior?

Both Mac and Atari are known to be extremely efficient compared to PC-environment. They let people be more productive, make less errors. And so I agree with you. Can't say which one is really more efficient - but they both are good working environments.

: --
: Dave "Bear" Pischke (pischke@ecf.toronto.edu)
: ___ _____ Engineering is the art of moulding materials we do not fully
: |__ |) | | | understand into shapes we cannot fully analyse and preventing
: |__ |\ | |/\| the public from realising the full extent of our ignorance.

Happy hackin' ..!

TH

2309. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3ohp3l$94a@sphinx.Gsu.EDU>
Source record: 166074

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
: In article <3oh1mp$h8q@sphinx.gsu.edu>,
: Tommi Pekka Hietavuo <gs01tph@panther.Gsu.EDU> wrote:

: Whoa! Cooperative multitasking and task switching are *NOT* the same thing.
: In task switching, background processes are suspended.

Sorry; I didn't mean they were. My thoughts slipped..

: Cooperative multitasking *IS* true multitasking -- the scheduling is simply
: different than in preemptive multitasking.

True, as long as the applications behave correctly. Sadly, often this
just doesn't happen. And then multitasking doesn't work correctly. Some
OS gurus will comment on these arguments, I believe..

: >It's a pity. Conversation requires two sides: both willing to not only
: >speak, but listen, too. And things seldom are black and white. Anybody
: >coming here, telling: "Mac (or whatever) is in every way better than
: >whatever you use..." simply speaks bullshit. It's waste of time, because
: >it's simply not true.

: I hope I haven't come across in that way.

Noo...o. Your comments make sense to me, although I may disagree with
some points. It's always interesting to speak about different things, as
long as it's friendly discussion =-) !

: --
: Dave "Bear" Pischke (pischke@ecf.toronto.edu)
: ___ _____ Engineering is the art of moulding materials we do not fully
: |__ |) | | | understand into shapes we cannot fully analyse and preventing
: |__ |\ | |/\| the public from realising the full extent of our ignorance.

Greetings,

TH

2310. 4*36, 72 pinn simm For Falcon??

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: s925377@mailserv.cuhk.hk
Message-ID: <3ohuel$j1d@hpg30a.csc.cuhk.hk>
Source record: 166075

Is it possible to use 72 pin simm with parity checking with
Falcon?

```
====================================~ Malcolm <=====
| Good Luck! |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| |
| Dreaming Girl, Bel Canto |
==================s925377@mailserv.cuhk.hk==========
```

2311. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950507104652.18098A-100000@mars>
Source record: 166076

On 6 May 1995 FELDAK79@SNYONEVA.CC.ONEONTA.EDU wrote:

> Another enhancement to the STe's video was the addition of a fine
> horizontal scroll capability - primarily useful for games.

AND very useful for "BigScreen" prg's. I use it all the time for
viewing sourcecode in several windows, proofreading of fax in full
resolution etc..

/ Jens M Andreasen

2312. 16 Mhz trouble

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: Lars-Erik 0sterud <leo@merkur.sds.no>
Message-ID: <3oiq9r$jao@daneel.sds.no>
Source record: 166077
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Suddely one of my MEGA STEs (the one running ABK-BBS) won't run in 16 Mhz
As soon as I set the 16 MHz control-register the machine locks up completly.
Does anyone have any idea of what this could be (is there a chip to change) ?

--
Lars-Erik 0sterud Phone +4767131571 BBS/fax +4767132659 larserik@oslonett.no
Atari Developer Pager +4796634222 At work +4722886938 leo@merkur.sds.no
SysOp ABK-BBS Info & Picture at http://www.oslonett.no/home/larserik/

2313. Re: Papyrus for OS/2

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <3ojjbn$3sp@brachio.zrz.TU-Berlin.DE>
Source record: 166078

We currently mainly work on a new Atari version of Papyrus which will
be ready in about one month. Give 2-3 month for the OS/2 version.

Christian Nieber +-----------------+
email chris@buran.fb10.tu-berlin.de | Always plan ahea|
R.O.M. logicware, the Home of Papyrus |_____________d|
Raschdorffstr. 99, D-13409 Berlin | |
Tel. ++49/30/492 41 27, FAX 491 93 67 | |

2314. Re: *Help!* Need a communications program

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FEHKFCBMUP@cabal.shnet.org>
Source record: 166079

In <Up-FEFVCBUQ@ttgk.nextjk.stuyts.nl> Gert van der Knokke wrote:
>In <31LZB3J@moacs.indiv.nl.net> Waldi Ravens wrote :
>
>>Soeren Schnee (sos@sos.shn.com) wrote:
>>
>>> UPOINT 'light' does all what he needs. It's PD.....
>>
>>No! UPOINt is definitely NOT in the public domain. Copyright
>>belongs to Mr. Brusch.
>>
>>> Email to the author: brusch@eslapion.shnet.org .
>
>My UPOINT light version definetely states it's PD (look at the info box at
>startup)

Freeware, not PD!

>Only the medium version has te be bought and registered.

Yep.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
--- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

UPoint 'medium' 03. Apr. '95

2315. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HQ7VSCB7KY8WW9Z0@SNYONEVA.CC.ONEONTA.EDU>
Source record: 166080

I agree that one of the ST's main shortcomings since its inception has
been the lack of standardized interface guidelines. Although as
others have pointed out - most new GEM programs use similar command
and interface structures.

However, a standardized interface does have its limitations. Sure, if
you're using a wordprocessor, spreadsheet, and database, a consistent
interface makes sense. But if you're using a programming language or
a really specialized application such as a bitmap graphics program an
alternate interface might make more sense. The designers of GUI's
can't possibly take into account every user's work style and/or
preferences so it may be possible that a standardized GUI might even
slow down or inconvenience a more experienced user.

Certainly, the best way is to make a compromise - use a standardized
interface but allow the user to re-conigure the program's command
access, etc. Alot of MS-DOS applications do this and I'm sure it hasn't
hurt that platform's longevity any.

Ari

2316. Re: Signature Netiquette

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <05071995.154442@empyr.dircon.co.uk>
Source record: 166081

>Hey guys... some of these these .signatures are real cute and a
>testimony to your ASCII art capabilities, but they -are- a waste of
>bandwidth
I@> Don't you realize some people have spent many hours of their lives
I@> preparing those signatures, some may have paid one of the new wave of
I@> signature providers for a really special graphics job :)

>How about a little consideration for those that have to pay for their
>net access and keep signatures down to -4- lines as suggested by the Net
>Rules, OK?
I@> Surely it's the number of bytes not the number of lines that consumes
I@> bandwidth?

[annoying .sig deleted]
Yes, it is the number of bytes, but usually there is a reasonable relationship between # of bytes and # of lines. Either way, it IS a waste of space. I pay for my time online and if everyone had a 8 line sig attached to each 2 line message, then 80% of my costs would be spent on downloading sigs. Not really what I use the 'net for.

Moreso, as I have access via a BBS, and as such have to download ALL messages in all groups I read, and usually only 20% are of interest to me. I am sure I'm not the only one in this situation. So, yes have a little sig if you really want to, but a little consideration would be nice in keeping them down to 4 lines. If you take the argument to its extremes, then you could have everyone attaching a 250k GIF image of their house to the end of every mail.

I know that sounds stupid, but the principle is the same. Think of how many bytes your sig consumes worldwide ? How many systems have your message on them ? What sort of speed increase would there be if nobody used sigs ?

Anyway, I'm wasting bandwidth myself now, so I'll shut up.

Kev (sig free).

___ Blue Wave/QWK v2.12

VQWK 6.20 [Rev H - 04/04/94]

2317. WWW Browser for Atari - As one program???

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: mss@xs4all.nl
Message-ID: <3oiqe0$58r@news.xs4all.nl>
Source record: 166082

Hello!

Does anybody know where to find a good WWW browser without having to
install X11/Mint/etc...

I'd really like to join the Web with my falcon030, but I don't know how
yet. I have got an account with XS4ALL in the Netherlands, and I am using
a VT100 emulator to surf the net.

Thanks in advance,

Martin

2318. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D87v9n.Kz0@ecf.toronto.edu>
Source record: 166083

In article <01HQ7VSCB7KY8WW9Z0@snyoneva.cc.oneonta.edu>,
<FELDAK79@SNYONEVA.CC.ONEONTA.EDU> wrote:
>However, a standardized interface does have its limitations. Sure, if
>you're using a wordprocessor, spreadsheet, and database, a consistent
>interface makes sense. But if you're using a programming language or
>a really specialized application such as a bitmap graphics program an
>alternate interface might make more sense. The designers of GUI's
>can't possibly take into account every user's work style and/or
>preferences so it may be possible that a standardized GUI might even
>slow down or inconvenience a more experienced user.

I think everyone is somewhat confused by what I mean by a standardised
interface. What I mean by standardised interface is that buttons all
act the same, the File and Edit menus have the standard items in the same
order, icons behave in the normal way, the program adheres to the principles
of feedback and direct manipulation, and so on.

I remember the program Calligrapher -- that program had an awful interface!
The menu items were spaced strangely, which made them hard to read. There
were so many menus that they filled the entire menu bar. There was a paint
toolbox in a menu! That's totally inappropriate; it makes painting difficult
if not impossible ... toolboxes should be in *windows*. The thing I remember
most was the way the icons behaved. If one icon was selected, and you clicked
and dragged on another icon, *both* icons would be moved. (Ie, the first
icons was not deselected when you clicked on the second icon.) This caused
me *no* end of frustration, since this was totally opposite to the way things
worked on the GEM Desktop!

What do you think makes GEM as easy to use as it is? The fact that windows
behave in the same way in every program, menu items highlight when you run
over them, scroll bars move when you click on them... the only reason these
interface items work the same way in every Atari program is because they're
hard-coded into GEM. Leave it up to the average Atari programmer, and they'd
have them all working differently in every program.

Just because the interface is standardised doesn't mean that programs can't
have different menus, different menu items, and so on. Standard interface
rules don't inhibit the user, they empower the user. When interface elements
act the way the user has come to expect, of course it makes the computer
easier to use -- for everyone, not just beginners!

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

2319. ST and bits For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: simon@kingres.demon.co.uk
Message-ID: <799820922snz@kingres.demon.co.uk>
Source record: 166084

```
For Sale
--------

I have the following items for sale
```

- Atari 520STFM
- Switchable TOS 1.02/2.06
- 4 Mb Simm memory
- The Link(DMA-SCSI)
- 40mb Quantum HD
- 45mb removable Syquest drive
- Hayes Ultra 96 (V series Ultra Smartmodem 9600)

- All the above is in a Lighthouse tower case with a seperate keyboard.
- I also have a Amstrad mono monitor which is wired up to run of the ST.

```
Epson LQ1050 printer

2 x 45mb removable syquest carts

10 x 88mb removable syquest carts

Syncro Express copying cartridge

Hand held scanner

Execufold automatic letter folding machine
```

For obvious reasons all the items marked with a must be sold together!

```
Interested in anything ?

Then make me a serious offer via E-mail.
==========

--

/ | / Snail-mail E-mail
\ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
/ imon | \ ing Stevenage. Herts SG1 2HW
```

2320. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D87wCs.M9w@ecf.toronto.edu>
Source record: 166085

In article <3ohopi$94a@sphinx.gsu.edu>,
Tommi Pekka Hietavuo <gs01tph@panther.Gsu.EDU> wrote:
>You see it in a different light than I... Some (especially German)
>programmers think that similarity between programs' appearance can
>confuse people. I wouldn't completely disagree with them.. Sometimes,
>when using Mac, I've changed the program by accident - and as the menus
>remained almost the same, as everything else too, it took me a while to
>realize that this isn't "Mac Write" anymore. I think that could happen
>to many people. You just activate the "wrong" window that belongs to
>another, similar-looking program - things can easily get confusing.

Well, anyone who changes applications could notice that they're no longer
in Mac Write (or whichever application they're in) several ways: (1) The
mini icon in the upper right corner is changed to reflect the new application
you're in, (2) The menu bar has different items in it, (3) The windows that
is now active has different contents in it, and (4) When you decide to do
something with a menu, the menus items are different when you pull it down.

If you really want to, you can check off an option in the General Controls
control panel which allows you to automatically hide the desktop, and all
background applications. This prevents you from automatically switching
applications (it forces you to use the Application menu.)

As for German programmers, they're the ones who came up with that bizarre
Calamus interface... that's is incredibly hard to use. Who has time to
memorize what all those icons mean? It's exactly as difficult as having to
memorize CLI commands -- it's exactly what GUIs are meant to avoid!
Anyone who tries to differentiate his interface because he thinks otherwise
users will be confused when they switch applications is making a big mistake.
It's a *LOT* more confusing having to learn a new interface than looking at
a menu, realising you're in the wrong application, and switching back.

>Atari-programmers have standardized their programs a lot since the old
>times. There are official guidelines for most features, including the
>human interface.

I remember in the last issue of the Atari developer's newsletter which I got,
there was an article on interface guidelines. As a matter of fact, all it
mentioned was what items to put in the File and Edit menus in what order,
and what keyboard equivalents to use. Nothing else. The Apple Human Interface
Guidelines are extensive. It mentions windows, icons, menus, the mouse, the
keyboard, dialogue boxes, colour, language, principles of interface design,
design considerations ... you name it. And at each step, it explains WHY
Apple recommends you do things the way it suggests. It's 386 pages long.

>As a result, programs like Papyrus, look a lot like
>Macintosh programs. The differences are slowly disappearing. I still
>wouldn't change some unique user interfaces, like the ones of Calamus SL,
>Arabesque, or DA's Picture. Sometimes a custom interface simply works
>better than a standardized menu-driven interface. Keyboard shortcuts
>should be standardized, I agree on that.

>I haven't yet known an Atari-user who doesn't just love UIS 3 or
>Selectric... No matter, if one uses a multitasking OS, or not. Therefore,
>there is more behind their success than just old flaws of early TOSes.
>And speaking of those "Gee..." -type fellows, I'm one. As are many of my
>friends, too. Your comments surprise me sometimes... But, I guess,
>people learn different habits with different systems. What is natural for
>an Atari user, may look ridiculous to a Mac-freak. And vice versa..

Gee, thanks for the compliment. "Mac-freak?"
My point was that lists and buttons are not natural ways to manipulate files
in a graphical environment. (Take the Windows File Manager, for example.)

>Let's suppose I developed a new soft drink. The research shows me that
>it's just perfect for average people. It's a perfect product.. And it
>sells well. But one day, there comes this troublemaker: a guy who
>doesn't want to buy my perfect product. I ask him: "This is the best
>choice for you, you know it - I know it. Why don't you buy it?". This guy
>just says: "It's too perfect. I don't like it because of that..." - and
>walks away.

Your analogy is not correct. There is no way a soft drink can be objectively
measured to be better than another soft drink. You *can* however, use
objective measures to quantify the quality of user interfaces. Such things
as how long it takes users to complete tasks, how many users complete those
tasks correctly, and so on.

You are correct -- no interface is perfect. But just because there is no
perfect interface doesn't mean that some interfaces aren't better than others,
and that some ways of doing things aren't better than others.

>This is a problem for computers like Mac. Some people out there just
>don't look for perfect solutions, but instead appreciate personality and
>some rough edges more. These are things one just can't explain
>rationally.. You like something - or you don't. It's often hard to tell,
>why. Mac may seem too "perfect" for surprisingly many people. It doesn't
>feel exciting, then - like some imperfect computer like Falcon, may feel.

Wow. You're the first person *I've* ever talked to that thought the Mac
didn't have any personality!

A computer can have personality without having "rough edges." To me, rough
edges are things that are incomplete, things that were done wrong, things that
are difficult... the goal of any manufacturer should be to eliminate rough
edges from their products, but *not* to eliminate "personality."

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)

```
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.
```

2321. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0705951519500001@edwarda.interlog.com>
Source record: 166086

In article <3ogvva$h8q@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

> Macintosh is a structured working environment; the programs look pretty
> similar, and everything has been strongly standardized. Although I find
> this good for beginners (Mac is easier to learn than Atari),

> I miss the freedom Atari-environment gives me.

Which is what exactly?

I used to say this all the time when I had my Atari, it's kinda a set-piece answer that people here have been using since 1985 (myself included)

Simply put the Mac does everything the ST does, and 10 times more. I can't think of a single thing that the ST does my Mac doesn't. Maybe it's been too long, can you give an example of this problem?

> different, freedom to format a floppy to 1.8 Mb instead of 1.44 - when I
> need more space, freedom to choose between many completely different
> desktops, etc.

But you can do all of this on the Mac.

> It feels clumsy. Do you believe that there exists some certain human
> interface that's ideal for everyone? Left-handed, logical, unlogical,
> people who like to write commands, people who prefer mouseclicks, ...?

No, but I do believe in the law of averages. The Mac has a LONG way to go (heck, perhaps Bob really *is* the future!), but the learning curve is still better.

Maury

2322. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0705951524450001@edwarda.interlog.com>
Source record: 166087

In article <01HQ7326MF1U8WWAJ8@SNYONEVA.CC.ONEONTA.EDU>,
FELDAK79@SNYONEVA.CC.ONEONTA.EDU wrote:

> Video: Nothing really different over the original ST except that the
> Shifter chip (video hardware) was upgraded to support 4096 colors just
> like the Amiga. The 16 color limit was still there except that programs
> could use the enhanced palette. Big deal!

Ahhhh!

> Of course, the biggest addition to the STe's video was the inclusion of
> the BLiTter chip which was designed to speed up graphics, etc.

Right. I remember it in the Mega's too, you could see some difference,
notably when GDOS was running, but not enough to make me get rid of my
non_GDOS boot disk.

> It was a big disappointment. Unlike the Amiga's Blitter, the STe's
> was just a hardware implementation of the BitBlit raster copy routines in
> the ST's Line-A interface.

Yes, the Amiga's blitter was a full processor, as it was in the former
Atari's. Of course, this was because it was designed by the same guy.

> Another enhancement to the STe's video was the addition of a fine
> horizontal scroll capability - primarily useful for games.

Interesting!

> Sound: The STe series retained the Yamaha/GI sound chip but also added
> two D/A converters that could play 8bit digital samples up to 50khz.
> The output of this hardware was stereo and they had full DMA access so
> they didn't tie up the hardware. An interesting feature of the STe's
> new sound capabilities was that they could be combined - i.e you could
> use the DMA sound output along with the GI sound, etc.

Did anyone end up using it?

> TOS: Much improved over previous versions. TOS 1.6 had an improved file
> selector (as in 1.4), full MS-DOS complient disk formatting, better HD
> access, better and more stable memory routines (less bugs, etc.), full
> support for the Blitter and new palette, a file move capability, and the
> ability to reset the computer using the Ctrl-Alt-Del sequence (like the PC).

I've seen 1.6.

> would be - just an enhanced version. The later Falcon 030 (which I would
> later own) was what the STe should have been.

And the Falcon? They never made it to Canada, so I didn't see much of them.

Maury

2323. Re: 040 Accelerators (Was: Magic for Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FEHLCAVA@ttgk.nextjk.stuyts.nl>
Source record: 166088

In <3odpt1$4kd@sphinx.Gsu.EDU> Tommi Pekka Hietavuo wrote :

>Remember, ST/STE is yesterday. TT too, even if a nice computer. Falcon
>(don't say it's yesterday too - because almost every computer becomes
>that very quickly ;-) is today, and even tomorrow for many ST/STE-owners.

If the TT is yesterday, the Falcon is too... I thought of buying a Falcon
but the 1040 style case, the 16 bit memory, the 16 MHz clock and the lack
of a decent standard bus prevented me from buying it. I am very happy with
my TT as it has fast memory, VME bus, seperate keyboard, built in
troublefree SCSI, standard FPU.
Since I have no need for 16 bit audio (the 8 bit in the TT is pretty good)
but do like speed, I think the TT is not dead yet. The only thing I miss is
the possibility to put in another processor like a 68040 or 68060.

Currently I'm running 800x600x256 @ 70 Hz on a home made VME-VGA adapter, in
contrary to the Falcon this doesn't hog up the processor bus...
Have you ever worked on a TT ?? With some fast-ram it just blows away the
Falcon in terms of raw speed.

A Falcon is fine for doing audio stuff and TV video animation but for pure
speed and expandability, I wouldn't swap my TT for a Falcon.
Try running MultiTOS on a Falcon.... Or even Linux....

Gert

--

-- --
Atari TT-Point
-- --

2324. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0705951539110001@edwarda.interlog.com>
Source record: 166089

In article <3oh1mp$h8q@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

> That doesn't mean that there are no problems like that. We may use
> different applications, in different environment, etc.

This is certainly true, but I would have to guess that my experiences are more typical.

> That's absolutely false. I use MultiTOS (AES 4.1) a lot - and with that,
> I'm perfectly capable of using the file manager while working. I wonder,
> why so many people don't realize that Atari is capable of multitasking?

I am completely aware of this. And my 520ST, my friends 1040ST, the Mega's and the STe's that I saw did NOT do this out of the box. The Mac does. If you want to talk add ons, anyone can add whatever they want to anything.

The easy question is: Does any ST come out of the box pre-installed with a factory multi-tasking OS?

> Or if you don't like MTOS (4.1 is actually very good!), you can always
> use Geneva or MagiC! Two of those three use pre-emptive (real)
> multitasking method - unlike Windows 3.1 and MacOS, which only do
> co-operative multitasking / task-switching.

I used two of them (the later two). Neither was pre-emptive, has this changed?

> But... I use Selectric, even then. It's one of the greatest improvements
> for computers user-friendliness (and effectiveness) I've ever seen. All IMHO.

And if you want add ons, you can get boomerang for the Mac.

However, does the ST come with the Communications Toolbox or anything like it? The Dictonary Manager? TCP/IP built in? Multi-app scripting? Multi-language support in _all_ apps in a single line of text? Utils for handycapped users built in? 16.8 million colour support in all apps? Unified file formats in all apps? The equivalent of QuickTime built in?

How about apps? Got MS Word? Pagemaker? No, not clones, the real thing.

You see, the ST _could_ have come with all of this, and CERTAINLY _could_ have had it added in the last 10 years. But it didn't, and hasn't.

> It's not as simple and fast. Especially, if you have to select and get
> rid of many files.

At which point the user does what you do, buy and learn an add-on.

> those both a lot. And if a computer claims to be as easy to learn as Mac
> does - I shouldn't experience the problems I do?

I don't think so, but I use the same apps as you and do not see anything
of the sort. I'd have to assume there's something wrong with that Mac
that should be fixed.

> The problem with people like you

Uh oh, "people like me".

> is that you really *believe* that Mac is
> superior to other computers - and you just can't understand that someone
> isn't happy with it, without being a fool (or inexperienced, etc.).

Not at all, I was a happy ST user for 5 years. Now I am an even happier
Mac user for another 5.

> Therefore you approach me (ant the others) with this "I know more than
> you know, so don't argue!"

Oh hardly, not having touched a ST in 5 years I certainly don't even
pretend to be an expert.

> claims Mac isn't perfect. Even worse: some people think TOS is better..
> They can't be right - can they? Because Mac is a "superset" of Atari.

Well, yeah.

The ST is a great hackers machine, like a PC. However, to get it to do
what the Mac does out of the box is something that is beyond the ability
of the average computer user (who is simply baffled by Windows).

As far as I'm conserned, the most fun I've ever had with a computer was
with my old Atari 400! Now THAT was a hackers machine!

> Or is it? People like you like to tell the owners of "inferior
> computers" what the TRUTH is.

People like me again!

Maury

2325. Re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505072200.AA04934@ilmen.lanl.gov>
Source record: 166090

In a previous article, kim@dksoft.ping.dk (Kim Andersen) wrote:

> To be honest, i didn't thought you were a developer Hutch.

You didn't think. Obviously.

Why do you think I was so upset when you called developers stupid???

But then again, why should I be surprised, eh?

-Hutch- @ Fair Dinkum Tech
^^^^^^^^^^^^^^^^
(Not a bad hint here, either)

Author of...

* Crossword Creator II
* Word Search Creator
* The Cryptographer
* Puzzle Pack
GFA BASIC Toolkit
Atari InfoDisk
MapConverter
Searcher

* These Fair Dinkum Atari products are now available exclusively
from Missionware Software (j.trautschold@genie.geis.com).

Hey... maybe I could put all of that into a .signature, eh? Heh, heh. :)

2326. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505072202.AA04937@ilmen.lanl.gov>
Source record: 166091

In a previous article, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

> Conversation requires two sides: both willing to not only speak, but
> listen, too.

"Physician, heal thyself."

;-)

-Hutch- @ Fair Dinkum Tech

2327. Re: 040 Accelerators (Was: Magic for Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505072218.AA04950@ilmen.lanl.gov>
Source record: 166092

In a previous ar6ticle, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

> I wouldn't say 150.000 Falcons is at all impossible.

I would, but again it falls into the 'so what' category. ;-)

> They *must* believe there is a market for C-Lab Falcons; a profitable
> market.

Yeh, and at the prices I've seen quoted, they shouldn't have to sell
that many of them to make a decent profit, either. ;-)

> No matter, how small and miserable we are [...]

Small, perhaps, but miserable? Why should we feel that way? I sure don't!

-Hutch- @ Fair Dinkum Tech

2328. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505072218.AA04953@ilmen.lanl.gov>
Source record: 166093

In a previous message, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

> It must have some great logic behind it - but unfortunately we Atari-users
> (spoiled with NeoDesk) are too dumb to see the light =-) !

Gee, Tommi... I really wish you would STOP speaking for ALL Atari-users. If YOU find something YOU think is dumb, then state it that way, OK? But kindly do NOT include all of the rest of us just because YOU feel a certain way.

Believe it or not, your experiences are not necessarily global in nature.

-Hutch- @ Fair Dinkum Tech

2329. Re: Installing MiNT and X windows

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: dancer@nntp.brisnet.org.au
Message-ID: <1995May7.232430.30410@nntp.brisnet.org.au>
Source record: 166094

: For example there's MiNTnet, and the MiNTnet distribution is fairly
: OK in itself. But it tells you to get a nice MiNT setup, preferably
: MiNTOS. Now if you merge the /etc directories from MiNTOS and MiNTnet,
: it takes DAYS to find out which files belong to which, etc, and MONTHS
: to get a proper networking setup going.

I disagree. It took me approximately an hour, from the first time I downloaded
MiNTOS to have it installed. Another two hours with FTP, get me MiNTnet and
two hours after that I had the SLIP line running to my host, and doing things
direct. That was the first time. On the second, I _was_ irritated that
it took me time to _find_ things (I already knew exactly what I wanted,
originally, I started with the simplest set up, and got more MiNTnet aware
software from there) as they seem to be scattered over the german ftp sites
(which are incredibly hard to reach from here [3-20 CPS])

Yes, a better system should be cooked up, either an install script, or a
step-by-step installation guide. Tell you waht, I've got to install the whole
deal from scratch on someone's machine in a week or so, how about I write down
each of the steps, what another user would put in for their _own_ config,
and what sites and paths I use to request the files....Sound okay?

Dancer

2330. Maths Co proc stuff....

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: aford@t-ph.demon.co.uk
Message-ID: <799872380snz@t-ph.demon.co.uk>
Source record: 166095

In article <799705020snz@bassland.demon.co.uk>
simon@bassland.demon.co.uk (Simon Williams) said:-

>If I buy a 68882 maths co processor for my falcon, will I still be able to
>use it when I get my 32mHz upgrade board? i.e. will I need a faster 68882?
>
>Any help would be great, as I intend to get Linux up and running on my falcon
>a quite a good speed.
>
>Cheers, Simon.
>--
My processor runs at 32 Mhz with the FPU at 16 and i've never had any
problems. I'd love to get the FPU running faster but i've never found any
details on how to do this. i.e. Using the DSP clock .

--

```
*****************************************************************************
* Andy Ford * USING OASIS 1.04 *
* aford@t-ph.demon.co.uk * *
*****************************************************************************
```

2331. Hard Drive for sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: mcdower@tui.lincoln.ac.nz
Message-ID: <mcdower.8.2FAD5858@tui.lincoln.ac.nz>
Source record: 166096

I have a Seagate 85 meg unit with AD SCSI plus. Ready to plug in and go. Offer please to email above

2332. Best Buy Printers?

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <799856274snz@chowgar.demon.co.uk>
Source record: 166097

In article <3ofmb4$fje@dux.dundee.ac.uk>
rmccall@mcs.dundee.ac.uk (Rod McCall) said:-

>Can anyone recommend a good SUB 300 (ukp) printer? Which will produce
>a nice output for the Falcon using Papyrus and Speedo 4.2?
>
>Rod

I'm currently using a Panasonic KXP-4400 laser printer (actually it's an LED printer and not true laser but who cares) an the print quality is superb. Not that much difference between it and my last printer, a Ricoh LP1200 laser. They have come down in price to £278 + VAT from Novatech. E-mail me for more info.

Regards.

--

Simon Moore

smoore@chowgar.demon.co.uk

2333. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HQ8LRXZ21E8WWABC@SNYONEVA.CC.ONEONTA.EDU>
Source record: 166098

Regarding the STe's enhanced sound capability...

Actually, yes, a number of programs - specifically digital tracker and .MOD players used the STe's digital sound capabilities as did a number of commercial and shareware games. The STe's digital sound features weren't cutting edge by any means but could at last best whatever sound capability the Amiga had. Each stereo channel could have its bass and treble adjusted and it could be mixed with the GI sound chip - all of this could be done with virtually no CPU time allowing the STe to play some pretty complex sounds along with interesting screen fx and animation, etc.

As for the Falcon...

Basically its a 16mhz 68030 machine in a 1040STe case. Its a hybrid - using 16bit bus access, 32bit internal access, and 24bit address line access. The Falcon has an incredibly powerful and flexible audio sub-system that sports 8 16bit digital channels and a DSP chip for signal manipulation. Graphically, the Falcon has built-in SVGA capabilities as well as 16bit (65,536) color support. Its video hardware can be re-programmed to support virtually any SVGA or XGA video mode. It also has an improved Blitter chip that runs at 16mhz. A very nice, albeit small Conner 85meg HD and a standard 1.44meg floppy are standard equipment. The Falcon has an IDE controller, a SCSI-II connector w/DMA, an Apple-talk compatible port, an its Serial hardware can support high speed communications.

All in all, the F030 is a nice piece of hardware with surprisingly good compatibility with older applications. It also has an internal expansion capability that allows it to *theoretically* connect all sorts of hardware emulators - I say thus because only a 286 emulator has come out!

The Falcon's main faults are its high price (it was originally priced around $1500 US w/o a monitor), its poor video performance (it compares quite favorably to a 386SX-20 PC running Windoze), and the handful of apps that exploited its full potential. I enjoyed the machine but I was relieved when I sold it (and that was no easy chore!).

Ari

American Beer is swill...yet the swill must flow...

2334. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2facb21d_Christian.Mittendorf@ostkupan.ct.se>
Source record: 166099

> From: chainxor@kom.auc.dk (Henrik Lunardi Weide)

> on the Falcon with the same features as on the TT. The ONLY
> applications that can't be run under current version of MagiC 3 on the
> Falcon are programs that uses the DSP.
>
> Get the idea? :-)
And what is my Falcon without my beloved DSP-MOD-Player ????? ;-)

mvh,
christian

(UUCP Dialup connection)

2335. .games: Cannon Fodder cheat

Newsgroup: comp.sys.atari.st
Date: 1995-05-07 00:00:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199505071244.a25471@a2w.maus.de>
Source record: 166100

To help those of you who want a comp.sys.atari.st.games newsgroup I have added a .games to the subject line so you can find this message. For those who don't you can kill any followups :)

Having failed miserably to get beyond Mission 4 in Cannon Fodder and about to swear never to waste any more time with it, I discovered an amazing, well written cheat program that makes it well worth while!

FTP.CNAM.FR:///pub/Atari/Games/cannon_fodder_cheat.prg.gz

With this frontend to your CF disks you can set infinite ammo and men, skip the nice but long winded intro, skip phases and select a mission. O what fun! Try driving the tank in TANKTASTIC or fly a helicopter in ROCKETMAN and GO FOR IT.

I can't stop my son playing even for ice cream!

Ian_Taylor@a2w.maus.de The hidden secret of life is

2336. Re: What Defragger ?

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: Harry Payne <harry@menageri.demon.co.uk>
Message-ID: <799967185snz@menageri.demon.co.uk>
Source record: 165901

In article <3msoep$9rv@mailer.fsu.edu> boyd@math.fsu.edu "Mickey Boyd" writes:

(In reply to my suggestion that Michtron's Hard Drive Turbo Kit defragments)

> Michtron's stuff does not handle anything larger than 16mb partitions, if
> my memory serves correctly. Also, I had it crash on me a couple of times,
> forcing me to restore from backup (yet another way to defragg). Diamond Edge
> is rock solid in my experience, and I really like Diamond Mirror (included
> with DE). Having my FATs and partition information saved once a day gives
> me great piece of mind (as well as making undeleting more reliable).

Thanks. I'll remember that when I get a hard drive larger than 20MB. However,
I haven't had it crash on me when I'm defragging yet...

--
/---\
| The Menagerie, 5/6 Ferry Road Grove, Crewe Toll, Edinburgh EH4 4BG, Scotland|
| Multi-media fan: Anime/Books/Furries/Trek/You name it... |
| |
| Star Trek Generations: You're dead, Jim. |
\---/

2337. Flash garbled character problem

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: balkcom@jhunix.hcf.jhu.edu
Message-ID: <3om3sd$aup@jhunix1.hcf.jhu.edu>
Source record: 165902

When I get large segments of text using flash and a 14.4k modem, it garbles the characters after about a screen-full worth of text and I start to get garbage. This does not happen with slower modems. In addition, after I get a certain amount of garbage, the modem hangs up and I have to reconnect. This is obviously a pain. Serial fix seems to do no good (including locking rts, cts). I have hsmodem installed now, which still allows the text to be mangled. However, with hsmodem, the modem doesn't hang up. Also, by setting the data receiving buffer larger with hsmodem (using the configure program), the amount of text I get before it gets mangled almost doubles. Still, when I get 3 or four pages of text scrolling by, I lose most of the information. (For example when I do a 'dir' command at an ftp site.) Does anybody have a fix for this? It doesn't seem to happen with the few other term programs I've tried, but they had other more serious problems. Can someone recommend a good free term program to me if no-one knows a fix for my problem? I like the GEM capture buffer in flash, the scripting language, and the function key macros, but this is really a pain.

Thanks!
-Devin

2338. Re: CD ROM software for the Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3om3v2$g0n@status.gen.nz>
Source record: 165903

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Stephen Atty (satty@cix.compulink.co.uk) wrote:
: : I the original blurb I got from Atari it said that a program that would
: : allow you to use IBM CDROMS like Encarta was in development. Does anybody
: : know what happened to it?
:
: I'd imagine that this along with thelikes of STOS pro, and various othr
: bits of software bit the dust within a few months of the falcons release.

Several pieces of software exist to do this. There is MoST which is Shareware, though I don't know where it can be downloaded from. This supports at least two CDs including a Movie Database, and a World Atlas type of thing. Then there is Sara which supports about twelve CDs, though I can't really remember which ones. I think there was a Wildlife CD, a couple of games CDs... I'm not sure if Sara is Shareware or Commercial. I believe that both Sara and MoST will work on anything from an ST to a Falcon030 to a Medusa. A version of Sara for Groliers Encyclopaedia was released at ACE'95.

I am informed that codehead have developed a front end for Microsoft Bookshelf.

-Mario Becroft (mbecroft@iconz.co.nz)

2339. Re: Magic For Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: Franz.Tomasek@fast.iaccess.za
Message-ID: <34e_9505090031@fast.iaccess.za>
Source record: 165904

Salve

Kim@dksoft.Ping.Dk,
In a message on 24 April, wrote :

ki> people are using 486 and better, (or will in the future). And my guess is
ki> ALL OS/2 users are using minimum a 486 DX2xx.

Comparatively speaking RAM is a bigger advantage than a faster processor.
(Within reason of course!) I get along fine with a 486DX33 16Meg system
as well as my old Mega ST.

Vale
Franz

...
* ATP/OS2 1.42 * It is easier to catch flies with honey than with vinegar.

2340. Re: A Most Obvious Faq, A

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: Franz.Tomasek@fast.iaccess.za
Message-ID: <34f_9505090031@fast.iaccess.za>
Source record: 165905

Salve

Mcguired@moose.Erie.Net,
In a message on 28 April, wrote :

mc> The SF314 in it's numerous variations is a 720K DSDD drive. The
mc> 360K SSDD drive was the SF354. You'll have to ask Atari why the SSDD had
mc> higher number even though it was of lower capacity and came out before
mc> the SF314! ;)

SF354 - .5M unformatted capacity.
^
SF314 - 1M unformatted capacity.
^

Vale
Franz

...
* ATP/OS2 1.42 * Gnaw the bone which has fallen to thy lot.

2341. Re: *Help!* Need a communications program

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <W2TZB7P@moacs.indiv.nl.net>
Source record: 165906

Gert van der Knokke (gert@ttgk.nextjk.stuyts.nl) wrote:
> In <31LZB3J@moacs.indiv.nl.net> Waldi Ravens wrote :
>
> >Soeren Schnee (sos@sos.shn.com) wrote:
> >
> >> UPOINT 'light' does all what he needs. It's PD.....
> >
> >No! UPOINt is definitely NOT in the public domain. Copyright
> >belongs to Mr. Brusch.
> >
> >> Email to the author: brusch@eslapion.shnet.org .
>
> My UPOINT light version definetely states it's PD (look at the info box at
> startup)

Try to understand the difference between freeware (freely distributable)
and public domain (the original author has given up copyright, anyone can
do with the software whatever she/he wants).

Waldi

2342. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3olmuq$4dk@sphinx.Gsu.EDU>
Source record: 165907

Maury Markowitz (maury@softarc.com) wrote:
: In article <3oh1mp$h8q@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi
: Pekka Hietavuo) wrote:

: > That doesn't mean that there are no problems like that. We may use
: > different applications, in different environment, etc.

: This is certainly true, but I would have to guess that my experiences
: are more typical.

True.

: > That's absolutely false. I use MultiTOS (AES 4.1) a lot - and with that,
: > I'm perfectly capable of using the file manager while working. I wonder,
: > why so many people don't realize that Atari is capable of multitasking?

: I am completely aware of this. And my 520ST, my friends 1040ST, the
: Mega's and the STe's that I saw did NOT do this out of the box. The Mac
: does. If you want to talk add ons, anyone can add whatever they want to
: anything.

: The easy question is: Does any ST come out of the box pre-installed with
: a factory multi-tasking OS?

The simple answer is: yes it does. MultiTOS comes with every Falcon.
And since ST is yesterday, the Falcon is everything we should think
about, now. Why speak of a computer of 1985..1990, that nobody
manufactures any longer?

: > Or if you don't like MTOS (4.1 is actually very good!), you can always
: > use Geneva or MagiC! Two of those three use pre-emptive (real)
: > multitasking method - unlike Windows 3.1 and MacOS, which only do
: > co-operative multitasking / task-switching.

: I used two of them (the later two). Neither was pre-emptive, has this
: changed?

Geneva is like MacOS and Win 3.1: co-operative. MultiTOS and MagiC are
pre-emptive both.

: > But... I use Selectric, even then. It's one of the greatest improvements
: > for computers user-friendliness (and effectiveness) I've ever seen. All IMHO.

: And if you want add ons, you can get boomerang for the Mac.

I'd like to see that. Is it a commercial program?

: However, does the ST come with the Communications Toolbox or anything
: like it? The Dictonary Manager? TCP/IP built in? Multi-app scripting?

: Multi-language support in _all_ apps in a single line of text? Utils for
: handycapped users built in? 16.8 million colour support in all apps?
: Unified file formats in all apps? The equivalent of QuickTime built in?

Atari is very much how you build it (I mean software). You get what you
want: fast MPEG decoders, comms programs, whatever. No, it all isn't
included into the basic package. For a beginner, Mac really is an easier
computer to use. But then again, not many Macs can do 16 bit hard disk
recording and DSP sound processing "out-of-the-box", can they? Falcon can.

: How about apps? Got MS Word? Pagemaker? No, not clones, the real thing.

You should ask: do I _want_ those programs? We have Papyrus (I love that
program, thanks R.O.M Software ;-), Calamus SL and Cubase Audio 2. Quite
as useful programs, though a bit different.

: I don't think so, but I use the same apps as you and do not see anything
: of the sort. I'd have to assume there's something wrong with that Mac
: that should be fixed.

I speak of about 40 Macs in 2 countries and 2 universities.. Different
models, different features. But, unfortunately, quite similar problems..

: > The problem with people like you

: Uh oh, "people like me".

Sorry, that was rude.

: > is that you really *believe* that Mac is
: > superior to other computers - and you just can't understand that someone
: > isn't happy with it, without being a fool (or inexperienced, etc.).

: Not at all, I was a happy ST user for 5 years. Now I am an even happier
: Mac user for another 5.

: > Therefore you approach me (ant the others) with this "I know more than
: > you know, so don't argue!"

: Oh hardly, not having touched a ST in 5 years I certainly don't even
: pretend to be an expert.

There's a difference, I think.. Because I use modern Macs almost daily,
though I can't claim to be any Mac-expert, either..

: The ST is a great hackers machine, like a PC. However, to get it to do
: what the Mac does out of the box is something that is beyond the ability
: of the average computer user (who is simply baffled by Windows).

I agree on that. Falcon requires lots of knowledge to work properly..

: As far as I'm conserned, the most fun I've ever had with a computer was
: with my old Atari 400! Now THAT was a hackers machine!

It's a pity I never owned one ;-) ...

: Maury

Greeings,

TH

2343. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <aea_9505081341@genesplicer.org>
Source record: 165908

Re: _NVDI 3.02_, Al Fasoldt wrote to All on 01 May 95:

AF> Terry, under normal TOS (everything but MagiC), fast-loading the
AF> last auto-folder TSR and the first DA can result in memory
AF> violations. This is an old problem that goes back to the release of
AF> TOS 1.04 and was never fixed. Under MagiC, I have not seen a sign of
AF> this quirk.

I don't believe this is a problem if you're fastloading with PinHead, which
which by default clears 64k (or is it 32k?) of RAM for each program and ACC,
though you can adjust that for any/all. I've been fast ALL my programs and
ACCs for years with PinHead or Warp 9 and have had no apparent problems.

2344. Re: NVDI 3.02

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <aeb_9505081342@genesplicer.org>
Source record: 165909

Re: _NVDI 3.02_, Julian Reschke wrote to All on 01 May 95:

JR> The fastload bit works for ACCs as for normal programs.

It works, but Atari themselves have long recommended that you don't use it for ACCs because it can lead to unpredictable results. There is no problem with fastloading them with PinHead or Warp 9, though.

2345. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <aec_9505081342@genesplicer.org>
Source record: 165910

Re: _C-Lab Falcon_, Hendrik Mylius wrote to All on 02 May 95:

>> I don't know ,why do more people buy Kylie Minogue records than
>> Howling
HM> Wolf
HM>
HM> Because she has t*ts!?

She has kids (tots)? :^)

2346. Re: Linux Questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <R3TZBPS@moacs.indiv.nl.net>
Source record: 165911

> 1. Where are the Serial/Modem devices. There is one called /dev/ttyS0,
> it does not seem to be a serial port as it is for the amiga. Without
> a modem port, I cannot call out with xc! I have to use a TOS terminal
> program (like I am doing now!)

The SCC channels are not supported; Modem1 and Serial1 are (as documented
in the sources). If you need high baudrates, install NetBSD.

> 2. Swap partitions. I have created a swap partition on my Seagate 157N.
> This is connected to my SCSI port after my internal Quantum 120. I
> have the Quantum setup with TOS partition 1, EXE2 partition 2.

What in heaven's name is an EXE2 partition? Could it be that you have an
ext2 filesystem installed on partition 2?

> The Seagate has Minix partition 1, and EXE2 Swap partition 2.

The swappartition under Linux does not contain any filesystem. If it did,
there would be no problem with AHDI.

> Everything works fine as far a Linux goes, but when AHDI tries to
> boot the drives on powerup, I get 2 bombs after the Seagate is detected.

AHDI is brain-dead. Change the swap partition's partition ID (the arch/atari
section of NetBSD (sun-lamp) contains a small utility for this purpose).
At the same time, change the part. ID of partition 2 on the Quantum.

> 3. Is there any way to format a drive without using the ICD formatter?
> I don't see any way with AHDI to format a drive, unless I am missing
> part of the distribution.

Atari's formatter/partitioner is called HDX. Usually it's distributed
together with AHDI, you'll probably find it at a.a.u.e.

Waldi

2347. Re: Problems with AHDI

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <X3TZBUU@moacs.indiv.nl.net>
Source record: 165912

Troy Carpenter (troyc@bnr.ca) wrote:
> Now I have new problems with my AHDI driver. I somehow have killed the
> autoboot on my C partition. I now have to load the thing from an auto
> folder.

> I have version 6.05c, but I only have the driver shdriver.sys! I don't
> know of any other related files on my hard drive.

You can reinstall AHDI with HINSTALL.

Waldi

2348. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HQ9YM2G9AA8Y4ZT9@SNYONEVA.CC.ONEONTA.EDU>
Source record: 165913

Tommi:

The Falcon might be able to format a High density disk to 1.8megs but
so what? MS-DOS can't even read extended format disk with out a
special device driver (thus, data exchange between the two platforms in
such a case goes out the window). Even more important - extended
disk formats - especially those that use extra tracks aren't very
safe. There's less data integrity associated with the inner-most
tracks of a disk. Sure, you might not encounter any problems with your
1.8meg disk now but eventually you will and when you least expect it.

Maury:

Things will certainly be different when Win95 ships but I highly doubt that
DOS will die. Unlike Windows, DOS runs on EVERY PC no matter what CPU.
There are tens of thousands of DOS apps out there and will be for some
time to come simply because its a standard and its easy to write for.
To quote an official at Software Publishing Corp. "They'll be DOS diehards
when we have Startrek technology".

You're right in saying that Windows will be THE operation environment
(may God help us all!) but DOS isn't going anywhere for a while (IBM is
about to release DOS 7.0 in fact).

Tommi:

I owned a Falcon for a while. I know what it could do and I also agree with
you that it was an impressive machine - on paper! It never really
impressed me as much as I originally thought. I had fun with it but
many of the applications and upgrades that I WANTED and NEEDED to make it
useful to me either never came out or came out too late for me.

Well, just my two cents...

Bite into a Slim-Jim and bite into a Cow's a**hole...

2349. Complete system for Sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: dhanna@delphi.com
Message-ID: <ZG++SP3.dhanna@delphi.com>
Source record: 165914

The system I have is a 520ST Upgraded to 1 meg.

I have both B&W and Color monitors along with
a Thomson color monitor.
The Thomson was very little.

2 disk drives. 1 SSSD and 1 DSDD

Lots of disks and software for it.

Best Offer.

2350. Re: Patch for Civilization?

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: stuaster@deepcove.com
Message-ID: <3omh9h$4t7@Kaos.deepcove.com>
Source record: 165915

johnmoon@connexus.apana.org.au (John Moon) writes:

>I have been told that there is a patch for CIVILIZATION that fixes a
>couple of bugs in the game. I've looked at the major ftp sites but cant
>find anything. Can anybody help me?

>Btw, don't flame me for asking here (ive already posted to
>rec.games.video.atari), but just in case you dont read the games group i've
>posted here as well.

>--
> __ __ __ ___
> __ / /__ / / ___ / |/ /__ ___ ___
> / // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
> ___/___/_//_/_//_/ /_/ /_/___/___/_//_/
>
> johnmoon@connexus.apana.org.au

John, I use Civilization on a Falcon and my nephew uses it on an ST, and
no patch is necessary. Mail off to Microprse for the disks with 07/14/93
on the datestamp.

Contact me at s.lyster@genie.geis.com if you'd like any further help.

Stuart Lyster

2351. re: maths co proc stuff....

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_2fae5c14_Magnus.Kollberg@p11.straight.ct.se>
Source record: 165916

In a message Doug Little wrote to All :
SW>> From: simon@bassland.demon.co.uk (Simon Williams)
SW>> If I buy a 68882 maths co processor for my falcon, will I still be
SW>> able to use it when I get my 32mHz upgrade board? i.e. will I need
SW>> a faster 68882?
DL>
DL> If you get the cheap new accelerator from France, not only can you keep
DL> your 68882, but you can run both it AND your DSP at a blinding 50Mhz!!!
DL>
DL> Think hard before you buy anything else!

Yes, but his question were if he could use the FPU (I suppose it were rated at 25MHz) at 32 or 50 MHz. :)

Cheers,
Magnus Kollberg

(UUCP Dialup connection)

2352. Re: High Speed Modem on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995May8.124619.1892@cathy.ijs.si>
Source record: 165917

In article <3o4jii$cis@disunms.epfl.ch>,
Julien Mercay <jmercay@dinews.epfl.ch> wrote:
>Hello,
>
>A friend of mine want to buy a modem for his falcon. An V34 (28.8Kbps)
>would be great. But can the Falcom handle this speed? As I know, the machine
>has only a 16440 UART :-(And we can't replace it with a newer UART 16550 ...

I connect my Falcon to a Zyxel modem at 76800 bps without any problems
whatsoever. While my modem is V.32bis, 76800 is enough of an overspeed even
for the 28.8 kbps (V.34) modems. Not that the falcon isn't capable of higher
transfer rates: it's just that my modem can't talk any faster. :-)

If you are still concerned, get hsmoda06, which contains improved drivers
for the serial port. I don't find I really need them form my modem connects,
but I still user them because I feel they improve communication in iffy
situations (like when I'm moving windows while running Zmodem) and because
CoMa won't even talk to the modem unless hsmoda drivers are present.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

2353. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D8A8w1.AI7@cix.compulink.co.uk>
Source record: 165918

In message <469_9504290149@tor250.org>, Dan.Dreibelbis@balmybeach.gryn.org said:

> ST GEM would ultimately prove to be. But then, even nutted, it was
> way more of an operating system than Windows/DOS will ever hope to
> be :)

Did you ever *actually* use this crippled GEM? It was quite sad. I believe the functionality was kept - but the desktop was crippled almost beyond use.

Roland.

@CiX

2354. Re: Termination, was: Re: hd for atari 1040ste?

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D8A8w2.AIv@cix.compulink.co.uk>
Source record: 165919

In message <FD4WFFAFUP@galaxy.teuto.de>, neptune@galaxy.teuto.de said:
A long time ago rgivan wrote ;-):
> > > Actually I suppose the real question is - just what *is* active
> > > termination - and how on earth do I tell it from the passive sort?
>
> There was some information re. termination in the latest STR:

Thanks - this stuff looks great.

:-)

Roland.

@CiX

2355. Re: Installing MiNT and X windows

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D8A8w3.AJG@cix.compulink.co.uk>
Source record: 165920

In message <avg.799755845@news.cwi.nl>, avg@cwi.nl said:

> Yes, it is time some of the MiNT fanatics started putting his or her(?
> :-) thoughts in order and made a reasonably fool-proof setup. And
> complete as well.
>
> (I'd do it if I had the time... but many MiNT fans really do have the
> time---considering the loads of UNIX rubbish they spend their time
> porting on a daily basis)

I think the problem is that things are moving very fast. With MiNT and Linux/68 - Atari users have access to much more powerful systems than previously. When a new user is trying to install MiNT/Linux then of course they will be looking for the install FAQs that don't really exist. However once they *have* installed a working system - doing the documentation always seems to ge pushed back because:

a) There is something more interesting to play with (like porting some program).

b) The user feels the system is not 'finished' - so they decide to wait a bit more before documenting it.

As a user with both MiNT and Linux successfully installed - I know what it feels like from both ends - but documenting is still a tedious and boring thing to have to do. :-(

:-)

Roland.

@CiX

2356. re: memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1454rcain@nest.demon.co.uk>
Source record: 165921

On 05 May 95 Doug wrote::

IU> I realize that I'm about five years late (or more), but I recently
IU> picked up somebody's unused Zubair Z-RAM 3-D/4MEG upgrade kit for my
IU> old Atari 520STFm. Came with 2MB of RAM seated on the board, would
IU> like to add 2MB more to get full use of its capacity. Have some
IU> questions for anyone who has done the upgrade and knows what they're
IU> doing (or did):

Don't know this board. I assume that 16 RAM positions are filled and there
are 16 still vacant. The 16 on board will be connected as Bank 1 (using
RAS1, CAS1H and CAS1L) the 512Mb on the motherboard (if still connected)
will be configured as Bank 0. Any upgrade will need to use RAS0 etc. which
are currently used by the motherboard RAM.

IU> 1) Board was populated with Samsung(?) RAMchips (KM41C1000P-10).
IU> In obtaining extra RAM, do I need to get EXACTLY the same type of
IU> chips to fill the rest of the board, or areothers OK as long as I
IU> match the speed of the existing ones?

These are 1Mx1-bit chips with a speed rating of 100ns. You can expand using
ANY 1Mx1-bit chips with a speed lower than 120ns.

IU> Do Ineed to know anything
IU> about the limitations of the ST with regard to faster RAM chips?

Nope. Faster than 120ns will just cost you more - slower than 120ns may
fail.

IU> Can
IU> anyone direct me to distributors that carry these chips for a decent
IU> price?

I have recently been in the same position as you. The biggest prob. is
finding a distributor which stocks these as they are a bit out of date now.
They were used a lot in 286 PCs a lot of which are now being scrapped so if
I was you I would investigate the scrap market! I got 18 1Mbit
Siemens DRAMs for £21 from an advert in Micro Mart. You may get some joy
begging from your nearest PC repairer/upgrader or you could go to one of
these Computer Markets where traders sell defunct PC motherboards cheap and
extract the chips.

IU> 2) My unit has the original TOS 1.0. When I get around to upgrading
IU> this, are any more recent versions of TOS incompatible with the Z-
IU> RAM upgrade?

Nope. But you would be better off with TOS 1.04 anyway.

IU> 3) MMU is older CO25912-38, so I apparently do NOT have to replace it
IU> to accomodate all 4MB, right?

Ha! Same as mine, no probs.

IU> 4) Would appreciate additional tips anyone might have to make the
IU> upgrade a successful one. Thanks to all.

I'm afraid I don't know the ZRAM board but if there are positions for the extra 16 DRAMs you will probably find most of the work has already been done. There is a possibility that you MAY have to move the Bank 0 control lines from the motherboard to the expansion board - all depends what signals have been taken to the exp. board already.

Yell if I can be of any more help!

Roger
rcain@nest.demon.co.uk

--

2357. Did Atari Hose Us?

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <366_9505091258@tor250.org>
Source record: 165922

In the next few messages I'm going to be posting an article which originally appeared on the Atarinet and FidoST conferences. In it Mr. Rodney Rudd makes , among other wild claims, that Atari decided to pull the plug on their computer line back in 1989 and to slowly ease and squeeze out of the computer market over the next few years. He bases this on something Sam Tramiel told a writer for EDGE (and its American version, NEXT GENERATION).

His original article will appear in the next few posts, after which I will post my rebuttal to his article in which I will point out the problems I found with it.

I would really like to hear your comments on this issue - especially from Al Fasoldt, Hutch, Bob Brodie if he's here and from any Atari developers who are on this conference, as I feel that, being much closer to how the Atari markets have worked, as well as your own relationships with Atari Corporation, your observations may shed the light of truth on what is really going on in the market today vis a vis Atari's commitments to its computers, as well as the future of the whole platform.

Please feel free to correct me if I have been wrong or have been fuzzy in my rebuttal. Likewise do the same for Mr. Rudd's original article.

... I get into enough trouble without a tagline!
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

2358. The Shocking Truth #1

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: Dan.Dreibelbis@tor250.org
Message-ID: <367_9505091258@tor250.org>
Source record: 165923

From: RODNEY RUDD Msg: 13811
To: DAN DREIBELBIS Date: 04-29-95
Topic: Shocking Truth - Part1 Area: Fido Atari ST |28
BBS: Balmy Beach BBS [(416)690-9641]

TRAMIEL ANNOUNCES THAT PROPRIETARY NON-INTEL COMPUTERS ARE
"IMPOSSIBLE"

Shocking Truth Revealed - Atari Decided To Pull The Plug Years Ago.

The speculation that Atari has left the personal home computer
business has
been rampant over the last year, having been bolstered by corporate
reports
and high level statements which all but spelled it out. Atari's
computer
marketing schemes have left Atari loyalists bewildered.

Part of the reason for the confusion among Atari computer
enthusiasts has been
due to the seemingly contradictory or vague comments made by
officials high in
Atari Corporation itself, perplexingly affirming Atari's commitment
to their
computers, while simultaneously expressing the finality of the
decision to
wash their hands of computers.
Atarians who have seen Atari's Falcon030 brochure had evidence that
Atari
appeared ready to push ahead with their ST compatible, but were
dismayed when
the usual Tramiel price war never materialized.
Now, with the April 1995 edition of NEXT GENERATION magazine comes
the real
honest-to-goodness bottom line on Atari's computer business,
straight from the
mouth of Sam Tramiel himself. NEXT GENERATION is a publication
devoted to
video game and entertainment technology. This month's issue looks
toward
Atari's past, present, and possible future. The exclusive interview
with Sam
Tramiel comes none too soon for devoted yet puzzled Atarians.

In addition to informing us that Atari is out of the computer business Mr.
Tramiel also shocks us (although no shock to savvy Atari watchers) that Atari
planned to scuttle their computer business years ago.

Sam Tramiel's confessions:

In 1989, Atari decided that the computer industry had become too cut-throat and that it was impossible to compete against the Microsoft/Intel juggernaut with a proprietary computer system.

We plan to concentrate all of our efforts on the entertainment electronics market. If we see a business opportunity for Atari we may decide to return to the computer business someday.

There you have it, in a nutshell. Atari essentially decided to pull the plug
on Atari computers in 1989.
And this is also the official word everyone was waiting for, because you
cannot "return someday" to a business that you no longer participate in.
These are not the sentiments of some industry pundit or scandal monger, this
comes right from Sam Tramiel himself.
With the revelation that Atari made a decision to halt production of their
computers way back in 1989, we must now surmise that the Falcon030 was simply
a product that was already "in the pipeline" and nearly ready to manufacture
in early 1990. The design work must have already been 99.9% complete. Did
Atari actually build the Falcon simply to recoup part of its earlier R&D
costs? Perhaps. As is their style, the Tramiels cleverly squeezed the last
ounce of profit out of a dying business. Many of us remember Atari doing
exactly the same with the Atari 8-bit line, when they released lower-cost XE
computers and sold them non-agressively for a few years before completely
halting production of them.
Atari is no longer a computer manufacturer, and the semi-commitment to "maybe"
return "someday" is about as tentative as anything Atari has ever said. Atari
saw the writing on the wall years before Commodore, which got the message too
late. Atari made a strictly by-the-numbers business decision to cut

their
losses and move on. It appears that Atari has spent the last four
years
winding down their computer division while ramping up the home game
operations. Tramiel watchers will be reminded that Jack Tramiel
purchased
both the computer and the home game divisions of Atari from Warner
Communications. Given Tramiel's track record at predicting consumer
demands,
the direction of Atari Corp now comes as no surprise. Jack Tramiel
made his
first really significant fortune manufacturing Commodore desktop
calculators,
switching suddenly to home computers when that market was barely
outside its
infancy. After making Commodore a billion dollar a year business,
he bought
Atari. Naturally, Atari Corp is a product of Tramiel's vision,
which is
simply: go where mass market consumer electronics is and sell as
much as you
can before the market burns itself out. ...continues in next
message...
--
|Fidonet: Dan Dreibelbis 1:0/0
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2359. The Shocking Truth #2

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: Dan.Dreibelbis@tor250.org
Message-ID: <368_9505091258@tor250.org>
Source record: 165924

From: RODNEY RUDD Msg: 13812
To: DAN DREIBELBIS Date: 04-29-95
Topic: Truth revealed -Part2 Area: Fido Atari ST |28
BBS: Balmy Beach BBS [(416)690-9641]

Now, let's address why Atari Corp officials have been so vague as to the final
dispostion of the ST computer line. Obviously, Atari wanted to avoid a public
relations nightmare as they re-entered the home console market. The last
thing Atari wanted was angry ST/TT/Falcon owners out there throwing angry
comments into the faces of console retailers. For this reason, Atari officials
have couched their comments in gentle euphemisms, gingerly skirting the issue.
Rather than coming right out and saying "look, Atari computers are dead - get
over it" Atari officials inform us that "we're concentrating on the Jaguar
right now." Has Atari Corp been telling us lies? Well, not lately. Upon
examination of official Atari Corp comments, we find that the truth was there
all along, just cleverly hidden from casual view.

In fact, looking at the statements of other Atari officials, one finds that
their comments don't really contradict what Sam Tramiel has said. The most
incongruous statements, such as those made by James Grunke, become perfectly
clear when examined in context with what Tramiel has stated.

When Grunke said...

"The Falcon is still being manufactured and as long as the
market continues to exist, we will continue to provide it".

he may have been perfectly honest - the Falcon is still in production, it just
isn't the Atari Falcon, it's the C-Lab Falcon. Also notice the disclaimer "as

long as the market continues to exist." Well, as already noted by Tramiel,
Atari decided that the mass-market proprietary computer market didn't (or
couldn't) exist back in 1989.
And "we will... provide it" can simply refer to Atari's generous willingness
to license TOS and the Falcon custom chip designs to 3rd parties (something
Atari refused to do with the Atari 130XE operating system and schematics).

Grunke's further comments also align perfectly with the intent of his superior's statements:
"Atari is a technology company. Right now, our main focus is the Jaguar."

Notice that Grunke carefully avoids saying that Atari is a "computer" company.
What Grunke says is correct, Atari is in the technology business, and as
specifically expressed by Mr. Tramiel, Atari is a mass-market technology
company which has no interest in supplying small niche markets.

Grunke then confirms this in his next sentence where he says:

"The Falcon has become a niche market computer and Atari is a consumer electronics company set up to service the mass market. As such we feel that the Jaguar has the greatest opportunity to meet our business goals."

Here, Grunke is doing his job as a diplomat, telling you your throat was just
cut in a very nice, gentle manner. Atari's vision is that of a mass marketer,
and Atari has capitulated to the knowledge that the Falcon is a niche market
product - hence Atari had to divest itself.
In truth, Atari's decision to divest itself of the computer market occured in
1989, and in winding down their computer business, the market naturally
reverted to the state of a niche market. In essense, Mr. Grunke is simply
declaring to us the results of the self-fullfilling prophecy put in motion in
1989.
The reality of the Atari Falcon030 is that it is a latter-day Atari 130XE.
What I mean by that is that it holds the same position as the final production

model of a computer line being phased out. Now we know, thanks to
the
revelations of Sam Tramiel himself, that Atari never intended to go
to bat for
the survival of the Falcon - the life support had been removed by
the doctor
even before it went on sale. It was put on the market for no reason
other than
to sop up what remaining gravy there was on the Atari computer plate.

Finally, we understand why the usual trademark Tramiel price slashes
never
occurred - they never produced the Falcon to survive in the mass
market. Atari
made only enough of them to supply the few remaining MIDI/Audio
Atari diehards
out there, charging them what the market would bear. As usual, the
Tramiel's
ability to see the writing on the wall before it becomes too late
(as in the
case of Commodore) is uncanny. Most Atarians would like to believe
the myth
that the Tramiels are blithering dolts, but once again we see the
wool pulled
securely down around our own eyes, not theirs. They know exactly
what they
are doing, and I suspect they always have.-end-
--
|Fidonet: Dan Dreibelbis 1:0/0
|Internet: Dan.Dreibelbis@tor250.org

2360. Truth about the "Truth"

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <369_9505091258@tor250.org>
Source record: 165925

The Shocking Truth about THE SHOCKING TRUTH:
A Critique from an Atarian in the trenches

After reading Rodney Rudd's opinion (and remember, it's nothing more than his opinion) that Atari Corporation decided to pull the plug on their computers back in 1989, and in the process supposedly hosed the entire user and developer base with a grand conspiracy to squeeze every dime out of them before "plunging the knife in their backs", I couldn't help but notice that there were major holes in his hypothesis. VERY major holes. Holes that his excellent writing style and use of grammar just couldn't cover up.

Somebody had to expose those holes before Mr. Rudd's mistakes became gospel. Somebody had to put his foot down. That foot is me.

Before I begin, let me note that I in no way consider myself an expert in the computer market and how it operates. As a retail salesman in the hardware/housewares market for the past ten years, however, I feel I have a good grasp of the economics of how to (and how >not< to) run a business in the regards of how to treat your customers, which directions to go for current and future sales,trying to figure out what the customer wants and needs, etc.

>Sam Tramiel's confessions:
>
> In 1989, Atari decided that the computer industry had become too
> cut-throat and that it was impossible to compete against the
> Microsoft/Intel juggernaut with a proprietary computer system.
>
> We plan to concentrate all of our efforts on the entertainment
> electronics market. If we see a business opportunity for Atari
> we may decide to return to the computer business someday.
>
>There you have it, in a nutshell. Atari essentially decided to
>pull the plug on Atari computers in 1989.... These are not the
>sentiments of some industry pundit or scandal monger, this comes
>right from Sam Tramiel himself.

First, remember who this "official" pronouncement is coming from - Sam Tramiel himself. Mr. Tramiel is well-known amongst most Atarians for the ability to make the bold sweeping statement for the press to make the greatest possible immediate impact, but which ultimately is proven to be bluster. Think on it - this is the same Sam Tramiel who told the press in 1991 that the ST Pad

handwriting-recognition computer would be produced within months of its showing (it never was),or who told Jaguar owners that they could expect to have over 30 new games available for their system before Christmas 1994 (they didn't). And how about the major ad campaigns for that were promised for the Lynx, for the Falcon, for a variety of different Atari products - ad campaigns that never materialized? Huh? If Mr. Tramiel cannot make a statement and have it follow through like the above, then WHY TRUST HIM NOW WITH THIS STATEMENT?

Think I'm going off the deep end with this thread? Well, think on this. It's 1989. The Tramiels decided to drop the propriety computer line because it's not profitable and go into another line that would be; and they plan to slowly get rid of all their existing stock to the public before killing it off altogether. Okay. Then, pray tell, if they had so little faith in the computer line, as Mr. Rudd alleges, then kindly explain THIS chain of events:

1990: Atari releases 1040 STe series, an enhanced version of the ST series with stereo digital sound, added joystick ports, hardware vertical scrolling, improved colour palate. Uses a slightly revised version of TOS (1.6, later 1.62). New motherboard (that allows for SIMM memory upgrading), modified case.

1991: Atari TT030 released, an all-new Atari designed around the 32 mHz Motorola 68030 chip, with an internal hard drive, 1.44 disk drive, and SCSI and LAN ports, in a radical (and to some, controversial), case with separate keyboard. Even better, it has a new redesigned version of TOS (3.06) that allows for keyboard shortcuts, launching programs via icons on desktops.

Also 1991: Atari releases Mega STe - this fits between the STe line and the TT030; in the same case as the TT, it features a 16mHz 68000 chip, as well as an operating system similar to the TT's (2.05, later 2.06) as well as the internal hard drive and, on later models, a 1.44 disk drive.

ALSO 1991: Atari releases new versions of their monitors, the SC1435 (colour) and SM147 (monochrome). The former is remarkable because it has built-in stereo sound and is much brighter; it is in fact a rebadged Phillips monitor that is popular in Europe for the ST and Amiga. The latter is a 14" "paper-white" mono monitor which allows for a much larger screen than its predecessors.

AGAIN, 1991: Atari releases the SLM 605, the newest version of their laser printer. Based around an Epson design, it's smaller, sleeker, and easier to get toner and parts for.

October 1991: Atari appears at the Canadian Computer Show in Toronto, showing off the MegaSTe, the TT030, and the SC1435 monitor, as well as other Atari products, to consumers and the press in a huge booth that must have set them back some money. Also at the

booth - the new MegaFile 44 cartridge-based ACSI hard drive system

1992: Atari releases, albeit in small quantities, the ST BOOK, a laptop computer based around a slightly modified TOS 2.06.

April 1992: Atari shows off, to dealers and developers alike in a hush-hush manner, the first prototype of the Falcon 030 (a 16mHz 68030 machine with an added DSP, conventional SCSI and video ports, and digital sound recording capabilities) at the Toronto ACE '92 show/convention put on by the Toronto Atari Federation user group (the show is financed in part by Atari Canada). A beta of MultiTOS (their new multitasking operating system) is running at Atari's booth at the same show.

Summer 1992: Atari starts shipping out development machines to the Atari developers. Also hires developers to design software that would take advantage of the Falcon's power to be bundled with the hard-drive model (like the SAM audio playback program, and Atari Works).

Late 1992: Atari hires Eric Smith (author of MiNT, the kernal which allows .TTP and .TOS programs to multi-task) to help tighten up the release of MultiTOS along with the Falcon.

Also late 1992: Atari begins closing down some of its offices in other countries: most notably Atari Canada, that although sold more ST systems in Canada than the US office did in the US (partially due to the fact that they actually did some advertising), was one of their biggest money-losing subsidiaries.

November 1992: TAF meeting has DMC Publishing as its guest; they bring along their development Falcon 030 to the meeting for the members to look at and ask questions about.

Early 1993: Falcon 030 released in Europe, presumably to allow the German hackers to get a head-start at actually developing some unique software for the machine before it's released to the rest of the world. Also BYTE magazine does an article on the Falcon, noting its revolutionary features for a computer of its price range.

April 1993: Falcon 030 released in US.

June 1993: Falcon 030 released in Canada

Summer 1993 - Jaguar game system announced at summer CES in Las Vegas.

Winter 1993 - Sam Tramiel says to ST Format magazine that they're looking at the possibility of developing a Jaguar-based computer. Jaguar starts appearing in its test markets.

Early 1994 - Atari suspends computer development department, placing personnel into Jaguar development.

Does something seem wrong here? Why would, if Atari didn't
believe in their computers back in 1989, release majorly enhanced
versions of their propriety design (which required things like
redesigned motherboards and redesigned or modified cases) and
entirely revamped machines over the next five years? Why did it take
five years to close down their computer development labs, both in
Sunnyvale and in Texas? Why did they spend money in 1991 and 1992 to
promote and develop for something they allegedly didn't
believe in? Why would they even bother releasing computers into the
North American market, a market where Atari had always done the
poorest? Wouldn't be just easier to just cut all lines and slowly,
gradually sell off what stock they had left? Think on it. Atari
must've had an awfully big warehouse to stockpile all that stuff
they had in 1989 :)

>"And this is also the official word everyone was waiting for,
>because you cannot "return someday" to a business that you no
>longer participate in."

Sure you can. Just because something is not profitable in the
current time frame for your business that you decide to abandon it
doesn't mean that one should entirely discount the possibility of
returning to it should a profit through a unique niche in that
market that your company can exploit comes forth. ("A wise man can
hear profit in the wind"- Ferengi Rule of Acquisition #22)

Mr. Rudd should try to tell Lamborghini that they shouldn't have
returned to the automobile market in the 1960s after originally
abandoning it in 1948 to pursue the more lucrative tractor and
heating equipment market. Or told Warner Brothers it was folly to
re-enter the animated cartoon market after closing down their
animation studio in 1963. Or told Peavey Electronics they were being
foolish in 1985 when they came out withtheir first all-tube
instrument amplifiers since they abandoned that market in the early
1970s (and I'm sure that Hartley Peavey, a level-headed businessman,
could well give Rodney an earful on how to run a business and
how to spot a good market a company of their type can enter into
lucratively). Hey, he'd be rather surprised about CF Martin ,
makers of fine acoustic guitars, who entered the electric guitar
market, abandoned it, and then returned - not once, but SEVERAL
times. Come to think of it, didn't Atari themselves abandon the home
game console market around 1990, ONLY TO RETURN TO IT AGAIN WITH THE
JAGUAR IN 1993?

Say what you will about the Tramiels - they may be the worst
marketers in the world, but when coming to recognizing a market that
they can get into for possible profit, and coming through with a
product that can take a good shot at that market, they rival, and in
some ways surpass, the best companies out. I have no doubts that if
they find some way to re-enter the computer market with a unique
angle (even if they have to do it with an >ugh< Intel-based
machine), they'll do it. I would never bet against the

Tramiels, or Richard Nixon when he was alive, for making spectacular comebacks after everyone had written them off.

>"With the revelation that Atari made a decision to halt production
>of their computers way back in 1989, we must now surmise that the
>Falcon030 was simply a product that was already "in the pipeline"
>and nearly ready to manufacture in early 1990. The design work
>must have already been 99.9% complete. Did Atari actually build
>the Falcon simply to recoup part of its earlier R&D costs?
>Perhaps."

Perhaps not. Again, look at the timeline! Atari didn't show the prototype to dealers and developers until 1992, and didn't send out development machines until later that summer. The first inklings of it in R&D could well have been made in 1990, but NOT as far as "99.9% complete". And if it were "nearly ready to manufacture" in 1990, then WHY THE H-E-DOUBLE HOCKEY STICKS DID THEY EVEN BOTHER RELEASING THE TT030, WHICH CAME OUT IN 1991, WHEN THEY HAD A REVOLUTIONARY COMPUTER THAT COULD POTENTIALLY SELL AT AROUND THE SAME PRICE? I highly doubt that the Tramiels would be so stupid as not to release a potentially incredible computer that had many of the same features the NeXT (the DSP, digital audio recording, enhanced colour palate) was offering at an even better price. Even better, what with the revolving door policy Atari had regarding their employees during this period, as well as the propensity of the Tramiels for bragging about what they had cooking in the R&D department before it was even released during this time period, HOW COULD THE FALCON HAVE REMAINED A SECRET FOR SO LONG?

>"Atari is no longer a computer manufacturer, and the
>semi-commitment to "maybe" return "someday" is about as tentative
>as anything Atari has ever said. Atari saw the writing on the wall
>years before Commodore, which got the message too late."

Firstly, it's a little presumptuous to say that Atari doesn't manufacture computers anymore going on what we have seen so far. How does Mr. Rudd know, for instance, about what the market is still like in Europe, which although it has shrunk, is still Atari's biggest market for their computers? What about Eastern Europe and

[Length Exceeded - Message Split by Mountain Reader II]
--
| Fidonet: Dan Dreibelbis 1:250/422
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2361. The MindSet PC

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <365_9505091258@tor250.org>
Source record: 165926

```
F > The MindSet was in fact an MS-DOS compatible machine that came
F > out back in the mid-80's - 1984 I think. For its day it had
F > incredible built-in graphics capabilities - 640x400x256 - I
F > mean, real high end stuff considering that most PC's still had
F > CGA boards. The Mindset also had built-in gfx support
F > hardware to give it fast graphics and other capabilities. If
F > I remember correctly, it didn't succeed because it was
F > expensive relative to other PCs and it wasn't fully PC
F > compatible - ie. it failed to run certain "business" apps that
F > were acid tests for PC compatibility.

Finally, an answer!

So it failed because it wasn't totally PC compatible and
expensive to produce, eh? Would've then made a very costly fiasco
for Atari if they had hypothetically used that as their launch into
the hi-powered computer market instead of the ST. Which is why we
hear more about the ST line than the Mindset these days.

I guess this will shut Mr. Sheppard up now - or at least makes
him make sure he gets his "facts" straight before he wibbles on
about nothing in this conference again :) .

Thanks for posting that info.

... Great Lies #3: "All you have to do is plug it in."
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
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2362. Re: Help needed! F030 + Quantum E1080 SCSI

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FEIWEEVE@ttgk.nextjk.stuyts.nl>
Source record: 165927
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3ol15v$mpa@hpg30a.csc.cuhk.hk> Malcolm wrote :

>Did you format your boot partition less than 16 or 32 meg?

This is not necessary, my boot partition is 100 Mb...

I use the Hushi SCSI tools (5.x) and they are considered very good, my DEC RZ28 SCSI drive does not start it's spindle motor unless it is told to do so (which the TT does not..). Result is that I can't boot from this drive, it also has the nasty habit of always being SCSI ID0... With Hushi however it is possible to boot up from the second drive (ID1) which starts up the first (ID0) and then run stuff from the first drive, my C partition is on the DEC and is 50 Mb, the boot partition 'I' is on the Quantum and is 100 Mb, no problem...

Gert

--

-- --
Atari TT-Point
-- --

2363. Re: TKR (Crazy Dots) by email ?

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: Christian_Huch@bm.maus.de
Message-ID: <199505081650.a1727@bm.maus.de>
Source record: 165928

Hi Jens,

u> : Does anyone know if TKR (the maker of the Crazy Dots graphics card) can
u> : be reached via e-mail ?
u> Yes - Helge Riis has a Compuserve Adress.
u> Please e-mail me, I will sort it out, since I have it not with me now.

They have also an official support in-adress: tkr@tkr.netzservice.de

ciao, Chris.

2364. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <800315208.3@mettav.exnet>
Source record: 165929

It was none other than Spencer Davies who did write on 04 May 95 that ....
GI>> os/2 is almost a bad ..but also as dead in the water as TOS as far
GI>> as user base is concerned ..despite a MASSIVE ad campaign and at
GI>> least a 6 month lead over the Microsoft offering it is a complete
GI>> non event
SD> Oh, I wouldn't go that far Graham. I have OS/2, Windows95 and Windows

Of course you are an Atarian so you make the best desicion ..the Contemptible world in general does not know a good thing if it walked up to it and slapped it on the face and in %age terms the position of o/s2 is very very small.

GI>> Microsofts own programs that exists with this resource regularly
GI>> brings the system crashing around your precious data.
SD> I've not had any PC's crashing due to the GDI limit. Just cases of
SD> PC's with 16 or 32Mb of RAM running out of memory (even though they
SD> show the machine to have at least 60% of that memory free!)

Thats is the problem and my hunch on that is this the due to the flaw in the GDI.

GI>> TOS,MINTOS,LINUX,0S9,OMEN,MAGIC (okay not strictly an alternative
GI>> but as much as Windows is to DOS),MROS,That cartridge port
GI>> multitasking system (Can't remember its name now), bound to be loads
GI>> more I haven't come across.
SD> Was SMS2 the one on a cartridge you was thinking about?
yes , I think you are the only user are you not :-)

SD> The one big problem is that none of these systems are ideal IMHO, but
SD> then again what would you class as ideal? Windows or System 7 are NOT
SD> it!

TOS/GEM (or perhaps MAgiC even)is the best stand alone system (IMHO!) by far , its clean, stable and does not impose unneccessarily overheads on the hardware.

Add the requirement's of networks and multitasking and its open season on headache land , Atari users don't have a system and PC/Mac users don't have a good one... not sure which is the better off there :-) . Magic (when the Falcon version IS released) might be worth something but only if it supports device drivers and MinT. Otherwise I am looking to MinA to add to my increasing interest in MinT-OS as a possible future O/S config for my Falcon .

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

2365. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <800315208.4@mettav.exnet>
Source record: 165930

It was none other than Henrik Lunardi Weide who did write on 4 May 95 that ....

HLW> MagiC is a TOS REPLACEMENT! A new TOS/MultiTOS compatible operating
HLW> system.
HLW> MagiC is real pre-emptive multitasking, which is VERY fast and
HLW> effective!
HLW> Actually MagiC 3 runs a normal GEM-application about 20 % faster
HLW> than normal
HLW> single TOS.

Sorry I wasn't quite thinking straight I think , I agree Magic Would be
brilliant if it worked on my Falcon :-(

Are you using Magic3 now ? Does it support MinT fully do you know ?

HLW> By the way I've just got a patch that makes the current MagiC 3
HLW> version work
HLW> on a Falcon.

I have heard about this but was told it basically turned your Falcon into an ST
due to it not supporting non ST mode resolutions or other Falcon specific
things :-/

Please tell me if I am wrong as then I would be interested !!

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

2366. Re: gemram/winx & MTOS

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <800315208.5@mettav.exnet>
Source record: 165931

It was none other than Mario Becroft who did write on 8 May 95 that ....
MB> : RAL> Does anyone have any tips for getting Winx and Gemram to run
MB> under : RAL> MTOS? I've
MB> : RAL> got it running fine under plain TOS...
MB> : Not possible ..wait for MiNA.
MB> What is MiNA? Is i something similar to WinX that runs under AES 4.0
MB> nicely?

Complete replacement for GEM.SYS (AES4.*) by the same programmer that did (The wonderful) WinX.

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

2367. Re: gemram/winx & MTOS

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3oklr7$eba@status.gen.nz>
Source record: 166009

Graham Irvine (Graham.Irvine@mettav.exnet.com) wrote:
: It was none other than Russell A Lunsford who did write on 29 Apr 95 that ....
: RAL> Does anyone have any tips for getting Winx and Gemram to run under
: RAL> MTOS? I've
: RAL> got it running fine under plain TOS...
:
: Not possible ..wait for MiNA.

What is MiNA? Is i something similar to WinX that runs under AES 4.0 nicely?

Thanks for your replies.

-Mario Becroft (mbecroft@iconz.co.nz)

2368. [Q] EB ED POV: Not showing CSGs

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3okngf$eba@status.gen.nz>
Source record: 166010

I have just downloaded EB ED POV revision 1.84d.

I have figured out how to create objects, make them appear in the view window, and all the obvious, basic things.

However, I am having a few problems. The cause of the problems might be simply that I cannot understand french. Anyhow, these are the problems:

1. When I create a couple of objects, and then make a CSG out of them, the objects still appear as two seperate objects, which can be moved around independantly of each other. When I create a CSG Difference, for example, I can still see the whole objects as though nothing had happened to them. When I go to the "Modify Objects" dialogue, where you can set size rotation colour etc. I can see the CSG object listed, but the the original objects which should now be components of the CSG are still listed. What am I doing wrong? Is it a bug in EB ED POV? Is it a limitation of EB ED POV?

2. I cannot load any of the example scenes. I get an error saying that the file is not of the correct type for this operation. What is the problem?

3. What do the options "Fond gris", "Ecran Virtuel", "Sauveguarde" and "TLS/RVB" in the Divers > Parametrages dialogue do?

4. I have worked out that ARB2EBS.PRG is used to convert .INC files into .EBS files. Can I use this to convert for example SHAPES2.INC into an EBS file? I tried to, with all the different options I could find, but it did not work too well. If it can convert INC files (which contain objects), can I convert .POV files also? I have built up a lot of POV files which I would like to convert. If I cannot convert .POV files, is there another application available which will allow me to do this?

5. Does the author have an email address? Are there docs available anywhere (preferrably in English or German)?

Thanks for reading this long document, and thanks for any help. It is much appreciated!

-Mario Becroft (mbecroft@iconz.co.nz)

2369. FS: Videomaster falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: Lexicor@world.std.com
Message-ID: <D88IqK.6p5@world.std.com>
Source record: 166011

HI there,

I am selling my Videomaster Falcon and Colour Master for the Videomaster set, comes with True Paint and Videomaster software. Videomaster with the colour add-on rgb splitter is a video digitaliser capable of colour recording as well.

It's available new via Oregon Research i.e. Hisoft in Europe

Asking 220 U$D for it + shipping

Cheers

2370. Transfer from mac to atari??

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: pnf@dana.ucc.nau.edu
Message-ID: <3ojss6$qc2@ruby.ucc.nau.edu>
Source record: 166012

```
--
I was wondering how i would go about transfering downloads from a mac
classic 2 to either my ste or mega.I'm using my mac for internet acess as
i don't have a com program for the atari's,but i'd rather be using my ste
for that purpose.The problem is that the only com programs i know of for
the atari are on the net and i don't know how to do a transer.I don't
know if it matters or not but i'm using mac kermit.
Thanks,

_-ARIK-_ at pnf@dana.ucc.nau.edu
```

2371. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3okcrk$ha8@hpscit.sc.hp.com>
Source record: 166013

Maury Markowitz (maury@softarc.com) wrote:
: > But at a much, much higher price.
: That's not really the point though.

Why not? Today's whole PC clone industry is built on price.

: > It did, but it still is local bus video, i.e. the video chip is connected
: > very tightly to the processor bus for maximum performance.

: That does not make it local bus, that makes it "on the bus". The two
: are completely unrelated.

Hmm, please define "local bus" then.

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>---

2372. Re: Problems with AHDI

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: eems@nlr.nl
Message-ID: <3okicg$eg9@liberator.et.tudelft.nl>
Source record: 166014

Troy Carpenter (troyc@bnr.ca) wrote:
: Now I have new problems with my AHDI driver. I somehow have killed the
: autoboot on my C partition. I now have to load the thing from an auto
: folder.

: I have version 6.05c, but I only have the driver shdriver.sys! I don't
: know of any other related files on my hard drive.

: How do I get my drive to autoboot (bootload is what the program calls it)
: again? I have tried rewriting the partition info with the boot flag set,
: but that does not do anything.

: Please help! This is anoying to have to boot from floppy!

Is shdriver.sys stil on your C partition? And in the root directory ?
If it is , it should bootload nicely.

I did have a few problems with ahdi also.
One of these problems was the fact that on startup my falcon would not
bootload shdriver.sys. I returned my falcon to my dealer and he gave me
another one. He did mention that the problem could be in the NV-ram
settings.

Hope this helps.
--

****
Pieter MECHA * Check out: http://huizen.dds.nl/~eems/ *
eems@nlr.nl JUNKY * MY MEKTON PAGE *
Netherlands ----------**
-----------------| GCS/S d-- H s+++;+++ g+ p0 !au a- w+ v C++ UO+ P? *
Geek Code 2.1 L 3 E- N+ K- W---(--)(!) M+ !V -po+ Y+ t+ 5+@ !j *
-----------------| R+++ G''''(''') tv+ b+ D- B? e+>++ u(+) h- f r-- *
a.k.a Quindo | n- y? *
****

2373. Re: Help needed! F030 + Quantum E1080 SCSI

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: s925377@mailserv.cuhk.hk
Message-ID: <3ol15v$mpa@hpg30a.csc.cuhk.hk>
Source record: 166015
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

>I have got SCSI HD Quantum Empire E1080S - 1GB an when I was installing
>it, I move autobooting with connected IDE drive. Now I sold my old IDE
>and I have a lot of data on SCSI drive, but it doesn't want to autoboot! :((
Did you format your boot partition less than 16 or 32 meg?

And unless you use software to change the setting of Falcon, you have to
wait for a long time to boot from SCSI.

```
====================================~ Malcolm <=====
| Good Luck! |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| |
| Dreaming Girl, Bel Canto |
==================s925377@mailserv.cuhk.hk===========
```

2374. Re: 16 Mhz trouble

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950508205259.6240A-100000@mars>
Source record: 166016
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On 7 May 1995, Lars-Erik 0sterud wrote:

> Suddely one of my MEGA STEs (the one running ABK-BBS) won't run in 16 Mhz
> As soon as I set the 16 MHz control-register the machine locks up completly.
> Does anyone have any idea of what this could be (is there a chip to change) ?

I've had the "16 mhz blues" in two flavours:

1. The socketted chips had become a little loose. Pressed them back.

2. The CPU gets tooo hot after approx 4 hours of use. Glued some extra
metal arrangement (what I found in the kitchen) on top.

/ Jens M Andreasen

2375. HSMINT?? and TT video card questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D8A2Bp.DrJ@watserv3.uwaterloo.ca>
Source record: 166017
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello all,

1) Some people have been mentioning an HSMODEM driver for MiNT (so that MiNT uses the HSMOD routines instead of its own) - where can I find this?? (I tried looking in many archive sites and archie also turned up with nothing)

2) I'm curious about TT video cards - is it possible to switch off the TT inernal video (so as to speed up the bus for the CPU?) IF I get a video card with VRAM, I assume then the TT video can be off and the video should then be very fast since the video card should not really tie up the bus on a regular basis - is this how most video cards are set up? I assume a DRAM video card + TT video would be a real bus hog. Anybody know for sure or have any specs?

Thanks,
Sam

2376. Re: Mega ST questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: janssen@rhrk.uni-kl.de
Message-ID: <1995May8.151010.2526@rhrk.uni-kl.de>
Source record: 166018

pgl@draco.bison.mb.ca (Paul Linton) writes:

>Just wondering what the differences would be between my ol' 1040STf and a
>Mega ST? Well, besides the obvious detachable keyboard and 3 megs extra
>RAM. :-) BTW: The Mega does have the cart. port does it not?
Yes, the Mega has a cartrige port. The difference to the old 1040 is that
the FM-modulator is missing and that the mega has an additional Blitter unit.

Cheers
Folki

2377. Re: Address of ATARI in U.K.?

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: kilwing@ibm.net
Message-ID: <3okvbi$14o2@news-s01.ny.us.ibm.net>
Source record: 166019

In <3o28rb$kss@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>Wilfred Kilwinger (kilwing@ibm.net) wrote:

>: Atari UK doesn't have an email address.
>
>Are you sure?
>
>From what I gather their CIX addres is for Atari UK.

You are right, sorry for the mistake.

Regards,

Wilfred

//-----------------------------------
// Wilfred F. Kilwinger kilwing@ibm.net

2378. Re: 040 Accelerators (Was: Magic for Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3ol23j$lnb@news.iesd.auc.dk>
Source record: 166020

In article <FEGXDDYGUP@dksoft.ping.dk>, kim@dksoft.ping.dk (Kim Andersen) writes:
> In <D834H7.2Gx@cix.compulink.co.uk> "Ofir Gal" wrote:
>
> >>There are about 150.000 Falcons around, now (German information). Let's
> > >
> > >Divide by 10...
> > >
>
> Get real Ofir. Nobody would continue developing a computer if it only sold
> 15.000 in three years. That makes no sense at all. Perhaps if we asked
> C-Lab we would get a better picture of how big the Falcon market really
> is. 15.000 is way out of hand.

15.000 is at least the number of Falcon owners in Germany alone. Just look at the many ads in ST Computer alone.

Even at the Elmshorner Atari Messe in obtober 1994, 70 % of all machines represented there were Falcon's. Well most of them was enhanced in one or another way.

The remaining 30 % were TT's, Clones and ST's, were the ST's were the minority. Most Atari-users in Germany have upgraded in some way.

Keep Cool and Flying...

ChainXOR...

2379. SubSation ???

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3ol3fb$m28@news.iesd.auc.dk>
Source record: 166021

Hi there,

Does anybody know if SubStation has been released yet ??

Keep Cool and Flying...

ChainXOR...

2380. Wanted

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: ungb00@mcl.ucsb.edu
Message-ID: <3ol4i2$8m7@ucsbuxb.ucsb.edu>
Source record: 166022

looking for 1040st, ds/dd, color monitor. send offers via email, please..

--
-Brian C. Ng (ungb00@mcl.ucsb.edu)
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
"So ... 5 card stud, nothing wild,
and.. the sky's the limit." -Picard
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

2381. Re: Address of ATARI in U.K.?

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: nj1@ukc.ac.uk
Message-ID: <11435@falcon.ukc.ac.uk>
Source record: 166023

In article <3o28rb$kss@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:
>Wilfred Kilwinger (kilwing@ibm.net) wrote:
>: Atari UK doesn't have an email address.
>Are you sure?
>
>From what I gather their CIX addres is for Atari UK.

Yep, atari@cix.compulink.co.uk will get you in touch with Atari UK - I've
used it myself once or twice....

Neil
--
Neil Jones-Rodway Caught a ride with the moon.....
University Of Kent I know, I know you well
(Well, better than I used to)
-- Tori Amos (Tear in your Hand)

2382. Re: 1040ST for sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: ac067@rrz.Uni-Koeln.DE
Message-ID: <3oktsk$abe@news.rrz.uni-koeln.de>
Source record: 166024

Hallo alte Atari-Hacker,

wir sind an Eurem Atari interessiert. Schreibt doch mal eine E-Mail, auch
wenn er nicht mehr zu haben ist!
Wir warten
AK Wasgestian/Uni Koeln

E-Mail: ac067@rs1.rrz.uni-koeln.de
Tel. : 0221/4705272

2383. Re: 1040ST for sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: ac067@rrz.Uni-Koeln.DE
Message-ID: <3okub3$ar9@news.rrz.uni-koeln.de>
Source record: 166025

Meldet Euch mal unter der E-Mail ac067@rs1.rrz.uni-koeln.de!
Vielleicht werdet Ihr Euren Atari los
Bis dann
AK Wasgestian

2384. Re: Is Olaf Kaiser there?

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: e80097@pbhrzx.uni-paderborn.de
Message-ID: <3okmim$guf@news.uni-paderborn.de>
Source record: 166026

In article <3nv079$1ss@Kaos.deepcove.com>,
Stuart Lyster <stuaster@deepcove.com> wrote:

>Is Olaf Kaiser of Bielefeld Germany out there? Does anyone know Olaf,
>who can be reached at OLAF_KAISER@BI.MAUS.DE and can you get a message to
>him for me?

I know Olaf and he is frequently writing in MausNet. I'll send him this
mail from here.

Ciao, Dirk

+---+
Dirk Hagedorn	MausNet: Dirk Hagedorn @ MK2
In der Esmecke 9	Internet: dh@mk2.maus.sauerland.de
D-59846 Sundern	e80097@pbhrzx.uni-paderborn.de
+---+

2385. Re: Kaosdesk & Multitasking?

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: and@sun1.mim.uni-hannover.de
Message-ID: <1995May8.091213.3324@newsserver.rrzn.uni-hannover.de>
Source record: 166027

In article jne@cville-srv.wam.umd.edu, abstract@wam.umd.edu (Lost) writes:
> Does anyone know what multitasking program is most compatible
>with Kaosdesk? I'd like this program, but I want to make sure I can use
>it!
> --Dazed and Confused (-;

MagiC 3.0 (without Ease) comes with Magxdesk 2.5 which actually
is a newer version of Kaosdesk.
Magxdesk 3.0 (with colour icons, alias support, background file
operations, icon assignment program etc.) is being "alpha" tested
and will come with the UK version of MagiC 3.

ANDREAS KROMKE

2386. mpegplayer

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: geheniau@inter.NL.net
Message-ID: <D89M0D.F7E@inter.NL.net>
Source record: 166028

```
is there an mpegplayer for the atari 1040 ?
please tell me where or what......

email to: geheniau@solair1.inter.NL.net
```

2387. Re: Installing MiNT and X windows

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <3olc25$mf9@batph8.bnr.ca>
Source record: 166029

In article <1995May7.232430.30410@nntp.brisnet.org.au>,
Andrew Vesperman <dancer@nntp.brisnet.org.au> wrote:
>: For example there's MiNTnet, and the MiNTnet distribution is fairly
>: OK in itself. But it tells you to get a nice MiNT setup, preferably
>: MiNTOS. Now if you merge the /etc directories from MiNTOS and MiNTnet,
>: it takes DAYS to find out which files belong to which, etc, and MONTHS
>: to get a proper networking setup going.
>
>I disagree. It took me approximately an hour, from the first time I downloaded
>MiNTOS to have it installed. Another two hours with FTP, get me MiNTnet and
>two hours after that I had the SLIP line running to my host, and doing things
>direct. That was the first time. On the second, I _was_ irritated that
>it took me time to _find_ things (I already knew exactly what I wanted,
>originally, I started with the simplest set up, and got more MiNTnet aware
>software from there) as they seem to be scattered over the german ftp sites
>(which are incredibly hard to reach from here [3-20 CPS])
>
>Yes, a better system should be cooked up, either an install script, or a
>step-by-step installation guide. Tell you waht, I've got to install the whole
>deal from scratch on someone's machine in a week or so, how about I write down
>each of the steps, what another user would put in for their _own_ config,
>and what sites and paths I use to request the files....Sound okay?
>
>Dancer

Has anyone working up the MiNT distributions (who has a TT) ever tried to
set up Linux? I only had to pull down 5 files for a basic setup: the atari
bootstrap, atari kernel, ram disk file system, root.tar.gz, and usr.tar.gz.
With the exception of the usr.tar.gz (~6 megs), root.tgz was the largest file
at 700K. Intallation was done in less than 2 hours (most of the time going
to decompresing the usr.tgz file. Easy to follow instructions are available
with only minor tweeking for the Atari (this is where Unix/MiNT experience
pays off, but if you don't have Unix/MiNT/Linux experience, why install Linux
to begin with?).

My point of this is that we should just get a basic setup on the Net for
Mint. Say a zoo/lzh file of a C:\mint directory with all the drivers for
minix, mintnet, configurations and the minix binary distribution; plus the
Mint program in the autofolder (maybe provide some folder sort program for
the user to sort the autofolder). Also needed would be decompression tools

NOTE: the mint.cnf would need to be configured to go to GEM after a boot.

Have them reboot and run minix on their partition. Decompress another file
onto the Minix partition which has ALL the basic system programs they would

need (NO SOURES). In the Linux case this included programs like telnet,ftp, and the like. Mintnet configurations would be included which set up loopbacks and all that, with a sample hostname.

Another mint.cnf file would be needed at this point to start a shell instead of GEM, and all the rc* files.

Then the user could then customize files to tailor the system.

Now, this is off the top of my head, please feel free to use any part of it and work out details I might have missed.

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

2388. Re: HP4P Printer driver for Page stream

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: ugo@eurobiox.dsnet.it
Message-ID: <3olc56$slc@maggiore.dsnet.it>
Source record: 166030

I'm loocking a driver for ms-windows for using a DIABLO printer.
with this driver i colud use the ATARI LASER PRINTER trough the
serial port of the ATRI ST connected with a PC running the
MS WINDOW. Do you have this driver or do you have other
solutions for this pourpose?. You can answer also in Deutsch.

Thank You

Ugo

2389. Re: MS WINDOW DRIVER FOR DIABLO PRINTER

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: ugo@eurobiox.dsnet.it
Message-ID: <3olcgp$slc@maggiore.dsnet.it>
Source record: 166031

In article <3o808nmfl1@perth.DIALix.oz.au>, fezzy@perth.DIALix.oz.au
(Peter Feszczur) says:
>
>Hello out there in Atari Net land. I have a friend who has a HP 4plus
(I'm
>
I'M LOOCKING FOR A DRIVER FOR diablo printer to be used with MSWINDOW ON
PC connected by serial port to a ATARI ST CONNECTED TO AN ATARI LASER
PPRINTER. I WOULD LIKE USE THE ATARI LASER PRINTER FROM A PC RUNNING MS
WINDOWS.

thank you

Ugo
ugo@eurobiox.dsnet.it

2390. Re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3oksm2qac6@mhadf.production.compuserve.com>
Source record: 166032

> The PC standard is just too strong....

> --Gerry

Oh, I agree completely... I just think things could have been done a LOT better than they were, and that the Atari computer platform could have become an "alternate" to the IBM, similar to what Macintosh has been, but at a lower price point.

Back when the IBM PC, the Amiga 500 and the Atari 520ST were brand new, the playing field was a lot more level (of course, the PC had the IBM name behind it, which was probably an insurmountable advantage over the other two).

I just wish the Atari computer, which was always a good design, and a good value, had been marketed more aggressively, had been advertised and promoted, and had been upgraded on a timely basis.

It's fun to "day dream" and imagine where we'd be if someone else had been running the company...

BobR

2391. Re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3okt41qac7@mhadf.production.compuserve.com>
Source record: 166033

> I thought that the GEMulator card did the same as the Janus card - ie. it
> had an on-board 68000 (the Janus has a 16MHz 68000 on the card).

Nope... all the GEMulator has on it is sockets for the TOS ROMs. It does
its emulation in software, just like pc-ditto did.

That's why the Janus card can achieve such higher emulation speeds than the
GEMulator on a slower PC.

It's also why the GEMulator is less expensive than the Janus...

BobR

(Actually, I have a GEMulator coming in the mail this week, so I'll be able
to post from actual first-hand experience soon, instead of what I've read
in the BRAsoft newsletter...)

2392. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0805951151290001@edwarda.interlog.com>
Source record: 166034

In article <3ohopi$94a@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

> Could it be that certain kind of people choose Macintosh? Just like
> certain kind of people prefer Atari, Linux, or whatever minority systems.

Perhaps.

> You see it in a different light than I... Some (especially German)
> programmers think that similarity between programs' appearance can
> confuse people. I wouldn't completely disagree with them.. Sometimes,
> when using Mac, I've changed the program by accident - and as the menus
> remained almost the same, as everything else too, it took me a while to
> realize that this isn't "Mac Write" anymore. I think that could happen

This is because the Mac has a truly horrible interface for telling you what program is running - a tiny icon in the upper right of the screen.

However, this is hardly and argument against standards - in fact it seems like a great argument FOR it!

> Atari-programmers have standardized their programs a lot since the old
> times. There are official guidelines for most features, including the
> human interface.

Where are these published? I never saw such a document, and we were Atari developers.

> As a result, programs like Papyrus, look a lot like
> Macintosh programs.

:-)

> Let's suppose I developed a new soft drink. The research shows me that
> it's just perfect for average people. It's a perfect product.. And it
> sells well. But one day, there comes this troublemaker: a guy who
> doesn't want to buy my perfect product. I ask him: "This is the best
> choice for you, you know it - I know it. Why don't you buy it?". This guy
> just says: "It's too perfect. I don't like it because of that..." - and
> walks away.

So, people should market for weirdos?

No one makes perfection, you simply try to be the best for the most people.

Maury

2393. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0805951156480001@edwarda.interlog.com>
Source record: 166035

In article <01HQ7VSCB7KY8WW9Z0@SNYONEVA.CC.ONEONTA.EDU>,
FELDAK79@SNYONEVA.CC.ONEONTA.EDU wrote:

> However, a standardized interface does have its limitations. Sure, if
> you're using a wordprocessor, spreadsheet, and database, a consistent
> interface makes sense. But if you're using a programming language or
> a really specialized application such as a bitmap graphics program an
> alternate interface might make more sense.

Absolutely!

> The designers of GUI's
> can't possibly take into account every user's work style and/or
> preferences so it may be possible that a standardized GUI might even
> slow down or inconvenience a more experienced user.

They don't pretend to. In fact, the Apple Human Interface Guidelines
goes into great detail on how to extend the "standards" when they don't
work or don't exist.

Basically, it's a set of guidelines...

a) objects are concrete items, treat them as such
b) always let the user back out of an operation cleanly
c) modes confuse people, try to keep as few modes as possible
d) things that do the same thing should look, and operate,
in similar ways. Items that do different things should look
and operate in different ways.
e) if your program does something radically different, it should
look radically different
f) test test test!!!

So even when inventing a BRAND new program, you at least have something
to go on. The results do shine!

> access, etc. Alot of MS-DOS applications do this and I'm sure it hasn't
> hurt that platform's longevity any.

It would seem to me that when Win95 ships, DOS is dead.

Maury

2394. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3oll7p$4dk@sphinx.Gsu.EDU>
Source record: 166036

Maury Markowitz (maury@softarc.com) wrote:
: In article <01HQ7326MF1U8WWAJ8@SNYONEVA.CC.ONEONTA.EDU>,
: FELDAK79@SNYONEVA.CC.ONEONTA.EDU wrote:

: > TOS: Much improved over previous versions. TOS 1.6 had an improved file
: > selector (as in 1.4), full MS-DOS complient disk formatting, better HD
: > access, better and more stable memory routines (less bugs, etc.), full
: > support for the Blitter and new palette, a file move capability, and the
: > ability to reset the computer using the Ctrl-Alt-Del sequence (like the PC).

: I've seen 1.6.

That explains me a lot of your comments on TOS... =-(Too few of you have ever used even TT-TOS, not to mention hugely improved Falcon-TOS 4.x.. You wouldn't want to use some old Mac Finder, when you've used to System 7, would you? TOS 1.6 works, but otherwise it's history. The difference between TOS 1.0/1.2 and 1.4/1.6x is that the latter work (without much special features), and the former hardly work in today's standards. We might as well talk about Windows 2, or DOS 2.x..

: > would be - just an enhanced version. The later Falcon 030 (which I would
: > later own) was what the STe should have been.

: And the Falcon? They never made it to Canada, so I didn't see much of them.

The most some people know about Falcon is this: it looks like a STE, and it's supposed to be far-too-slow to be useful (68030/16 MHz).

If you judge Falcon as an "improved STE", it really doesn't impress anyone. But if I told you the following:

- Dramatically improved desktop and OS (e.g. networking capabilities, very nice new 3-D look of GEM, color icons, fully customizable desktop and keyboard shortcuts, etc..)

- DSP digital signal processor, capable of recording, playing and handling in real time 16 bit 50 kHz stereo sound in 8 channels simultaneously. It's fairly easy and inexpensive to change your Falcon into a fully professional, digital recording studio. That's why C-Lab continues Falcon's manufacturing and developement: F-030 is an excellent music computer with perhaps unrivalled possibilities. Macs are good at that, too - but with the same capabilities, they cost much more.

- LAN port (AppleTalk-compatible), 115 bps serial port, 2-direction Centronics, DSP-port (for external hardware), SVGA/RGB/RF video outputs, 2 digital and 2 analog controller ports, modul port, internal 030 bus connector (for e.g. 68040 accelerators - Barracuda 040 accelerator e.g.

uses this), SCSI-2 and IDE ports, MIDI in/out, etc.

A socket for 68882 math co-processor 16..50 MHz

- Very versatile video system. Freely programmable, from 15.25 kHz (CGA and television/RGB) up to about 70 kHz. Video clock 25/32 MHz internal, and externally up to 70 MHz. Colors 2..65.000, non-interlaced or interlaced. Resolutions 320x200..1280x1024 (depending on display device used, and video clock frequency), GENLOCK-capability and external sync can be used, if needed. Overscan-capability.

- IDE/SCSI-2 ports allow one to use virtually all PC/Mac-devices, like CD-ROMs, streamers, scanners, etc. on Falcon.

- Memory can be upgraded to over 128 Mb, using a Fast-RAM card.

And so on.

In fact, Falcon only looks like a STE; it is a completely different computer. As you could see, its feature list is quite impressive compared to many computers: DSP, all ports one might need (well, nearly..), you can connect it to anything from TV to SVGA Multisync, and use it as a fully professional digital studio. The operating system in very nice, I think. I love to use it - and although Falcon may be a bit slow sometimes, it is a very usable computer even without accelerator board. When people speak of "slow", it doesn't mean the same as with Windows: one doesn't have to wait for menus to drop, wait for screen updates, etc. Most things happen quite fast on Falcon. The Blitter co-processor helps somewhat with this. What isn't fast, is pure calculating. I wouldn't use Falcon for large spreadsheets - at least, unaccelerated...
It's a very nice computer, and fun to use. At least, mostly..

I hope you won't judge the whole Atari scene after old ST- and STE models. We don't speak much about Mac Plus either, do we ;-) ?

: Maury

Cheers,

Tommi

2395. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3olm55$4dk@sphinx.Gsu.EDU>
Source record: 166037

Maury Markowitz (maury@softarc.com) wrote:
: In article <3ogvva$h8q@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi
: Pekka Hietavuo) wrote:

: > Macintosh is a structured working environment; the programs look pretty
: > similar, and everything has been strongly standardized. Although I find
: > this good for beginners (Mac is easier to learn than Atari),

: > I miss the freedom Atari-environment gives me.

: Which is what exactly?

It isn't that easy to explain, you know... Can you tell me, why some car
feels better to drive than another? And one feature that makes you enjoy
the car, may annoy another driver. It's personal..

: I used to say this all the time when I had my Atari, it's kinda a
: set-piece answer that people here have been using since 1985 (myself
: included)

: Simply put the Mac does everything the ST does, and 10 times more. I
: can't think of a single thing that the ST does my Mac doesn't. Maybe it's
: been too long, can you give an example of this problem?

Well... I've worked with a TT system with 36 Mb of RAM, 24-bit graphics,
using Calamus SL for professional id-card manufacturing. A great deal of
work we did, was handling huge 24-bit digitized pictures (typically 2 Mb
each), 12 pictures per one Calamus page. And the result was printed with
a SCSI full-color sublimation printer, on plastic. We could have done
this with PC or Mac. It was done on PC earlier.. But after all, TT and
Calamus did the job by far fastest. It did a better job than 486s, or
Mac Quadras we also used. And you can believe that this firm _would_
have used something else, if something else had worked better! In
Finland, Atari isn't exactly the "dream computer" for firms; people use
PCs and Macs, as they are cheaper and more easily available.

So, I can't tell you "why" Atari-environment feels better to me; it just
does. It makes me work more efficiently, gives me more results in certain
time. TOS seems to work the way I myself think. Unfortunately, most
other operating systems don't. You have to use professional Atari
systems yourself, to see what I mean.

: > different, freedom to format a floppy to 1.8 Mb instead of 1.44 - when I
: > need more space, freedom to choose between many completely different
: > desktops, etc.

: But you can do all of this on the Mac.

Format a DOS-floppy as 1.8 Mb..? I doubt that very much. If I feed Mac with anything but 100% standard IBM 1.44 Mb, it either won't recognize the disk and offers to format it again - or locks up =-(. And this isn't my imagination, but reality.

: No, but I do believe in the law of averages. The Mac has a LONG way to
: go (heck, perhaps Bob really *is* the future!), but the learning curve is
: still better.

Who knows, maybe it is. And let Great Pumpkin save us from things like Bob ;-) !

: Maury

TH

2396. Archivers

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Message-ID: <Pine.SUN.3.91.950508105707.29204E-100000@nic.cerf.net>
Source record: 166038

Hi All,

I was wondering if anyone could tell me what arhivers I need to
de-archive stuff I get off the Internet. I have zip, lzh, arc, and zoo.
But, I see some .tar, .gz, .z, and was wondering what the heck these
are. If there is a FAQ that someone could point me to, that would be
even better :) Thanks!

Ben Allfree
shadow@iris.yolo.com

2397. Xformer cable

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: bh@okcforum.osrhe.edu
Message-ID: <3olmmb$sgg@romulus.ucs.uoknor.edu>
Source record: 166039

>followel@ix.netcom.com (Byron Followell), asks about the cable for
>ST Xformer.

Read and write to an 8 bit Atari drive, from your ST printer port.

The following shows how to build the cable:

Atari DB25
8 bit Drive plug
13 pin ST printer
plug port

2------------------------------3
3------------------------------11
4------------------------------18
5------------------------------5
7------------------------------7
10-----------------------------1

That cable and either the STxformer Pgm,(v2.3 or later) or the QTU
Pgm. is all you need.

~a
~.

2398. Re: 040 Accelerators (Was: Magic for Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: ma2ljg@bath.ac.uk
Message-ID: <D89tsJ.8LD@bath.ac.uk>
Source record: 166040

In the referenced article, hutch@ilmen.lanl.gov (Hutch) writes:
>In a previous ar6ticle, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:
>
>> I wouldn't say 150.000 Falcons is at all impossible.
>
>I would, but again it falls into the 'so what' category. ;-)
>
>Yeh, and at the prices I've seen quoted, they shouldn't have to sell
>that many of them to make a decent profit, either. ;-)
>

Talking about C-lab, I thought you might like to read an email I just
got from them, it's in 2 to a question about budget priced
Falcons.............

From: Digital Awareness <digit_aware@cix.compulink.co.uk>
Subject: Re: Are plans to produce cheap Falcons?
To: ma2ljg@bath.ac.uk
Reply-To: digit_aware@cix.compulink.co.uk
X-Mailer: Cixread v3.5

C-Lab's license with Atari prevents them from selling direct competitors to
existing Atari models while they are still available. However, the Atari
machines are nearly exhausted now. I am going over to Germany on the 18/5
to spec out a cheaper machine which I hope we can show at the Spotlight
show in June. It will definately be under a grand. Watch this space (CIX)
for further details!

2399. Bad LZH Headers?

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: mkoepp@earth.execpc.com
Message-ID: <3olo22$o1i@homer.alpha.net>
Source record: 166041

[No readable article body recovered]

2400. Re: 040 Accelerators (Was: Magic for Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3olnf4$4dk@sphinx.Gsu.EDU>
Source record: 166042

Gert van der Knokke (gert@ttgk.nextjk.stuyts.nl) wrote:
: In <3odpt1$4kd@sphinx.Gsu.EDU> Tommi Pekka Hietavuo wrote :

: >Remember, ST/STE is yesterday. TT too, even if a nice computer. Falcon
: >(don't say it's yesterday too - because almost every computer becomes
: >that very quickly ;-) is today, and even tomorrow for many ST/STE-owners.

: If the TT is yesterday, the Falcon is too... I thought of buying a Falcon
: but the 1040 style case, the 16 bit memory, the 16 MHz clock and the lack
: of a decent standard bus prevented me from buying it. I am very happy with
: my TT as it has fast memory, VME bus, seperate keyboard, built in
: troublefree SCSI, standard FPU.
: Since I have no need for 16 bit audio (the 8 bit in the TT is pretty good)
: but do like speed, I think the TT is not dead yet. The only thing I miss is
: the possibility to put in another processor like a 68040 or 68060.

I meant this: Falcon is still manufactured, and even developed (C-Lab
hopefully brings out a 040 model soon enough..), TT isn't. I think TT is
a great computer.

: Currently I'm running 800x600x256 @ 70 Hz on a home made VME-VGA adapter, in
: contrary to the Falcon this doesn't hog up the processor bus...
: Have you ever worked on a TT ?? With some fast-ram it just blows away the
: Falcon in terms of raw speed.

I've done professional publishing work with a TT w. 36 Mb of RAM, 21"
Nokia multisync, accelerated 24-bit Matrix graphics cars (2 Mb VRAM),
MatDigi 24-bit digitizer, Calamus SL, Shinko full-color SCSI printer, etc
etc. So I know what you mean ;-) ! A properly equipped TT is really a
great computer, I fully agree. Just wish I'd get a 040/060 board for it,
and a DSP...

: A Falcon is fine for doing audio stuff and TV video animation but for pure
: speed and expandability, I wouldn't swap my TT for a Falcon.
: Try running MultiTOS on a Falcon.... Or even Linux....

You can get 040 and lots of RAM for Falcon. And I guess, especially Linux
will look pretty nice on 68040-Falcon 8-) !

: Gert

Cheers,

Tommi

2401. Re: True Type Fonts

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: agoold@cix.compulink.co.uk
Message-ID: <D88I31.BBo@cix.compulink.co.uk>
Source record: 166043

In message <Pine.LNX.3.91.950426092404.20403B-100000@moose.erie.net>,
mcguired@moose.erie.net said:
>
>
> On 26 Apr 1995, Chris Ridd wrote:
>
> > neptune@galaxy.teuto.de (Hendrik Mylius) writes:
> > > In <3mg3f3$l2e@percy.cs.bham.ac.uk> Chris Ridd wrote:
> > > > > Are there different types of True Type fonts? My friend just
> > > > > bought NVDI 3 at the ACE '95 show and it doesn't seem to like
> > > > > the headers
> > > > THere's only one kind of TrueType font, but each font differs
> > > > in the number of character set encodings stored in the font.
> > > > eg UNICODE,
> > > >
> > > Could be.
> > >
> > > > My guess is that the font you tried had a character set that
> > > > NVDI 3 didn't recognise.
> > >
> > > Or it was somehow damaged?
> >
>
> Well, this is a whole CD worth of True Tyoe Fonts, so I doubt that
> they're ALL damaged! :)
>
>
Was this NVDI 3.01 or 3.02 ?

```
==============================
Al (agoold@cix.compulink.co.uk)
==============================
```

2402. Re: copying LARGE files on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199505081907.a49417@m4.maus.de>
Source record: 166044

>Every so often used to have the same error come up. I use Kobold (a must
>have) but I think that the Falcon is VERY pickey about being terminated
>properly (the SCSI buss that is). If you haven't checked you drive(s),
>be sure that only the last one is terminated (I know, very basic) and
>that you use an external terminator on your hard drive case. Avoid
>Maxtor drives, use the custom driver

Maxtor drives are perfectly fine with Falcons. They just refuse to work in Mega STEs. Anywhere else, they work perfectly well - esp. on STs, where they are very effective and fast.

bye, Peter

2403. VT100

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: mkoepp@earth.execpc.com
Message-ID: <3olo7f$o1i@homer.alpha.net>
Source record: 166045

[No readable article body recovered]

2404. Re: New HTML Reader Available (!)

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: Hrafnkell Freyr Hl��versson <freyr@diku.dk>
Message-ID: <3olo6r$qq4@odin.diku.dk>
Source record: 166046

From: M J Maisey <M.J.Maisey@durham.ac.uk>
Newsgroups: comp.sys.atari.st
Subject: Re: New HTML Reader Available (!)
Date: 6 May 1995 17:18:38 GMT
Organization: University of Durham, Durham, UK.
Message-ID: <3ogb1e$ii6@mercury.dur.ac.uk>
References: <3nnsuc$d9j@frigate.doc.ic.ac.uk> <3nt8u8$8je@mercury.dur.ac.uk>
<3o9tpb$t9e$1@perth.DIALix.oz.au>

Peter Feszczur (fezzy@perth.DIALix.oz.au) wrote:
: : > It's quite nice, although it can be rather slow. The only really annoying
: : > thing is that it assumes ASCII files are of the DOS CRLF type - which is
: : > annoying for me because the files on my Unix-based home page are of the
: : > unix type (surprise!). It means I have to go through and convert them
: : > before taking them across to my account and vice versa.
: : Ooops. There shouldn't be any problem with Unix linefeeds.
: : Do you mean 'normal' ASCII files or HTML files?
: O.K. folks I'm a bit stupid when it comes to anything other than eMail/news..
: HOW do I get these HTML files ????? I want to try it out !!!!!!

To get the files, you will normally have to use a web browser.
Lynx/MiNTnet will work fine for text browsing, and you can save an HTML
file by downloading a link. Unfortunately, getting the pictures that go
in web pages will be slightly more difficult, unless you find the exact
URL by looking through the HTML of the document the picture's in.

Alternatively, there's an email-WWW interface (at info.cern.ch IIRC) which
I think allows you to receive unprocessed HTML. If anyone's interested
I'll find and post some more info.

ATB,

Martin

```
*****************************************************************
* ---------------- M.J.Maisey@durham.ac.uk ------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
*****************************************************************
```

2405. Help Wanted: 2nd Drive for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: sdelaney@steil.demon.co.uk
Message-ID: <799956256snz@steil.demon.co.uk>
Source record: 166047

Does anyone know what modification is needed to make a second floppy drive work on a Falcon? I have my Falcon in a DeskTopper case and believe that it's a case of soldering one of the wires in the floppy drive ribbon cable onto one of the legs on the multi-function peripheral chip, but which wire and which leg? I believe there has been an article on this in ST Computer. Any advice gratefully received.

--

```
==============================================================================
| Steve Delaney | Floppyshop and |
| sdelaney@steil.demon.co.uk | Atari World Magazine |
==============================================================================
```

2406. Re: .games: Cannon Fodder cheat

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3oltmt$kpp@golem.wcc.govt.nz>
Source record: 166048

] Having failed miserably to get beyond Mission 4 in Cannon Fodder
] and about to swear never to waste any more time with it, I
] discovered an amazing, well written cheat program that makes it
] well worth while!

Mission 4!? Mission 9 I can understand, but 4? Don't expect to get
past the levels around level 20 to easy then :) BTW, the cheat takes all
the fun out of the game, and generally causes it to crash rather a lot1

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

2407. VGA mon. on 1040STF?

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: agorun@et.tudelft.nl
Message-ID: <1995May8.231359@tudedv.et.tudelft.nl>
Source record: 166049

Date sent: 8-MAY-1995 23:04:30

Hi,

This might be a question that has been posed earlier, and it might be
an extremely stupid one, but I ask it anyway.

Is there any way to connect my 1040STF to my VGA (PC) monitor? The
monitor is a primitive one (It can only go up to 640x480) (so no SVGA).
When I connect it, the even lines on the screen shifted approx. 1.5inch
with respect to the odd ones. So if there's any solution.... Don't hasitate!

Well, and if there is absolutely no solution, how can I get it hooked
up to my (PAL) TV-Set?

SO! If you know something, please E-mail me (adrian@morra.et.tudelft.nl)
I don't read NEWS too much, so if you only post something, I wouldn't be
able to see it.

Thanks, Adrian

* Life moves pretty fast.
* If you don't stop and
* look around, every once
* in a while, you could
* miss it!
*
* -- Ferris Bueler

Adrian Gorun
adrian@morra.et.tudelft.nl
Dept. of Electrical Engineering
Delft University of Technology

2408. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-05-08 00:00:00 UTC
From: Harry Payne <harry@menageri.demon.co.uk>
Message-ID: <799966838snz@menageri.demon.co.uk>
Source record: 166050

ATARI WORLD

Got issue 1. I liked it so much, I wanted to buy the company...
but I'll settle for a sub.

Thanks to all involved.
--
/--\
| The Menagerie, 5/6 Ferry Road Grove, Crewe Toll, Edinburgh EH4 4BG, Scotland|
| Multi-media fan: Anime/Books/Furries/Trek/You name it... |
| |
| Star Trek Generations: You're dead, Jim. |
\--/

2409. Re: Help Wanted: 2nd Drive for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D8Bz55.Cp1@cix.compulink.co.uk>
Source record: 165851

In message <799956256snz@steil.demon.co.uk>, sdelaney@steil.demon.co.uk said:

>Does anyone know what modification is needed to make a second floppy drive work
>on a Falcon?

Why would the best ST PD library want a second floppy drive on a Falcon? ;-)

You need a 74LS00 TTL-Chip and put it between the Shugart-Bus from the Falcon
and the Shugart-Bus to your two drives. DriveSelect0 can be put through to
both drives, DriveSelect1 is generated from DriveSelect0 and MotorOn.
Be sure to have jumpered your floppies right (0 for drive A and 1 for Drive
B).

Connect motor on (Shugart pin 16) to 74LS00 pin 1 & 2

Connect 74LS00 pin 3 to 74LS00 pin 4

Connect DrvSel0 (Shugart pin 10) to 74LS00 pin 5

Connect 74LS00 pin 6 to DrvSel1 (Shugart pin 12)

(I got this mod. from Thomas Ludewig)

Barry wilsontjb@cix.compulink.co.uk

2410. Re: WWW: HTML-VIEWER wanted!

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: lafreund@cip.e-technik.uni-erlangen.de
Message-ID: <3onaou$ffv@cd4680fs.rrze.uni-erlangen.de>
Source record: 165852

```
>> I'm looking for a HTML-viewer to display those WWW-pages on my MegaSTE.
>>

There is an Offline-WWW-Browser in german now, Version 0.8beta for the moment.
I found it at

ftp.uni-kl.de : pub/atari/edit_and_print/html08.lzh

(Speedo or NVDI 3.x recommended, but not necessary).

Please download and mail to the author to encourage him continuing with it,
that perhaps it becomes an ONLINE-HTML-Browser. He wants someone
to program the Internet-Access because he hasn't got any Internet-Access.

Lars
```

2411. Re: AtariWorks foreign characters

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: alpldbia@hydra.zrz.TU-Berlin.DE
Message-ID: <3onf6n$iq2@brachio.zrz.TU-Berlin.DE>
Source record: 165853

In article <3obvd5$pim@jhunix1.hcf.jhu.edu>,
Devin J Balkcom <balkcom@jhunix.hcf.jhu.edu> wrote:

>I understand that the Speedo font set has a number of extended characters
>beyond the standard ascii set. Yet AtariWorks can't even seem to access
>all of the standard atari characters. How can I type foreign characters
>using Atari Works? Specifically, I need umlauts and an ess-tset. It

Get an archive called ckbd_13.zip. It contains CKBD which is an excellent
keyboard driver with support for all ascii characters. It offers various
methods to type foreign characters, such as the 'composed characters'
method or deadkeys (type " and a and you get a-umlaut).

>would also be nice if I could print other things like the 'smiley face'
>and things that are part of the Speedo font set. Is there some trick I'm
>missing? This seems to be a very vital part of the program. How, for
>example, would a German user use Atari Works? Thanks for your help!

In general, Speedo text fonts contain about 560 characters. Programs can
support this number of characters but most don't since it is not that easy
to do. However, there's a way to configure SpeedoGDOS (and NVDI3 too) using
a table which tells SpeedoGDOS which character to display for certain ascii
values. This is being done by putting a spdchar.map file into your font
folder. This file contains the table mentioned above.

To create this file there's a program called Charmap5, but I believe there's
only a German version around (on ftp.cs.tu-berlin.de IIRC).

You may also look for an archive called setkey01.lzh. This is an editor for
.ckb-files used by CKBD. The documentation (ST-Guide hypertext, in English)
also contains a spdchar.map which enables you to type German and Polish
characters.

Finally, there should be an archive around called spdchars.lzh. It contains
large 300-dpi-images of the full Speedo character set. There are pictures
of standard text fonts and symbol fonts in there.

Anyway, the standard Atari character set already contains umlauts and other
special characters and usually SpeedoGDOS is configured to display them as
as well.

Andre
--
Andre Leistner
UseNet: alpldbia@w255zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

2412. Tricked out TT for sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: rbeatty@pixi.com
Message-ID: <3on40v$1qe@rigel.pixi.com>
Source record: 165854

A very serious TT...

TT030 w/ 48 Mhz CaTTamaran (works flawlessly)
4 MB ST RAM / 16 MB TT RAM
Cyrel Sunrise 32bit Video card w/ 2 MB VRAM
250 MB Maxtor Hard Disk
Double-speed CD ROM (external)
Atari SLM-605 Laser Printer
Supra 14.4 FAX/Modem
Atari PTC-1426 color monitor .28 dp
Roland CS-10 Stereo Monitor
MiGraph Hand Scanner

Publishing software **
Calamus SL w/ nearly all major modules, Pagestream 2.2b
Invision Elite, Pixart II, Touch Up
DA's Vektor, Outline Art 3, Convector
Imagecopy 3.5CD, GEMview (registered), dozens more

Application software ***************************************
Papyrus, Wordflair, Atari Works, Speedo GDOS 5, hundreds of fonts
LDW Power, Superbase, Phasar, Spelling Sentry, GEMvelope, more

Utility Software ***
Diamond Edge, Diamond Back, XBoot, Warp 9, NVDI, Codeheads,
Quick Utilities, Outside (030 Virtual Memory)
Harlekin 3, Geneva, Neodesk 4, STalker, STraight FAX

CD ROM Software **
ExtenDOS, SARA, Photo Show Pro
Quickforms CD, German CD (x3), Crawly Crypt, Gemini, MOST, more

*** Hundreds of entertainment titles, utilities, etc, etc. ***
*** Books, Magazines & Novelty items ***
*** ALL ORIGINAL SOFTWARE WITH DOCUMENTATION ***

This is a completely tricked-out TT owned by an Atari Dealer. It
performs flawlessly. Developed primarily as a publishing system, I
no longer have the time to use it as such.

I am selling it as a complete system only, and will sell it to the
highest offer over $2500 received by June 1st. Credit cards
acceptable. Send offers via Email to RBEATTY3 (GENIE), 70317,3045
(COMPUSERVE) OR rbeatty@pixi.com (INTERNET).

If you have a question, leave Email requesting voice phone and
best time to call.

2413. Cubase Lite on Falcon??

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: Chris Gentry <cgentry@delphi.com>
Message-ID: <580+qb2.cgentry@delphi.com>
Source record: 165855

Is this program Falcon compatable??

-thanks,Chris

2414. Atari links

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: thomah@ifi.uio.no
Message-ID: <3onjom$hvs@fili.ifi.uio.no>
Source record: 165856

I have collected a number of Atari Web links on http://www.ifi.uio.no/~thomah/atari.html - it includes maybe 40-50 different links to pages dealing with software, hardware, programming, 8-bit machines... the lot, really.

Also, I have the E-mail list and the FTP list as HTML documents, just click'n go. It could possibly enjoy some cosmetic upgrades in the future, but that has a quite low priority here :-)

--
- Thomas Hansen - E-mail: thomah@ifi.uio.no
- Oslo, Norway - WWW: http://www.ifi.uio.no/~thomah

2415. CAD drawings

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: VanMil@mindlink.bc.ca
Message-ID: <70389-800080944@mindlink.bc.ca>
Source record: 165857

Does any one know if there is a program that will if nothing else display drawings (.dwg) from AutoCAD on the ST.
So far I have not been let down with my ST and it would be great if the ST could show-off some of it's skills in this CAD arena.

Let me know, Thanks.

BVM.

2416. Case top for ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: foltin@cherokee.nsuok.edu
Message-ID: <D8BxE1.1up@cherokee.nsuok.edu>
Source record: 165858

I have a 520STfm with a 360k drive. I want to put in it an Atari
720k drive. Does someone have a junked 1040ST with a case top
intact that would accomodate the 720 drive. If all else fails I
will take a drill to my case top, but I rather not.
How much with shipping?

Thanks.

Bela Foltin

foltin@cherokee.nsuok.edu

2417. Re: SubSation ???

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: t94patsa@ida.liu.se
Message-ID: <D8C1wC.Ks3@ida.liu.se>
Source record: 165859

chainxor@kom.auc.dk (Henrik Lunardi Weide) writes:

>Does anybody know if SubStation has been released yet ??

I don't know but at least the official demo has!

You can pick it up on Toxic BBS +46 13 12 89 07 as SUBDEMO.ZIP

--
Patrik Sanfridsson 1st year student in Computer Engineering
t94patsa@und.ida.liu.se Linkoping Institute of Technology, Sweden
z94patsa@isy.liu.se URL: http://www.edu.isy.liu.se/~z94patsa

2418. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <abc_9505110252@tor250.org>
Source record: 165860

> : On 20 Apr 1995, Jeff Thomas wrote:
>
> : > The drive itself is light weight and can be easily be carried
> around with
> : > laptops. The price is around $300, and the 100 meg cartridges
> cost about
> : > $25.
>
> : The Iomega Zip drive is selling for $199 US at any Mac mail order
> : place. The cartrdiges are $19.95 or 10 for $149. I haven't seen
> the
>
> Supposedly these will cost $450 by the time they reach us in
> Australia.
> Can anyone tell me what would be involved in ordering one from the US?
> Mainly concerned about any taxes, and likely shipping costs.

Hi Jared, that price I mentioned came out of a MAC Store catalog in Canada.
The ZIP drive will likely be cheaper in the US. I don't know what import
taxes are like for Australia but you can see the difference made in simply
crossing the Canada US border+retail markup.

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org

2419. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <abd_9505110252@tor250.org>
Source record: 165861

> (Jeff.Thomas@balmybeach.gryn.org) wrote:
> > I suspect someone will need to write some custom drivers for the
> Iomega ZIP
> > drive because it comes in two configurations. One is a SCSI
> connection,
> > which might be alright if you use a LINK or something. The other
> version
> > of the drive will connect through the parallel port, and has a pass
> through
> > so that a printer can still be hooked up to the computer through the
> same
> > port.
>
> Why would anyone with Atari hardware buy a drive with a *parallel*
> interface? Buy the SCSI version and use it with the existing
> drivers...

Why not? Not everyone wants to run out and by a SCSI adapter plus the drive.

It just pushes the price up. If the parallel port is used you also have
a fairly common interface between many types of computers.

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org

2420. Re: TGZ files ?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199505092036.a21821@iz.maus.de>
Source record: 165862

In <798778156.0@mettav.exnet>, Graham.Irvine@mettav.exnet.com (Graham Irvine) wrote:

GI>I know this is one of those questions that have been asked a million
GI>times before ,but what do I need (progam name) to unarchive *.tgz (TAR
GI>ZIP?) files ?

You need GNU-TAR (gtar) and GNU-ZIP (gzip).

GI>Also if its a TTP the most common paramters to pass to it to get a
GI>standard uncompress to the source directory would help.

```
gzip -d example.tgz
gtar -xf example.tar
```

cu...Ole

Ole_Pahl@iz.maus.de AX.25: DK1LP@DB0HES.#SLH.DEU.EU

2421. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0905951605210001@edwarda.interlog.com>
Source record: 165863

In article <D8ADq9.Fxy@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) wrote:

> Yeah, but every car that comes out has its brake and gas pedals in the same
> place, the steering wheel in the same place, the windows and doors all in the
> same place... It's the same way with a standardise interface. When everything
> behaves the same way, and objects all look similar to each other, there's no
> confusion.

Amazing! I just used the same example on a PC-head!

Maury

2422. Thanks to all you SunDog players!

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0905951607390001@edwarda.interlog.com>
Source record: 165864

I'd like to thank everyone that helped me write my little review with SunDog. The more people talked about it, the more I realized just how &^$^%$ good that game was. In fact, one person dug out a copy to check some of the items in my article and ended up playing it for several hours, how's THAT for holding power?

Thanks again everyone.

Maury

2423. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0905951608400001@edwarda.interlog.com>
Source record: 165865

In article <D82rEE.LGD@cix.compulink.co.uk>, satty@cix.compulink.co.uk
("Stephen Atty") wrote:

> How's D2D recording on the Mac?

Easy, why?

Maury

2424. Re: Transfer from mac to atari??

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0905951609450001@edwarda.interlog.com>
Source record: 165866

In article <3onhu8$eck@epsilon.qmw.ac.uk>, efac001@alpha.qmw.ac.uk
(D.Bhabuta) wrote:

> Peggy N. Ferrin (pnf@dana.ucc.nau.edu) wrote:
>
> : I was wondering how i would go about transfering downloads from a mac
> : classic 2 to either my ste or mega.I'm using my mac for internet acess as
>
> Use Apple File Exchange, or PC exchange to read IBMPC/Atari format
> disks on the Mac, and to transfer files from the Mac onto them.

Another option is one of the DOS mounters for the Mac. Apple's
PCExchange is one. You can just pop the Atari disk into the drive and
away it goes.

Maury

2425. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <800315208.6@mettav.exnet>
Source record: 165867

Out of the ether, the following was mentioned by Graham...:

GI> Of course you are an Atarian so you make the best desicion ..the
GI> Contemptible world in general does not know a good thing if it walked
GI> up to it and slapped it on the face and in %age terms the position of
GI> o/s2 is very very small.
But its on the increase in a large market (unlike our poor Atari's :-(

GI> Thats is the problem and my hunch on that is this the due to the flaw
GI> in the GDI.
Its not actually a flaw but rather a limitation (GDI for some reason is limited
to one 64k segment, so once thats used you cannot have any more!)

SD>> Was SMS2 the one on a cartridge you was thinking about?
GI> yes , I think you are the only user are you not :-)
Bitch! ;-)
Its full of good ideas and small and fast, but not very polished (a bit like
Unix, except for the small and fast bits ;->

GI> TOS/GEM (or perhaps MAgiC even)is the best stand alone system (IMHO!)
GI> by far , its clean, stable and does not impose unneccessarily
GI> overheads on the hardware.
Agreed. I get to use so many different OS's that I tend to think "oh this is a
good idea" or "this is well implemented" and I would like to develop an OS that
gells all of the bits together into a usuable and enjoyable (pervert that I am
;-) OS. Alas my programming skills are not quite up to that level yet, but
maybe one day.....

GI> Add the requirement's of networks and multitasking and its open
GI> season on headache land , Atari users don't have a system and PC/Mac
Thing is, a well thought out and planned system should be able to negate these
problems (if approached from the right angle). But generally money is the
driving instinct and a need to rush a product out onto the market and then milk
it for all the profits possible (re: MicroSoft).

GI> :-) . Magic (when the Falcon version IS released) might be worth
GI> something but only if it supports device drivers and MinT. Otherwise
GI> I am looking to MinA to add to my increasing interest in MinT-OS as a
GI> possible future O/S config for my Falcon .
Magic and a Barracuda!!! ;->
Who knows I might get sufficiently proficient to be able to implement my
QuantumOS ;->>>

Spencer

spencer@boondock.mettav.exnet.com

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

2426. DMA sound?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3omom7$j42@cville-srv.wam.umd.edu>
Source record: 165932
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Is it possible to add a DMA chip to My 1040STfm for better sound quality? Thanks in advance for any help...

--LuNATiC

2427. Re: Bad LZH Headers

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.163.0010F8BD@ti.com>
Source record: 165933

In article <3on7ni$541@homer.alpha.net> mkoepp@earth.execpc.com (Michael Koepp) writes:

> I have a problem with bad headers, 9 out of 10 files are bad. I have
>LHarcshell 2.99 and a few other older ones but they either bomb out or
>have a bad header. When I try to run a program that has a bad header I
>get an error #35. If anyone can help it would be great.

I don't know where you obtain the LZH files from. But if they are from a ftp
site, then did you remember to use 'binary' transfer mode instead of 'ascii'
transfer mode in your ftp porgram? This may be the problem you're facing.

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`\\_//-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore <o o> 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com ===O=== 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

2428. Re: maths co proc stuff....

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3onaoo$do2@ccpnws.in2p3.fr>
Source record: 165934

I have a PAK3 board in my MegaST; the CPU and FPU are rated 25MHz and both
work fine at 33MHz. One thing: I have "re-cased" the computer and the
cooling if quite good (don't know if this will be true in a Falcon).

--
+--------------------+---+
| ACOUNIS Stephane | Laboratoire de Physique Nucleaire et des |
+--------------------+ Hautes Energies - Universite PARIS 6 |
| +--------------+--------------------------------+
| Email: acounis@lpnhp3.in2p3.fr | Tel : (1) 44-27-43-62 |
| acounis@lpnaxp.in2p3.fr | FAX : (1) 44-27-46-38 |
+-----------------------------------+-------------------------------+
I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

2429. Re: Patch for Civilization?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: doucet@ripolin.laas.fr
Message-ID: <3on8dc$o77@news.cict.fr>
Source record: 165935

In article 3nq@studioweb.com, johnmoon@connexus.apana.org.au (John Moon) writes:
| I have been told that there is a patch for CIVILIZATION that fixes a
| couple of bugs in the game. I've looked at the major ftp sites but cant
| find anything. Can anybody help me?

Here is the patch that prevents the so-called anarchy bug, the one that
crashes the game when you try to open a city display while in anarchy:

The bug fix I gave on this newsgroup couldn't work on every configuration !!!
Shame on me, I'm so bad that I guess I could be a Microprose programmer. Here's
a bug fix that should work in any case:

In the sector 176 of file GAME.PRG, look for the sequence
3F03 3F02 2F39 0006 024E 4EB9 0005 737E 4FEF 0014,
or,
if you made my silly bug fix 3F03 3F02 2F39 0006 024E 4E71 4E6E D03B 4FEF 0014
then change it to 6000 000E <<<<<<<<<<unchanged>>>>>>>>>> 4FEF 000C

Good conquests !!!

--
****
* Pascal ROCHE * proche@imag.fr *
* LGI GRENOBLE * 76-51-46-00 poste 51-20 *
****

I can tell you this patch works well...
(I made a followup in case some other people would be interested)

| Btw, don't flame me for asking here (ive already posted to
| rec.games.video.atari), but just in case you dont read the games group i've
| posted here as well.

I think this is the right group to post such a message, since rgva is just for
Lynx and Jaguar games, not ST's. Or so it seems...

| --
| __ __ __ ___
| __ / /__ / / ___ / | / /__ ___ ___
| / // / _ \/ _ \/ _ \ / /| _/ / _ \/ _ \/ _ \
| ___/___/_//_/_//_/ /_/ /_/___/___/_//_/
|
| johnmoon@connexus.apana.org.au

Good luck.

__ _____ _____
__| | ___| \ doucet@laas.fr (Jean-Etienne Doucet)
| | | ___| | |
_____|_____|_____/ LAAS-CNRS / Toulouse / France
_____

2430. Q: Music programs for Microdeals PLAYBACK cartr.

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: Heikki Ylipiessa <piessa@sampo.tokem.fi>
Message-ID: <1995May9.135504.14@kemi.fi>
Source record: 165936

Is there anyone who knows is there music programs for PLAYBACK cartridge ....
Program that can play music modules in background in desktop..........
Send me a message If you know something.....

Heikki Ylipiessa E-MAIL: piessa@sampo.tokem.fi

2431. Atari clones

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: iagaw@cluster1.urz.uni-halle.de
Message-ID: <9505091127.AA69282@cluster1.urz.uni-halle.de>
Source record: 165937

I have heard, that Wizztronic is planning a Falcon-clone. Can someone tell us more details about that?

Bye the way, in the latest issue of ST-Computer there is an advert for the new Atari-clone Eagle. The price for the 33/66 MHz 68040-machine is around 2700 DM (without graphic-card and RAM). A PPC-603 (?) card for the Eagle is under development, and should come out later this year; price will be probably around 1000 DM.

2432. Re: Best Buy Printers?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: dba@jet.uk
Message-ID: <dba.800018939@YE>
Source record: 165938

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>Can anyone recommend a good SUB 300 (ukp) printer? Which will produce
>a nice output for the Falcon using Papyrus and Speedo 4.2?

Try a HP520 printer it gives superb output with Papyrus and Speedo 5.0
Highly recomended

dennis
--
| Dennis Armstrong, CODAS division Joint European Torus
| Abingdon, Oxfordshire, OX14 3EA, UK
| tel ++44 1235 464871
| dba@jet.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

2433. Re: Help Wanted: 2nd Drive for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: setl2509@tuhhco.rz.tu-harburg.de
Message-ID: <3onlm0$i5q@rzsun02.rrz.uni-hamburg.de>
Source record: 165939

Hello Steve,

| Does anyone know what modification is needed to make a second floppy drive work
| on a Falcon? I have my Falcon in a DeskTopper case and believe that it's a case
| of soldering one of the wires in the floppy drive ribbon cable onto one of the
| legs on the multi-function peripheral chip, but which wire and which leg? I
| believe there has been an article on this in ST Computer. Any advice gratefully
| received.

it's a little bit more complicated, you need a standard 74xx chip also, but you
don't have to solder on the main board. If you are interested, I can look it up.
BTW: I have a 2nd floppy drive running on my falcon, so the solution from
ST-Computer works.

Greetings,
Thomas
--
_____ Thomas Ludewig, Hamburg, Germany
_ _ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
_ _ e-mail: ludewig@tu-harburg.d400.de
_ ____ Maus (<16kB): Thomas Ludewig @ HH

2434. Re: searching for pov-editor

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3onln6$9p9@bs33n.staffs.ac.uk>
Source record: 165940

Doug Little (dlittle@nest.demon.co.uk) wrote:
: MG> I may com off as a total moron here, but I can't seem to get EDPOV
: MG> to display any objects. (I got it of cnam.fr). The archive contained
: MG> no documentation, so if there are any tricks to it, could someone
: MG> please let me know?

: of objects before you start, and too many will use up lots of ram. Also, it
: only really likes POV2.2. It was a bit of hassle getting it to talk to
: FTPOV2.1 (which I refuse to compromise on, due to it's much greater speed)
: as the parameters are a bit different.

I've used EDPOV quite a bit now and I have to agree its a tad 'strange'.
It is also very buggy, for example select the sphere option and watch it
crash out with TOS errors (Failed to allocate window memory). Defining
the basic objects is easy enough and moving them around is quite simple,
adding textures to them is a dream and can save a lot of time. But for
composing an entire image, forget it, its just too darned hard to master
and tricky in use. Best thing you can use it for is loading 3D2 images
and converting them to a POV include file, its a god-send in that
department. Now all we need is the ability to use Imagine objects....
dream on... dream on....

Rich

PS - Where can I FTP Faster Than POV from? I've not seen it anywhere yet.

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

2435. Re: I wanna new group!

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3onlt5$9p9@bs33n.staffs.ac.uk>
Source record: 165941

Steve Pitchford (pitchfsj@aston.ac.uk) wrote:
: In article 17q@bs33n.staffs.ac.uk, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
: >Steve Pitchford (pitchfsj@aston.ac.uk) wrote:
: >: Hmm. why not also demos - a sort of fun/recreational group - that would
: >: be ace...

: If you re-read the post, I was suggesting a demos and games group (I guess I
: should have made it clearer), as there isn't a clearly defined area for such
: discussion at the moment.

[Quick scan over previous message]

Hmmm I see your point. But there still isn't enough traffic. Frankly, I
doubt there ever will be.

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

2436. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3onrfs$4vq@whitbeck.ncl.ac.uk>
Source record: 165942

In article <01HQ8LRXZ21E8WWABC@SNYONEVA.CC.ONEONTA.EDU>, FELDAK79@SNYONEVA.CC.ONEONTA.EDU writes:
|> All in all, the F030 is a nice piece of hardware with surprisingly good
|> compatibility with older applications. It also has an internal expansion
|> capability that allows it to *theoretically* connect all sorts of
|> hardware emulators - I say thus because only a 286 emulator has come out!

There are at least two video digitisers that connect via this port as well.
(Screen Eye being one of them)

|> The Falcon's main faults are its high price (it was originally priced
|> around $1500 US w/o a monitor), its poor video performance (it compares
|> quite favorably to a 386SX-20 PC running Windoze), and the handful of

Amen. That said, if I'd bought a PC at the price I bought my falcon two and
a half years ago, it would have devalued a lot faster than my f030 has....

|> apps that exploited its full potential. I enjoyed the machine but
|> I was relieved when I sold it (and that was no easy chore!).

Hmmm. It depends how you go about it I suppose.....I currently have no
intention of selling my falcon, there is nothing I would rather use
(though the Acorn RiscPC is very nice, whupping the PC/Windows world by a large
margin).

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------ o ---------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

2437. Re: Patch for Civilization?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: proche@isis
Message-ID: <3ont9f$qlv@imag.imag.fr>
Source record: 165943

In article <3on8dc$o77@news.cict.fr>, doucet@ripolin.laas.fr (Jean-Etienne Doucet) writes:
|> ----------
|> The bug fix I gave on this newsgroup couldn't work on every configuration !!!
|> Shame on me, I'm so bad that I guess I could be a Microprose programmer. Here's
|> a bug fix that should work in any case:
|>
|> In the sector 176 of file GAME.PRG, look for the sequence
|> 3F03 3F02 2F39 0006 024E 4EB9 0005 737E 4FEF 0014,
|> then change it to 6000 000E <<<<<<<<<<unchanged>>>>>>>>>> 4FEF 000C

My patch has returned !!!
I must add that this patch doesn't work with every version. All I can say is that
it works with the first release. If you can't find the sequence, then you
certainly have not the same version (and this bug may be already fixed).
Have fun !
Pascal.

+----------+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+----------+

2438. Re: Crack-Art Docs...

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HQANU5MA1K8Y506K@SNYONEVA.CC.ONEONTA.EDU>
Source record: 165944

To the person who wanted the English Docs for Crack-Art...

They should be available via FTP at tu-clausthal.de or any other major Atari FTP site under the name crack_eng.lzh or something similar.

However, don't delete the original German ones yet as the English ones aren't a complete translation! (At least the ones I uploaded weren't).

Frankly, I'm surprised you haven't seen the program before. Its been out for a while. Crack-Art is one of the BEST gfx programs I've EVER seen on both the Atari and PC platforms. Enjoy it.

Ari

2439. C64 emulator for ST?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3onub5$1gt@banaan.fwi.uva.nl>
Source record: 165945

Title says it all: is there a C64 emulator for the ST?

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

2440. Re: .games: Cannon Fodder cheat

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: proche@isis
Message-ID: <3onunr$qlv@imag.imag.fr>
Source record: 165946

In article <3oltmt$kpp@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (steve wells) writes:
|> Mission 4!? Mission 9 I can understand, but 4? Don't expect to get
|> past the levels around level 20 to easy then :) BTW, the cheat takes all
|> the fun out of the game, and generally causes it to crash rather a lot1

Not really. The cheat helps to pass the harder levels. It's really useful as some levels are so hard that they're discouraging. But it's true that the cheat crashes often.
Pascal.

+---+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+---+

2441. Re: Thing

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3onch2$9pt@epsilon.qmw.ac.uk>
Source record: 165947

Ansy Maccallum (mindbomb_bbs@delphi.com) wrote:
: So, is the English version of THING on any FTP sites, HENSA maybe... or will
: it only be available direct?!

It will be available at HENSA very soon. Every piece of software that
Joe supports is available at hensa as soon as the English version has
been done...look out for Freedom 1.13 English version later today. :-)

Regards
Danny
--
.signature.signature

2442. Re: mpegplayer

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3onhmv$eck@epsilon.qmw.ac.uk>
Source record: 165948

J. Geheniau (geheniau@inter.NL.net) wrote:
: is there an mpegplayer for the atari 1040 ?
: please tell me where or what......

1st-Guide can play MPegs on the ST. get it from any ftp site...Make HENSA your preffered choice. :-)

Danny
--
.signature.signature

2443. Re: Transfer from mac to atari??

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3onhu8$eck@epsilon.qmw.ac.uk>
Source record: 165949

Peggy N. Ferrin (pnf@dana.ucc.nau.edu) wrote:

: I was wondering how i would go about transfering downloads from a mac
: classic 2 to either my ste or mega.I'm using my mac for internet acess as

Use Apple File Exchange, or PC exchange to read IBMPC/Atari format
disks on the Mac, and to transfer files from the Mac onto them.

As always, available from HENSA in the mac section...

Danny
--
.signature.signature

2444. English Version of Junior Office?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: Dennis Remmer <dennis@transcom.brisnet.org.au>
Message-ID: <7558647@transcom.brisnet.org.au>
Source record: 165950

Hi Kids,

I would appreciate any information regarding an English
translation of the Junior Office Fax package.

The one on Hensa is still German, and my German is conversational
only :)

See .sig for reply address or post here.

Thanks in advance,
Dennis R

--

Dennis Remmer - Transmission Communications

dennis@transcom.brisnet.org.au
http://www.brisnet.org.au/transcom/com11.htm

Electronic Music Production, Release, Innovation

2445. Re: ST and bits For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3oni73$eck@epsilon.qmw.ac.uk>
Source record: 165951

Simon King (simon@kingres.demon.co.uk) wrote:
: For Sale
: --------

: • 45mb removable Syquest drive

: 45Mb removeable syquest carts
: 10 x 88mb removable syquest carts

: For obvious reasons all the items marked with a • must be sold together!

:-(No chance at all that the Syquest drive can be taken out? i am
interested in it...definitely...

Regards
Danny
--
.signature.signature

2446. What is TOWER 2

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: sallafra@col.bsf.alcatel.fr
Message-ID: <894@antares.lacerta.sxb.bsf.alcatel.fr>
Source record: 165952

I would like to know if tower 2 is a shareware, or a commercial game.
What does it look like ?
Is there a demo available somewhere ?

Thanks,

Sallafranque Laurent

sallafra@col.bsf.alcatel.fr

2447. Re: SLIP OR PPP For atari 1040?????

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <3oo3gq$5gs@irz201.inf.tu-dresden.de>
Source record: 165953

```
In article <3oe08m$a5j@golem.wcc.govt.nz>, wells_s@ix.wcc.govt.nz (steve
wells) writes:
>] From: Ole_Pahl@iz.maus.de (Ole Pahl)
>] Newsgroups: comp.sys.atari.st
>] Subject: Re: SLIP OR PPP For atari 1040?????
>] Date: Mon, 01 May 95 15:25:00 GMT
>] Lines: 19
>
>Just for interest, this was a 70,000th message on this site, (about 4
>years
>old).
>
>WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or
>City
>Steve Wells. Council! - Maintainer of the Generation-X Comics
>FAQ!
>
You are lagging far more behind than me,Steve.We're now @45000 and this
is since late '94. :)
Matthias
--
.----------------------+-------------------------------------------,
| Matthias Rauhut > mail: mr2@irz.inf.tu-dresden.de /
| Maintainer of > WWW: http://www.inf.tu-dresden.de/~mr2 /
| The > IRC: st-guru /
| Patches Scrolls > real life:huh? /
+----------------------+-----------------------------------------+
| finger god@earth.com : No such user /
`-------------------------------------------------------------'
```

2448. Re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950509.133246.31@powerslv.demon.co.uk>
Source record: 165954

In message <3o65ti$nvf@pepsi.eng.umd.edu> Gerry Mon wrote:

> In article <3o5fj7mmk1@mhade.production.compuserve.com>,
> BobR <76702.1466@CompuServe.COM> wrote:
> >> On the ST though we have a wonderfull platform that few people seem
> >> bothered to support or develop. Perhaps our problem is the attitude of
> >> those who don't seem to enjoy choice.
> >
> >No.
> >
> >The problem is the company which used to make the computers.
> >
> >There's nothing all of us can do if they refuse to succeed.
> >
> >BobR
>
> Bob,
>
> I'm not sure if I would place all the blame on Atari. How many
> companies have sucessfully marketed a non-PC compatible computer?
> Commodore failed. Coleco failed. Texas Instruments failed. Digital
> failed. MSX failed. Only Apple has had some sucess and I personally
> feel they may be headed in the same direction as all the other
> companies (I hope I'm wrong on this).
>
> The PC standard is just too strong....

flame on

Sun. Digital*. Silicon Graphics. Hewlett-Packard. Acorn. And IBM, of course. Welcome to the world of real computers (rather than updated traffic-light controllers).

flame off

*Footnote. Digital failed? Have you seen an Alpha-powered box. If you had you'd know what I mean - they're attaining massive penetration in jobs where real power is required (from what Intel have released, even the P6 won't come close. Fourteen-stage pipeline - *how* much of a consistency loss: oh bollocks it's a branch instruction let's flush the pipeline and refill it but no-one's gonna care about the performance loss as long as it'll run WordStar v1.0 and any 4004 opcodes you care to write. Intel schmintel.)

--
Cheers __

2449. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950509.133049.05@powerslv.demon.co.uk>
Source record: 165955

In message <FECPDEAIUP@galaxy.teuto.de> Hendrik Mylius wrote:

> In <798949524.1@mettav.exnet> Graham Irvine wrote:
>
> >I don't know ,why do more people buy Kylie Minogue records than Howling Wolf
>
> Because she has t*ts!?

Because she sucks the media cock bigtime.

(Cynical? Moi?)

--
Cheers __
| /\ |\ |
\/ \/ | \|

2450. Calamus interface (was Re: ST ahead of its time?)

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950509.124417.36@powerslv.demon.co.uk>
Source record: 165956

In message <D87wCs.M9w@ecf.toronto.edu> PISCHKE DAVID wrote:

> As for German programmers, they're the ones who came up with that bizarre
> Calamus interface... that's is incredibly hard to use. Who has time to
> memorize what all those icons mean? It's exactly as difficult as having to
> memorize CLI commands -- it's exactly what GUIs are meant to avoid!
> Anyone who tries to differentiate his interface because he thinks otherwise
> users will be confused when they switch applications is making a big mistake.
> It's a *LOT* more confusing having to learn a new interface than looking at
> a menu, realising you're in the wrong application, and switching back.

Without wishing to disparage your reading skills, it may be worth pointing out that the top right hand corner of the Calamus screen (at least in v1.09) contains a brief help text describing the icon currently under the pointer; all you then have to do is learn the functions, a necessary process no matter what interface.

There is however a more interesting underlying argument here regarding how a DTP package should work. Without wishing to pull (DTP-)rank on you, I have, over the past few (8-10) years used somewhere in the region of a dozen different DTP packages from AMX Publisher to Quark and Impression and from Framemaker to Ventura and TeX. DTP gurus will recognise the distinction I am making here - the first group are strongest at dealing with free layouts, utilising lots of irregular graphics and strange text styles and orientations and generally allowing the user to splash things onto the page.

The second group, however, are far better for more repetitive tasks - books, papers, theses and manuals are among the jobs that spring to mind. Only a masochist would try to put together a book in Quark; only a fool (or a god) would produce an advertisment using TeX. Horses for courses.

Calamus is (IMHO) in the first category, although its ability to handle bulk text is up there with Impression and well ahead of Quark. But, as an essentially frame-based program, it is only to be expected that most of the interfacing with the user will be mouse-mediated (rather than in the form of CLI command+switch(es)+argument(s) or the embedded commands used in TeX); a corollary of this is that specialist programs need to adopt a distortion of the GUI; otherwise we get the ridiculous situation in Mac Cubase where changing tools in a window involves clicking on the Tools menu item which, in turn, shows a toolbox which you then click on to select a tool. On a nice large screen (say 19"), this involves a not inconsiderable amount of mouse movement. By contrast the ST way of doing it (click the right button - toolbox pops up under the pointer - select tool or go with pointer (default) - carry on working where you were) doesn't comply with what was intended for the right button (AFAIK) but does make the user interface a lot easier to *use* (rather than appreciate as an example of "Programming-by-guidelines").

While I would agree that there is a common set of low-level interface rules which should have been, and still should be complied with by developers (start menus Desk File Edit, use control C,X and V for copy, cut and paste etc), there is no way that all applications can sensibly adhere to a CUI - I don't expect my paper address book to operate like my synths or my HPLC; why should my cardfile look like my sequencer or my datalogger. Sure - maintain similarities where justifiable (why won't Calamus use the file selector?) but the UI should make using the program as easy and as intuitive as possible for the user and in some cases the "sheet-of-blank-paper-plus-menu-bar" metaphor is just plain wrong.

> I remember in the last issue of the Atari developer's newsletter which I got,
> there was an article on interface guidelines. As a matter of fact, all it
> mentioned was what items to put in the File and Edit menus in what order,
> and what keyboard equivalents to use. Nothing else. The Apple Human Interface
> Guidelines are extensive. It mentions windows, icons, menus, the mouse, the
> keyboard, dialogue boxes, colour, language, principles of interface design,
> design considerations ... you name it. And at each step, it explains WHY
> Apple recommends you do things the way it suggests. It's 386 pages long.

I have in front of me the RISC OS 3 Style Guide (130pp). I quote:

"One of the most important aspects of developing applications to run under RISC OS is to make sure that applications within the desktop world present a consistent and reliable interface to users. This applies both to how an
^^^^^^^^^^^^^^^^^^^^^^^^
application looks and how it behaves." My interpretation of this is that Acorn are saying: Make sure that your app. does what the user expects it to do - don't put in any hidden suprises. IMHO this is precisely what a style guide should do - don't proscribe change or innovation, only confusion.

Incidentally - IIRC, the button bar had no part in the original Mac GUI: is it de facto a bad thing? Ditto flying dialogue boxes?

Sorry if this came over a bit like a rant - it's just that I felt I had to get it off my chest.

--
Cheers __
| /\ |\ |
\/ \/ | \|

2451. Trying for a MiNTy fresh feeling

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Message-ID: <Pine.SUN.3.91.950509095141.26801A-100000@nic.cerf.net>
Source record: 165957

Heh..pretty tacky subject line, eh? :)

Hi All!

I'm trying to install MiNT, MinixFS, KA9Q-NOS, X11R5, Mint-Net, and MiNTOS, but guess what? I'm having trouble (surprise, surpirse!).

So far, I've gotten the MinixFS, the KA9Q-NOS, and the X11R5. And MiNT. MiNT was EASY to install. No problems at all! I have completely read the MiNT documents, and am a MiNT expert now. I have completely read the MinixFS docs, and feel that I'm a MinixFS expert now, too, but:

...I can't get MinixFS to work. I downloaded the source code too. I have a Falcon030 4/84, with a 10-meg partition that I'm trying to format for MinixFS. This partition is drive D:, NOT C:, so I know I'm not wrong there. I run MINIT.TTP: minit -V -n 2 -P D:, which should allow for a 10 meg, 30-char file name partition, which is protected. It _says_ it did it. Then, I run: minit -t D:, and it _says_ everything is fine. Then, I run: mfsconf D:, and it says, "Path D: is not a minix partition." Crazy computers! Go figure! Any help?

I have the minix.xfs in my root directory on C: (my boot drive). I have the latest version of MiNTNP. My mint.cnf file reads:

```
INIT=C:\multitos\gem.sys
NOS_ROOT=C:\nos
```

That's it! What am I doing wrong? (screaming) Why won't it work?? :)

I wanted to stick with MiNT so I could easily transform my system back into a real Atari. For all the grief I'm getting though, I might as well switch to Linux :(

Thanks for any help :)

Ben Allfree
shadow@iris.yolo.com

2452. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3ons4g$pdm@dux.dundee.ac.uk>
Source record: 165958

Harry Payne (harry@menageri.demon.co.uk) wrote:
: ATARI WORLD

: Got issue 1. I liked it so much, I wanted to buy the company...
: but I'll settle for a sub.

I too was so impressed, but didn't buy the company. I was tempted to take out a sub, but decided to order itthrough my newsagent. Hopefully this will encourage him to stock it.

Rod

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

2453. GEMulator on PCMCIA?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: mlvg8089@uxa.cso.uiuc.edu
Message-ID: <3oo8e5$dsq@vixen.cso.uiuc.edu>
Source record: 165959

Knowing absolutely nothing about PCMCIA, and seeing how very few manufacturors are producing notebooks with ISA slots, would it be possible to produce a ST emulator on a PCMCIA card?

2454. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3omcar$9he@sphinx.Gsu.EDU>
Source record: 165960

Maury Markowitz (maury@softarc.com) wrote:

: > Let's suppose I developed a new soft drink. The research shows me that
: > it's just perfect for average people. It's a perfect product.. And it
: > sells well. But one day, there comes this troublemaker: a guy who
: > doesn't want to buy my perfect product. I ask him: "This is the best
: > choice for you, you know it - I know it. Why don't you buy it?". This guy
: > just says: "It's too perfect. I don't like it because of that..." - and
: > walks away.

: So, people should market for weirdos?

Why not? Otherwise, nobody would sell Rolls Royces, or listen to other
music but Madonna and the like. Weirdos? No. Let's say: people who
like think with their own brain - and make their own decisions.

: No one makes perfection, you simply try to be the best for the most people.

McDonald's does that. And nobody's happy... =-(We need people who try
to make perfect solutions for some people. We're not ants, after all -
though it sometimes looks like that... I don't mean you, but world
around us generally ;-) ..

: Maury

TH

2455. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D8BL7x.F99@ecf.toronto.edu>
Source record: 165961

In article <D8Avqu.1ss@bton.ac.uk>, Stephen Ticehurst <st39@bton.ac.uk> wrote:
>PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
>To a point this is true

It's not true "to a point," it's true period. The fact that some programs that are written badly might cause the system to slow down does not change the fact that it is still multitasking.

>If the software hasn:t been written to run cooperativly then it will slow
>the system down. In the program:s main loop, you have to add a call
>which will give the OS a chance to allow another peice of software to run
>for a while. This is not the case with pre-emptive.

On the Atari, any AES call could possibly cause a context switch, but usually evnt_mesag() or evnt_multi() is the call the programmer uses to pass control to other programs while waiting for a GEM event. The Mac uses WaitNextEvent().

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

2456. Re: SubSation ???

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: popemerlin@delphi.com
Message-ID: <h+2-S39.popemerlin@delphi.com>
Source record: 165962

Hi,

Substation has been delayed a few weeks but will be here shortly. There will be a demo uploaded in the near future, tomorrow or Thursday.

Phin

2457. Re: Kaosdesk & Multitasking?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FEJKFAAMUP@zaphot.augusta.de>
Source record: 165963

In <JGx+qXj.mindbomb_bbs@delphi.com> Ansy Maccallum wrote:

>Lost <abstract@wam.umd.edu> writes:
>
>> Does anyone know what multitasking program is most compatible
>>with Kaosdesk? I'd like this program, but I want to make sure I can use
>>it!
>> --Dazed and Confused (-;
>
>
>I may be wrong, but I think KAOSdesk evolved into Mag!X desktop and eventually
>into Ease... (at least the desktop supplied with Magix 2.x looks remarkably
>like a new version of Kaosdesk)...

Mag!X is from the same people who wrote KAOS ;-) MagXDesk is the
same Desktop as KAOSDesk - just the version von Mag!X.

EASE is a totally different product - it is just sold together with
Mag!X by ASH - but it's not from Andreas Kromke!

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

2458. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FEJKFAAPUP@zaphot.augusta.de>
Source record: 165964

In <maury-0505951122420001@edwarda.interlog.com> Maury Markowitz wrote:

[...]
> Maybe from a PC, but not a Mac. The Mac was and always has been
>polyphonic, with upgradable synths. Even a loagy Mac + does a lot more
>sound than my ST ever did.

Get a synth with MIDI port ;-)

Did you ever try to connect MIDI stuff to a PC? And did you ever
see the MIDI software on PC ;-) ?

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

2459. Re: Ugrade for NVDI and MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3ooer5$5dh@newsbf02.news.aol.com>
Source record: 165965

> Can anyone please assist me, i need to find out how i can upgrade my
2.xx
> versions of NVDI and MagiC from the USA. I have tried writing a letter
to Behne
> & Behne Systemsoftware but have recieved no reply for 3 months or better
now. a
> Phone number or any other info would be greatly appriciated.

Those of us in the states who have MagiC and NVDI "upgrade" by buying the
new versions through Toad. It's actually cheaper than upgrading.

Try toad@charm.net....

Al Fasoldt, Systems Editor, Syracuse Newspapers

2460. Re: Trying for a MiNTy fresh feeling

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <3ooeq3$53f@batph8.bnr.ca>
Source record: 165966

In article <Pine.SUN.3.91.950509095141.26801A-100000@nic.cerf.net>,
Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net> wrote:
>
>I wanted to stick with MiNT so I could easily transform my system back
>into a real Atari. For all the grief I'm getting though, I might as well
>switch to Linux :(

Might as well go with Linux. I found very little crossover from my MiNT
setup and my GEM setup...that is, I never ran the same programs under MiNT and
"single-TOS".

You do not need to transform your system to Linux, just have the
partitions on your HD for it. Apparently there are ways to keep your system
from booting normal TOS, but I didn't go that route. I still have a C:
partition with all my Atari Software. My D: partition is the Linux partition
and E: is a linux swap parttion, neither is visible to TOS. I have Partiition
F: as a minix partition, which appears as drive D to TOS. This is where my
MiNT setup is, which still gives me MultiTOS when I want it.

So every time my system boots up to the Atari Desktop. I then run the
bootstrap program with my kernel and root device. Not much to convert back
if I decided to stop doing Linux (and go to something else like FreeBSD).

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

2461. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0905951556370001@edwarda.interlog.com>
Source record: 165967

In article <3oll7p$4dk@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

> That explains me a lot of your comments on TOS... =-(Too few of you

No, wasn't your point that 1.6 was the be all and end all and that IO was wrong simply because I didn't see 1.6?

> - Dramatically improved desktop and OS (e.g. networking capabilities,
> very nice new 3-D look of GEM, color icons, fully customizable desktop
> and keyboard shortcuts, etc..)

Well I used one for a short time in Scotland, and it looked different, but felt the same. 030/16?!?!

> - DSP digital signal processor, capable of recording, playing and
> handling in real time 16 bit 50 kHz stereo sound in 8 channels
> simultaneously. It's fairly easy and inexpensive to change your Falcon

Nothing new there.

> - LAN port (AppleTalk-compatible), 115 bps serial port, 2-direction

On the issue of the LAN port - did it come with a Chooser and such to actually put you on the Mac LAN? I mean, a port is useless without the software, what software did it use?

And was the port also a serial port like on the Mac?

I still say the best port in history was the one on the 8-bit Atari's, you could daisy chain it.

> A socket for 68882 math co-processor 16..50 MHz

Did the OS invisibly support it? Or did you have to code for it?

Maury

2462. Re: Archivers

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.161.000982F3@ti.com>
Source record: 165968

In article <Pine.SUN.3.91.950508105707.29204E-100000@nic.cerf.net> Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net> writes:

>But, I see some .tar, .gz, .z, and was wondering what the heck these

.tar is an tape archive, need to use STTAR.PRG to untar it.
.gz is GnuZIP which is GNU version of ZIP, better than PKZIP so it says. Need to use GZIP.TTP to unzip it.
.z is good old unix compress, need to use COMPRESS.TTP to uncompress it.

All the programs are in HENSA, of course. Support Hensa, download all you want there, it's free otherwise it will be gone.

HTH

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`\\_//-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore <o o> 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com ===O=== 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

2463. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D8ADq9.Fxy@ecf.toronto.edu>
Source record: 165969

In article <3olm55$4dk@sphinx.gsu.edu>,
Tommi Pekka Hietavuo <gs01tph@panther.Gsu.EDU> wrote:
>It isn't that easy to explain, you know... Can you tell me, why some car
>feels better to drive than another? And one feature that makes you enjoy
>the car, may annoy another driver. It's personal..

Yeah, but every car that comes out has its brake and gas pedals in the same
place, the steering wheel in the same place, the windows and doors all in the
same place... It's the same way with a standardise interface. When everything
behaves the same way, and objects all look similar to each other, there's no
confusion.

>So, I can't tell you "why" Atari-environment feels better to me; it just
>does. It makes me work more efficiently, gives me more results in certain
>time. TOS seems to work the way I myself think. Unfortunately, most
>other operating systems don't. You have to use professional Atari
>systems yourself, to see what I mean.

>Format a DOS-floppy as 1.8 Mb..? I doubt that very much. If I feed Mac
>with anything but 100% standard IBM 1.44 Mb, it either won't recognize
>the disk and offers to format it again - or locks up =-(. And this isn't
>my imagination, but reality.

How many DOS floppies are there that are 1.8Mb?

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

2464. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3omc0u$9he@sphinx.Gsu.EDU>
Source record: 165970

Hutch (hutch@ilmen.lanl.gov) wrote:
: In a previous message, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

: > It must have some great logic behind it - but unfortunately we Atari-users
: > (spoiled with NeoDesk) are too dumb to see the light =-) !

: Gee, Tommi... I really wish you would STOP speaking for ALL Atari-users. If
: YOU find something YOU think is dumb, then state it that way, OK? But kindly
: do NOT include all of the rest of us just because YOU feel a certain way.

: Believe it or not, your experiences are not necessarily global in nature.

Sorry, Hutch - but nobody's perfect... I may express my opinions too strongly, but the idea between by lines should be readable.

And, believe it or not, practically all the Atari-owners I know in Finland, think more or less the same way. So you wouldn't like their lines much more than mine, I'm afraid.

I've noticed that many American Atari-users seem to be more critical toward Atari, and more favorable toward Macintosh, than people I know from Europe. There is some kind of a "cultural collision", though it's hard to understand, why...

It's different for you, because using Mac seems to be about as enjoyable as using e.g. Falcon to you - am I completely wrong? But if you want to understand my comments, try to imagine people who use Mac (often with great expectations) - only to find out that they really don't like the way it works. Some people try to convince you: "...hey, but surely you MUST understand that this car is really good - or what's wrong with you?..." - but hearing that most people find Mercedes Benz an excellent car doesn't mean that you -personally- enjoy driving one? Perhaps you just prefer your Mazda =-) ! I know enough people who'd think I'm crazy, if I seriously said like that. They don't understand me. I don't understand them. Neither is right or wrong.

I really believe that there are lots of us, to whom Mac isn't an alternative to ST or Falcon. In Europe, at least.

: -Hutch- @ Fair Dinkum Tech

Greetings,
TH

2465. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3omr4q$ja3@sphinx.Gsu.EDU>
Source record: 165971

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
: In article <3olm55$4dk@sphinx.gsu.edu>,
: Tommi Pekka Hietavuo <gs01tph@panther.Gsu.EDU> wrote:

: Yeah, but every car that comes out has its brake and gas pedals in the same
: place, the steering wheel in the same place, the windows and doors all in the
: same place... It's the same way with a standardise interface. When everything
: behaves the same way, and objects all look similar to each other, there's no
: confusion.

I agree on that.

: >Format a DOS-floppy as 1.8 Mb..? I doubt that very much. If I feed Mac
: >with anything but 100% standard IBM 1.44 Mb, it either won't recognize
: >the disk and offers to format it again - or locks up =-(. And this isn't
: >my imagination, but reality.

: How many DOS floppies are there that are 1.8Mb?

One would be enough - when you need one... I try to avoid floppies
bigger than 82 tracks and 20 sectors (about 1.6 Mb), because their
reliability decreases dramatically beyond that size. But temporarily, a
good floppy can hold as much as 84 tracks and 22 sectors, if your disk
drive can handle that much. Sometimes you only have one floppy with you
somewhere - and need to copy something bigger than 1.44 Mb... That's when
special formats are handy. For TOS they cause no trouble; the OS handles
about everything your disk drive is physically capable of handling. For
DOS non-standard disks cause problems, unless you use utilities like
"FDread". For Mac... Well, if there is a solution existing to read
oversized floppies, I don't know it. I recently read that MagiCMac has
trouble handling these disks, too - because of Mac's design. Maybe
someone knows this better ?

Anyway, 1.62 Mb floppies work perfectly, offer more free space, and even
work a bit faster than 1.44 floppies.

: Dave "Bear" Pischke (pischke@ecf.toronto.edu)
: ___ _____ Engineering is the art of moulding materials we do not fully
: |__ |) | | | understand into shapes we cannot fully analyse and preventing
: |__ |\ | |/\| the public from realising the full extent of our ignorance.

Beers,

TH 8-)

2466. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3omrfe$ja3@sphinx.Gsu.EDU>
Source record: 165972

FELDAK79@SNYONEVA.CC.ONEONTA.EDU wrote:
: Tommi:

: The Falcon might be able to format a High density disk to 1.8megs but
: so what? MS-DOS can't even read extended format disk with out a
: special device driver (thus, data exchange between the two platforms in
: such a case goes out the window). Even more important - extended
: disk formats - especially those that use extra tracks aren't very
: safe. There's less data integrity associated with the inner-most
: tracks of a disk. Sure, you might not encounter any problems with your
: 1.8meg disk now but eventually you will and when you least expect it.

I wouldn't use it normally - only as an emergency aid. It's good to exist
when you need it.

: I owned a Falcon for a while. I know what it could do and I also agree with
: you that it was an impressive machine - on paper! It never really
: impressed me as much as I originally thought. I had fun with it but
: many of the applications and upgrades that I WANTED and NEEDED to make it
: useful to me either never came out or came out too late for me.

I hope you have something you're happy with now. For me, things went
quite vice versa... I wasn't impressed with Falcon at all when I saw the
specs on paper. Especially the STE-casing and 16 MHz promised bad...
But then a friend of mine purchased one, and I kind of fell in love with
the machine. Well, people in love do stupid things - and before I knew,
I owned one, too.. ;-)

Greetings,
TH

2467. 040 accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3oms50$ja3@sphinx.Gsu.EDU>
Source record: 165973

I just browsed a Mac World magazine (they really fear Windows 95, it seems - so maybe 95 isn't crap, after all..), and saw something pretty disturbing.

It seems like you can have 68040 accelerators to Mac for as low as $300 (LC-version) ! Even full-sized 25..33 MHz 040 cards for Mac cost only $400..$600.

Which raises one question:

WHY does Barracuda-040 cost twice as much ..?
and WHY does German Afterburner-040 cost 1500 DM (about as much)..???

If this pricing strategy goes on, I may finally decide to agree with Mac-folks, and change the wagon. Owning an Atari should *not* mean paying twice too much for everything, IMHO >=-(!!!

I also read that the accelerator market for Mac (68000-series) is declining fast, as people move to PPC. So, if they can sell 040s for $400, for example, I'd think a Falcon-accelerator might cost $600 at most! Something is wrong here... And it hurts us all.

TH

2468. 2 questions: SOL38 and English Crackart docs

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: schmerl@ist.flinders.edu.au
Message-ID: <3omuav$15lq@otho.cc.flinders.edu.au>
Source record: 165974

Why is it that on my mega ste, SOL v3.8 will run from my HD in mono,
but in colour refuses to run from my hd....so I have to run from
floppy, but can then load pics from HD???? Email me with possibilities...

I finally got crackart to work yesterday...very evil ;)....can
someone email me some english docs....

Skip: hopefully distributing jags in Australia (soon :)

2469. atari to pc transfer

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: markw@southwind.net
Message-ID: <3ompgk$2us@onyx.southwind.net>
Source record: 165975

What programs will allow me to do this? I want to be able to read,
format and copy to pc disks. Where can I find it?

markw@southwind.net

2470. SLM 804 LASER PRINTER WORTH MUCH?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: pnf@dana.ucc.nau.edu
Message-ID: <3on0kb$38s@ruby.ucc.nau.edu>
Source record: 165976

```
--
I just bought a bunch of atari stuff as a package and was wondering if
the atari slm 804 laser printer was worth much on the current market?

_-ARIK-_ with PEGGY at pnf@dana.ucc.nau.edu
```

2471. Re: Archivers

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3on22e$qfc@golem.wcc.govt.nz>
Source record: 165977

In article <wongck.161.000982F3@ti.com>, wongck@ti.com (William Wong) writes:
>In article <Pine.SUN.3.91.950508105707.29204E-100000@nic.cerf.net> Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net> writes:
>
>>But, I see some .tar, .gz, .z, and was wondering what the heck these
>
>..tar is an tape archive, need to use STTAR.PRG to untar it.
>..gz is GnuZIP which is GNU version of ZIP, better than PKZIP so it says. Need
>to use GZIP.TTP to unzip it.

GZIP is not a patch on STZIP or PKZIP, try and ZIP a disk drive with folders
and files with GZIP, it can't it only will ZIP a single file...

P.S.. don't use the German version of ZOO as it can't do what the USA version
can, the German one is a Unix port were the USA one has Atari features added...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2472. Re: Archivers

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.162.000F3C21@ti.com>
Source record: 165978

In article <3on22e$qfc@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:
>
>>..tar is an tape archive, need to use STTAR.PRG to untar it.
>>..gz is GnuZIP which is GNU version of ZIP, better than PKZIP so it says. Need
>>to use GZIP.TTP to unzip it.
>
>GZIP is not a patch on STZIP or PKZIP, try and ZIP a disk drive with folders
>and files with GZIP, it can't it only will ZIP a single file...
>

Where did you see the word 'patch'? I didn't say it's a patch, I said GZIP
claim to be better than ZIP. It uses a different compression algorithm, which
is suppose to give a better compression rate.

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`\\_//-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore <o o> 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com ===O=== 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

2473. VT100

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: mkoepp@earth.execpc.com
Message-ID: <3on78n$541@homer.alpha.net>
Source record: 165979

Sorry but I am haveing a hard time saving messages here. I would like
to know if anyone know where to get a VT100 emulator.

Thanks
mkoepp@execpc.com

2474. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: st39@bton.ac.uk
Message-ID: <D8Avqu.1ss@bton.ac.uk>
Source record: 165980

PISCHKE DAVID (pischke@ecf.toronto.edu) wrote:
: In article <3oh1mp$h8q@sphinx.gsu.edu>,
: Tommi Pekka Hietavuo <gs01tph@panther.Gsu.EDU> wrote:
: >Or if you don't like MTOS (4.1 is actually very good!), you can always
: >use Geneva or MagiC! Two of those three use pre-emptive (real)
: >multitasking method - unlike Windows 3.1 and MacOS, which only do
: >co-operative multitasking / task-switching.

: Cooperative multitasking *IS* true multitasking -- the scheduling is simply
: different than in preemptive multitasking.

To a point this is true, but while any program, however written, will
multitask well on a preemptive OS this is not the case with cooperative.
If the software hasn:t been written to run cooperativly then it will slow
the system down. In the program:s main loop, you have to add a call
which will give the OS a chance to allow another peice of software to run
for a while. This is not the case with pre-emptive.
--

Stephen Ticehurst /\ BSc Computer Science Yr2
s.ticehurst@bton.ac.uk \/ University of Brighton
=-

2475. Bad LZH Headers

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: mkoepp@earth.execpc.com
Message-ID: <3on7ni$541@homer.alpha.net>
Source record: 165981

I have a problem with bad headers, 9 out of 10 files are bad. I have LHarcshell 2.99 and a few other older ones but they either bomb out or have a bad header. When I try to run a program that has a bad header I get an error #35. If anyone can help it would be great.

mkoepp@execpc.com

2476. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0905951603580001@edwarda.interlog.com>
Source record: 165982

In article <3olmuq$4dk@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

> The simple answer is: yes it does. MultiTOS comes with every Falcon.
> And since ST is yesterday, the Falcon is everything we should think
> about, now. Why speak of a computer of 1985..1990, that nobody
> manufactures any longer?

Which includes the Falcon!

> : And if you want add ons, you can get boomerang for the Mac.
>
> I'd like to see that. Is it a commercial program?

Yup, and a shareware version too.

> computer to use. But then again, not many Macs can do 16 bit hard disk
> recording and DSP sound processing "out-of-the-box", can they? Falcon can.

They all include 16 bit direct-to-drive recording and sound processing out of the box, yes. Some also include a DSP, but they found on the PMacs that a DSP was actually slower than letting the CPU do it.

All Macs since 1992 (?, 1 perhaps) ship with stereo out, microphone in (and the microphone), CGA, SVGA etc. video out and such. Some Macs also include complete video in, and on the PMac's it's simply a card you plug in. Some Macs also include a IR remote control and a TV tuner in them too.

> Sorry, that was rude.

Appology accepted.

> : As far as I'm conserned, the most fun I've ever had with a computer was
> : with my old Atari 400! Now THAT was a hackers machine!
>
> It's a pity I never owned one ;-) ...

You would have most likely loved it. That box and a copy of Mapping the Atari and you had more fun than I ever had since.

Maury

2477. Re: HAS STARDUST BEEN RELEASED YET IN ENGLAND?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3oohp3$b3c@bs33n.staffs.ac.uk>
Source record: 165983

amez1@monash.edu.au wrote:
: I have sent away for it and it is taking ages to arrive. Has it been released?

It's *still* not out on the UK yet. This is getting a bit ridiculous really
and frankly I'm wondering if it will EVER get released.

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

2478. Re: Calamus interface (was Re: ST ahead of its time?)

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D8Bv1t.3M7@ecf.toronto.edu>
Source record: 165984

In article <19950509.124417.36@powerslv.demon.co.uk>,
Jon Kale <jon@powerslv.demon.co.uk> wrote:
>Without wishing to disparage your reading skills, it may be worth pointing
>out that the top right hand corner of the Calamus screen (at least in v1.09)
>contains a brief help text describing the icon currently under the pointer; all
>you then have to do is learn the functions, a necessary process no matter what
>interface.

There are always going to be complex functions in some programs which are not
going to be immediately obvious. Sometimes this simply can't be avoided,
due to the nature of the program. The point is that having twenty or thirty
often-cryptic icons on the screen is no easier to understand than twenty
or thirty CLI commands typed at a UNIX prompt. Having to look at description
slows you down, and, just as with a CLI, you end up memorizing what all the
icons do. What would have been better would be to use the icons where it's
appropriate -- for placing frames, drawing objects, and so on, and use more
traditional stuff like menus and dialogue boxes for the other stuff.
Having a bewildering array of icons, and icons that bring up icon submenus,
is confusing and runs contrary to what an Atari user expects from his
interface.

[extensive talk of different DTP programs deleted]

I'm not a DTP guru, so I'm not really prepared to discuss all the different
DTP programs out there.

> otherwise we get the ridiculous situation in Mac Cubase where
>changing tools in a window involves clicking on the Tools menu item which,
>in turn, shows a toolbox which you then click on to select a tool.

I haven't seen CuBase, but I assume that the menu item you're referring to in
the Tools menu has a submenu attached to it with icons of tools. That's, in
fact, a violation of the HI Guidelines on the Mac. Submenus are to be
avoided unless *absolutely* necessary. A more appropriate way would have
been to have a floating toolbox window that the user can move wherever he
wants.

>While I would agree that there is a common set of low-level interface rules
>etc), there is no way that all applications can sensibly adhere to a CUI -
>I don't expect my paper address book to operate like my synths or my HPLC;
>why should my cardfile look like my sequencer or my datalogger.
...
> in some cases the "sheet-of-blank-paper-plus-
>menu-bar" metaphor is just plain wrong.

Maybe I'm not making myself clear and that's why everyone is misinterpreting me.

I'm not saying that every application must operate in exactly the same way. Of course it makes no sense for your card filer to look like your sequencer. Part of the design process is to choose an appropriate metaphor. A card filer program might work best if it acts like a Rolodex. The Finder uses a desktop metaphor.

What I mean by "common user interface" is that

* Items such as windows, buttons, icons dialogue boxes all work in the same way.
* All programs adhere to the principles of direct manipulation, see-and-point, consistency, feedback, forgiveness, user control, and stability.
* Items that look different act differently.
* Items that look similar act similarly. Interface elements should not look different just because the programmer thought it looked "cooler" that way.

These are some of the basic principles outlined in the Macintosh Human Interface Guidelines. They are general and should apply to every platform, not just Macintosh.

>I have in front of me the RISC OS 3 Style Guide (130pp). I quote:
>"One of the most important aspects of developing applications to run under
>RISC OS is to make sure that applications within the desktop world present a
>consistent and reliable interface to users. This applies both to how an
>^^^^^^^^^^^^^^^^^^^^^^
>application looks and how it behaves." My interpretation of this is that Acorn
>are saying: Make sure that your app does what the user expects it to do - don't
>put in any hidden suprises. IMHO this is precisely what a style guide should
>do - don't proscribe change or innovation, only confusion.

That's what I've been saying all along, and that's what the Macintosh Human Interface Guidelines say.

>Incidentally - IIRC, the button bar had no part in the original Mac GUI: is
>it de facto a bad thing? Ditto flying dialogue boxes?

No. The Macintosh Human Interface Guidelines talk extensively about extending the Macintosh Interface:

Let me quote from the Macintosh Human Interface Guidelines. (Snippets taken from pages 38-40)

"When a need arises that can't be met by the standard elements, you can extend the user interface by creating combinations of standard elements or new elements."
"When you do use existing interface building blocks, use them in the the standard way. Make sure you do not change the behavior for standard elements. When you need a new behavior, design a new element for it. If elements behave differently in different situations, the interface becomes unpredictable and harder to figure out."
"As a general rule, be cautious about creating a new interface element because you may end up introducing unnecessary complexity to your product.

Before you create a new interface element, make sure that you can't use
existing elements to achieve the desired result."

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

2479. Has Calamus been ported to DOS/Windows?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: dsoleno@netcom.com
Message-ID: <dsolenoD8Bxs8.DLL@netcom.com>
Source record: 165985

Hello:

I would like to know if Calamus is available for
DOS or Windows. Is the company that produces it still
in business? Where could I call for information in
America?

David Soleno
dsoleno@netcom.com

2480. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May9.165434.43138@cobra.uni.edu>
Source record: 165986

In article <FEJKFAAPUP@zaphot.augusta.de>, aw@zaphot.augusta.de (Arno Welzel) writes:
> In <maury-0505951122420001@edwarda.interlog.com> Maury Markowitz wrote:
>
> [...]
>> Maybe from a PC, but not a Mac. The Mac was and always has been
>>polyphonic, with upgradable synths. Even a loagy Mac + does a lot more
>>sound than my ST ever did.
>
> Get a synth with MIDI port ;-)

No, I'd rather use QuickTime!

>
> Did you ever try to connect MIDI stuff to a PC? And did you ever
> see the MIDI software on PC ;-) ?
>
>
> Ciao...
>
> --
> Arno Welzel (aw@zaphot.augusta.de)

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

2481. Re: atari to pc transfer

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: keiths@pavilion.co.uk
Message-ID: <3oop0f$l2p@fitzherbert.pavilion.co.uk>
Source record: 165987

markw@southwind.net (mark weddle) wrote:

>What programs will allow me to do this? I want to be able to read,
>format and copy to pc disks. Where can I find it?

If you have TOS 1.4 or greater then the standard 720k format is
readble by a PC. If it is earlier then there are somme progs that do
it but I found that the formatter in Freeze Dried Terminal did it
fine.

You can read and copy to PC formatted disks as long as they are single
density and 720k.

Hope this is what you meant?

Keith
100:1011/12.0
2:254/108.12

2482. Re: VT100

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: keiths@pavilion.co.uk
Message-ID: <3oop0k$l2p@fitzherbert.pavilion.co.uk>
Source record: 165988

mkoepp@earth.execpc.com (Michael Koepp) wrote:

> Sorry but I am haveing a hard time saving messages here. I would like
>to know if anyone know where to get a VT100 emulator.

Look for a programme called TTerm214.zip. This is Teddy Term and it
definitely has a VT100 emulation mode. If you get stuck I could send
it to you through email or through Fidonet.

Keith
100:1011/12.0
2:254/108.12

2483. Re: Read write Atari ST disks on PC?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D8AAup.E35@cix.compulink.co.uk>
Source record: 165989

In message <Pine.SUN.3.91.950427231528.3077E-100000@earthlight.co.nz>,
bob@earthlight.co.nz said:

> I'm not sure of the validity of this statement, but I don't think
> standard ST's can format PC compatible disks!

As of TOS 2.06 the disk format is IBM so there is no problem. The main
difference between the old ST format and IBM was that the ST version didn't
write the media descriptor byte (only 1 format so it wasn't needed) which
made the PC throw up its hands in horror

Steve

2484. Re: c-lab falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D8ADqs.K5y@cix.compulink.co.uk>
Source record: 165990

And yea it is writ it <3o1no5$2s2@sphinx.Gsu.EDU> that
gs01tph@panther.Gsu.EDU seth:
> at all.. Because you're not to be taken seriously: you own a wrong
> computer. I believe, we all know these attitudes - and how irritating
> that is. It's hard to defend your choice every **** time you meet
> someone. I guess, this creates a "ready to defend" -attitude. You
> expect trouble - and behave therefore aggressively yourself.

Back in 1990 when I had just joined the Britsh Civil service as a computer specialist I was asked by my boss, as part of my skills building, to give talk on "why Ataris are crap". This really pissed me off so I spent a few days builiding up an application shell in GFA basic so that I could show my boss, who claimed that event driven programming was almost impossible, that somebody on 50% less pay could construct one on the "crap" Atari when he couldn't even start to build one on a PC

Ah, such is life

Steve

2485. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HQANJ3U3TE8Y506K@SNYONEVA.CC.ONEONTA.EDU>
Source record: 165991

Tommi:

I agree with you that its good to have the capability to format a 1.8meg floppy - if you're backing up your HD and and don't plan to use such disks often, then its not a bad idea as long as you understand the limitations (and I think you do).

As for the Falcon...

I now have a 486 PC (no flames, please!). I'm pretty happy with it. I wouldn'tsay its better than any ST just different and more suitable for my particular needs, etc. I miss my STe and Falcon - both were fun and exciting machines to work on...but when you're trying to use your computer to help earn a second income (like I've been trying to do) or need it to run a certain program for a certain class, etc the Falcon just doesn't cut it for me.

Regards,

Ari

2486. XTRA RAM board for 520ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: epp@world.std.com
Message-ID: <D8BpFz.9pA@world.std.com>
Source record: 165992

Toad Computers here in the U.S. sells a product called the XTRA RAM board, which will allow the RAM inside a 520ST to be upgraded to 4 Mb of RAM. The description states that this board is "solderless", which is good for people who do not know how to utilize a soldering iron. From what I can recall when I last looked at the motherboard, I don't remember seeing anything on the 520ST motherboard as to where this XTRA RAM board could be plugged into.

Does anyone have this board, and could they explain how it is installed?

Thanks!

--
Internet: epp@world.std.com

Member and Activist: The Boston Computer Society

2487. Original ST release date?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: James Wood <jamesw@PEAK.ORG>
Message-ID: <Pine.SUN.3.91.950509182246.5983C-100000@PEAK.ORG>
Source record: 165993
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Hello all! Bob Retelle is being a dork again, and as usual, he's wrong about the Atari - as he is about most everything he posts about.
We were talking about the original release date of the Atari ST - which was in 1985. I'd been waiting for an ST and called the local Atari dealer on a daily basis as the time drew near, so I remember the date well. Perhaps someone intelligent can enlighten bobbie. Here's what he said:

On May 8, 1995, BobR wrote: (in the "C-lab Falcon" thread)

BR>Back when the IBM PC, the Amiga 500 and the Atari 520ST were brand
BR>new, the playing field was a lot more level (of course, the PC had the
BR>IBM name behind it, which was probably an insurmountable advantage
BR>over the other two).

I tried to correct him about this - explaining that NONE of the three were "brand new" at the same time, and can you believe he argued with me??? (1) IBM PC was new in 1981, (2) Atari ST was new in 1985, (3) Amiga 500 was new in 1986, possibly later - I'm not sure since the AMIGA 1000(!!!) was the original competition for the Atari ST and *IT* was before the 500.

!!!get a load of his smart(dumb)-ass response!!!
|
|
\|/

On May 9, 1995 in Email to me, BobR wrote:

BR>Unfortunately you don't seem to even have that much knowledge.

BR>If you knew ANY Atari history, you'd know the Atari ST and the Amiga 500
BR>were released within weeks of each other in 1986.

BR>Thus you got both dates wrong.

BR>Find one of the books on why Atari failed bigtime, and have someone
BR>who can read, read it out loud to you... it should cover that time
BR>period.

I can't believe someone can be so much in ERROR and such a smart-ass about it. Can someone please enlighten us in regards to the proper release dates to the IBM PC, Atari ST, Amiga 500, and since it's relevant to the discussion, the Amiga 1000?

I still have the January 1986 BYTE magazine with the Atari 1040ST on the front cover - and we all know that the 520ST came before....so it looks

like BobR is wrong for sure.... He'll never admit it, but give it to him anyway....

James

2488. Decision on MiNT

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: lupomesky@kvt.ujep.cz
Message-ID: <lupomesky.36.0009A1BA@kvt.ujep.cz>
Source record: 165994

>From: abstract@wam.umd.edu (Lost)
>Subject: Decision on MiNT?
>Date: 5 May 1995 00:33:13 GMT

> I'm considering downloading MiNT, but is it really all that?
>Should I use it, is it worth my time? I'm not sure how to use it, but
>it's the end of the semester, so I've got a little more time to spend
>exploring now... Thanks for any comments, opinions, etc.

If you're Unix fan, then MiNT is a must for you. If you're scared of CLI'
s etc. then MiNT is nothing for you.

Bye Borek

2489. MiNTnet etc.(Reply)

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: lupomesky@kvt.ujep.cz
Message-ID: <lupomesky.37.0009C31E@kvt.ujep.cz>
Source record: 165995

```
=-=-=-=-=-
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Subject: Networking, MiNT, and what!
Date: Thu, 4 May 1995 22:09:05 -0700

I had a question. I know I can transform my wonderful Falcon into a
pseudo-Unix system, but what good will it do me? All I'm really
interested in is a kick-butt multitasker, and some Internet www browser
(which, I bet, there is none). By looking at MiNT, Minix, Linux,
MultiTOS, and whatever else, am I going in the wrong direction? What is
Minix? Heck, what is Linux?? For that matter, what the heck _exactly_
is MiNT??? And does any of it have to do with telecommunications?
-=-=-=-=-=-=-

Well, it's more than one question at once:

MiNT

MiNT is a Unix-like kernel compatible with TOS (in fact a TOS extension).
You can turn your Falcon into something, which normal user won't recognize
from Unix. With MiNTnet (a XDD device driver) you will also have complete
networking environment with ftp, telnet, finger, nfs, talk and this stuff.
With MinixFS (==> Minix File System), you can have Unix filesystem with long
case sensitive names, links, symbolic links, i-nodes etc. I run this setup
and I'm quite satisfied. MiNT is also supplied with Atari's MultiTOS.

Linux

Linux is a free Unix clone. If you know Linux on PC, then Linux for 680x0
processors is the same.

Bye Borek
```

2490. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D8C4vE.6rI@cix.compulink.co.uk>
Source record: 165996

In message <5ZLZBJF@moacs.indiv.nl.net>, waldi@moacs.indiv.nl.net said:
> > mount -t minix /dev/sda2 /mnt

> or, better yet: use an ext2 fs:

Thanks - I went for an ext2 fs in the end.

> > Now the problem *I'm* having is that many commands give me:
> > Unknown error -2
>
> Your tools might be out of sync with your shared libraries. You're

This was it.

I was using the libraries that came with the tools - and the kernel wasn't very happy. In the end I used the libraries which came with the RAMDISK, and put in soft links to the library names that the tools expected. I don't know how 'dangerous' this is - but it seemed to work.

The usr.tar.gz came from TSX-11 via the InfoMagic Linux CD (March) set. All the files on the disk have a March date - but I don't really know how old they are.

Anyway - system seems *very* stable at the moment.

:-)

Roland.

@CiX

2491. Re: SToop

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D8Bxsp.7t8@cix.compulink.co.uk>
Source record: 165997

In message <3o169iqer1@perth.DIALix.oz.au>, fezzy@perth.DIALix.oz.au said:

>G'Day, I keep reading about SToop, can someone please tell me where it's
>available from ? & is it shareware or commercial ????
>Thanks in advance

Hi Peter,

It's shareware, cost 10 ukp (or equivalent in local money plus 25%), you
should be able to get it from HENSA and possibly other main Atari sites.

The files you'll want are STOP104A.ZIP (full package, v1.04a) and
STP4BPTC.ZIP (a patch to convert 1.04a to b).

I wrote it, so if you want more info let me know or I can send you a
UUEncoded copy.

Phil.

2492. Re: Imagecopy 3

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D8Bxsr.7u3@cix.compulink.co.uk>
Source record: 165998

In message <90d_9504281013@genesplicer.org>, Terry.May@rebel.genesplicer.org said:

>Anyone know if Imagecopy 3 author Jeremy Hughes has an Internet address?

j_hughes@cix.compulink.co.uk

Phil.

2493. Re: searching for pov-editor

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D8Bxst.7ux@cix.compulink.co.uk>
Source record: 165999

In message <3onln6$9p9@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk said:

>PS - Where can I FTP Faster Than POV from? I've not seen it anywhere yet.

You'll find on Falcon's Realm amd other NeST sites.

Phil.

2494. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-09 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D8Bxsv.7vo@cix.compulink.co.uk>
Source record: 166000

In message <D86wC6.7vz@ecf.toronto.edu>, pischke@ecf.toronto.edu said:

>But don't you see? If interface X allows a users to complete a task in ten
>seconds with an accuracy rate of 90%, and interface Y allows users to complete
>the same task in fifteen seconds with an accuracy rate of 70%, then isn't
>it self evident that interface X is superior?

But what if X takes 20 seconds longer to load, uses more memory, takes
more space on the HD, doesn't allow the user to do everything that Y does?

I know this is a cheap shot, but simple measures of what is or is not
successful or good in a complicated environment are not worth the
electrons they're written with. :)

Phil.

2495. FAX Software needed

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <3oqsl4$jt8@usenet.INS.CWRU.Edu>
Source record: 165801

A friend of mine not currently able to surf the net recently acquired
a Fax modem which he would like to use with his 1 meg ST.

Can someone please send me recommendations of FAXing software that
runs on the ST?

e-mail replies to jmcwilliams@lakers.lssu.edu please, the cleveland
freenet is usually IMPOSSIBLE for me to get through to during my internet
access hours. It was difficult enough to get through to post this.

Thank you.

Jeff McWilliams
jmcwilliams@lakers.lssu.edu

--
Jeff McWilliams -->classic Atari black-hole resident.
cd827@cleveland.freenet.edu

2496. Re: [MinixFS] attribute problem

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <3oqrmv$pnb@ccshst05.cs.uoguelph.ca>
Source record: 165802

Eems , J.P. van der (eems@nlr.nl) wrote:
: I have installed MiNT and MinixFS. It all seems to work fine.
: BUT, when I put an executable on a minix partition it executes
: even when the attributes are : -rw-rw-rw- (so no executable flag)!!

I noticed that too. Are you logged in a root? I don't think I actually
tried logging in as myself before I changed the permissions, but it seems
that root is able to execute even without the permissions set.

THeo

2497. Open letter on Spectre GCR version 3.?

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <D8DII6.K50@freenet.carleton.ca>
Source record: 165803

Firstly, I would like to thank Dave Small for posting his thoughtful replies to a few Spectre/SST questions. What I am curious about is how close the proposed 3.1 version of the Spectre software ever got to final release? HD disk support, as well as support for Atari's extended partition scheme would be very useful to me, being the owner of a mega ste, and I was really looking forward to upgrading to the new software after I read Dave's online announcements.

System 7 would have been nice, but it would probably have been so slow as to be unusable, from what I've read from regular Mac Plus users.

Thanks!

--
"Pick a card, any card at all... except THAT one!"
Mark Montreuil (613) 990-4833 (voice)
Magician
As seen on YTV's "Take Part"

2498. Mega ste using tos 1-1.4

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <D8DILF.KCo@freenet.carleton.ca>
Source record: 165804

What would the net effect of disk loading tos 1 or 1.4 on a mega ste be? Would it have potentially damaging effects? I would like to be able to run some older sw that does not like Tos 2, and I am considering disk loading a tos. Will I damage/fry my computer? (I don't really think that this is likely but I'd like to be sure!)

mark m

--
"Pick a card, any card at all... except THAT one!"
Mark Montreuil (613) 990-4833 (voice)
Magician
As seen on YTV's "Take Part"

2499. Re: Has Calamus been ported to DOS/Windows?

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: jkudron@ic.net
Message-ID: <3or4sg$1rn@condor.ic.net>
Source record: 165805

In article <dsolenoD8Bxs8.DLL@netcom.com>, dsoleno@netcom.com says...
>
>Hello:
>
> I would like to know if Calamus is available for
> DOS or Windows. Is the company that produces it still
> in business? Where could I call for information in
> America?
>
> David Soleno
> dsoleno@netcom.com
>

--
David,

You can contact Nathan from DMC publishing at potechin@genie.com

The IBM version is pretty much completed, as I understand it.

2500. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D8DqEA.CAH@ecf.toronto.edu>
Source record: 165806

In article <D8Bxsv.7vo@cix.compulink.co.uk>,
Phil Hodgkins <phodgkins@cix.compulink.co.uk> wrote:
>In message <D86wC6.7vz@ecf.toronto.edu>, pischke@ecf.toronto.edu said:
>
>>But don't you see? If interface X allows a users to complete a task in ten
>>seconds with an accuracy rate of 90%, and interface Y allows users to complete
>>the same task in fifteen seconds with an accuracy rate of 70%, then isn't
>>it self evident that interface X is superior?
>
>But what if X takes 20 seconds longer to load, uses more memory, takes
>more space on the HD, doesn't allow the user to do everything that Y does?

Those are totally separate issues. We were not talking about feature lists,
we were talking about ease of use -- given two interfaces which allow the
user to perform the same task, then the one that lets more peole do it quicker
with more accuracy is the better interface. Issues of speed, size, are
separate.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

2501. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D8DqLE.CxL@ecf.toronto.edu>
Source record: 165807

In article <3oqmmt$73v@prime.mdata.fi>,
Pekka Saarinen <contacts@mits.mdata.fi> wrote:
>We'll have to gather there some Silicon Graphics or Cray users! :-)
>Seriously, I truly wonder why these Mac-lovers subscribe this
>newsgroup at all? Are they paid by some multinational companies
>to confuse Atari users? Is this conspiracy against freedom of
>choice?

Here it begins. Anyone who doesn't think the Atari is the best machine on the
planet is part of some grand conspiracy.

>
>>: They all include 16 bit direct-to-drive recording and sound processing
>>: out of the box, yes. Some also include a DSP, but they found on the PMacs
>>: that a DSP was actually slower than letting the CPU do it.
>
>No a single one machine in the Macintosh family has a DSP-port. So, you're
>not able to make DAT backups, digital DAT masters, record with DAT's
>converters (or Apogee's!), add cheap analog audio expanders...

Please check your facts. The Quadra 840AV and Quadra 660AV came with DSP's
built in. You can get DSP boards for any NuBus-equipped Mac.
Apple's workgroup servers have the option of coming with DAT drives.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

2502. Re: Ugrade for NVDI and MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: Darren.Trutzenbach@f616.n2605.z1.fidonet.org
Message-ID: <8ef_9505110301@nisc.fidonet.org>
Source record: 165808

In a message of 09 May 95 07:12:37, Alfasoldt@aol.Com wrote:

A> > Can anyone please assist me, i need to find out how i can upgrade my
A> 2.xx
A> > versions of NVDI and MagiC from the USA. I have tried writing a letter
A> to Behne
A> > & Behne Systemsoftware but have recieved no reply for 3 months or better
A> now. a
A> > Phone number or any other info would be greatly appriciated.
A>
A> Those of us in the states who have MagiC and NVDI "upgrade" by buying the
A> new versions through Toad. It's actually cheaper than upgrading.
A>
A> Try toad@charm.net....
A>
A> Al Fasoldt, Systems Editor, Syracuse Newspape

No way am I going to pay out another $138 or more, thats rediculous. What is the price for upgrading anyway? If its about 40 UK pounds each to upgrade then there crazy. Thanks for the reply.

+===+
| ### R_O_U_N_D T_A_B_L_E BBS ### Shamong, NJ USA. (609)268-7524 |#
| ATARI & IBM Support, 12oo - 28.8, 2.2 Gig + 3 CD-ROM's |#
| -- |#
|Sysop: Darren.Trutzenbach@f616.n266.z1.fidonet.org - Darrenet@aol.com|#
| Fidonet 1:266/616 Atarinet 51:1/18 Tablenet 26:1/1 |#
| ~ NeST 90:301/18 FANFiles 95:200/18 ~ |#
+===+#
###

2503. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1005951559570001@edwarda.interlog.com>
Source record: 165809

In article <3op6rk$npb@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

> TV tuner is handy, but that isn't very common in Macs or PCs yet, I

I think it's a stinky gimmick actually, TV's are cheap. PERHAPS Apple's claim that it's a great device in a school dorm and such is true, but it doesn't seem to be a high-demand device to me. Oh well, maybe I'm wrong.

Now what DOES make me mad is the IR port that goes along with it - you can't program it to my knowledge. I've been waiting for an IR port on the Mac so you could just plop your Newton in front of the Mac and have it start printing etc.

> And, please - no comments like: "there's nothing wrong with Macs
> audio...". If someone doubts, I guess there are professional musicians
> out there who can tell us more about both systems' audio problems. Atari

Well, my friend Thor (yes, real name) edits the soundtracks for movies on them. In fact, he's doing his latest movie 100% digital on the Mac... although the price tag turned my hair white!

> Sometimes I wonder, where the FUN has disappeared from computing... I
> have fun with my Falcon, but definitely not with PCs. Let's hope things
> will get a bit less serious again, some day..

The last time I had a lot of fun not playing a game was poking about in HyperCard. I was trying to figure out something, I forget exactly what, but it had something to do with the date. I don't have a book or anything, so I think "hmmm, well I think it should be something like..." and it worked. I was so happy.

Maury

2504. XTRA RAM board installation for 520ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: Edward Piecewicz <edward1@delphi.com>
Message-ID: <Re9+ToA.edward1@delphi.com>
Source record: 165810

Does anyone have the XTRA RAM board installed in a 520ST? This board is currently being sold by Toad Computers in the U.S.

The description states that the board is solderless, but I do not recall seeing anything on the motherboard as to where this would connect to.

I'm curious to know how easy this is to install, as I am considering purchasing one.

Thank you.

2505. WWW by e-mail

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <800133468snz@chowgar.demon.co.uk>
Source record: 165811

I know how to get web pages by e-mail but these only arrive as plain text files.
Is there a way to get HTML files along with any associated graphics so I can
make use of that new HTML browser ?

Cheers.

--

Simon Moore

smoore@chowgar.demon.co.uk

2506. ST Emulator4Macintosh

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: BABIS <elgato@athena.compulink.forthnet.gr>
Message-ID: <3oremv$djl@news.compulink.forthnet.gr>
Source record: 165812

Please, please....
Does anyone know of an ATARI EMULATOR for the Macintosh.
If such a thing exists Iwould like to know more details.
I think I've seen something out there but (how stupid!) I can remember
where...
Please help if you can.

Thanks in advance

elgato@athena.compulink.forthnet.gr
ciark@hol.gr

2507. Re: Help Wanted: 2nd Drive for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: sdelaney@steil.demon.co.uk
Message-ID: <800135184snz@steil.demon.co.uk>
Source record: 165813

Hi Barry,
Thanks for the info on connecting a second drive. It will make life a
lot easier when making up disks for the catalogue. It's hopeless having to copy
everything to the hard drive and then back to floppy.

Regards
Steve

--

==
| Steve Delaney | Floppyshop and |
| sdelaney@steil.demon.co.uk | Atari World Magazine |
==

2508. Zip Drive Software?

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: martinc@teleport.com
Message-ID: <3orl7t$37b@kelly.teleport.com>
Source record: 165814

Anyone know if you need to have any special software to run a Zip Drive?

Also, has anyone used a Zip Drive on their STe? If so, how do you rate it?

Any info will be helpfull, thanks,

Martin C

--
I love it when they do that.

2509. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May10.200102.43217@cobra.uni.edu>
Source record: 165815

In article <3oqkaf$pks@news.iesd.auc.dk>, chainxor@kom.auc.dk (Henrik Lunardi Weide) writes:
>
> The NEW Performa/LC 475 and 630 series Macs don`t have 16-bit sound.
> They only have 8-bit sound. So not all post 1992 Macs have 16-bit
> sound out-of-the-box.

Most Macs have 8 bit sound. All ST ones do not have 16 bit sound, have 16 bit color, 040 and cdrom supported software!

>
> The Macs with DSP-processors were the AV-series. No wonder their DSP-
> chip was slow it wasn`t a Motorola DSP56001. :-)
>
Have you ever used a AV Mac?

> By the way, it's only the PowerMacs that actually are fast enough
> to do some realtime signal processing.
> 040 Macs aren't.
>

And the 68000 ST can?

>
> Keep Cool and Flying...
>
> ChainXOR...
>
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

2510. Re: [MinixFS] attribute problem

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: Conan Ford <ford@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.90.950510200854.33307C-100000@srv1.freenet.calgary.ab.ca>
Source record: 165816

On 10 May 1995 eems@nlr.nl wrote:

> Hi,
>
> I have installed MiNT and MinixFS. It all seems to work fine.
> BUT, when I put an executable on a minix partition it executes
> even when the attributes are : -rw-rw-rw- (so no executable flag)!!
>
> Anybody know of this problem?

Maybe. Do you have a login program installed?

2511. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3oqe4c$ocb@news.iesd.auc.dk>
Source record: 165817

In article <19950509.133049.05@powerslv.demon.co.uk>, jon@powerslv.demon.co.uk (Jon Kale) writes:
> In message <FECPDEAIUP@galaxy.teuto.de> Hendrik Mylius wrote:
>
> > In <798949524.1@mettav.exnet> Graham Irvine wrote:
> >
> > >I don't know ,why do more people buy Kylie Minogue records than Howling Wolf
> >
> > Because she has t*ts!?
>
> Because she sucks the media cock bigtime.
>

Which makes me which I was Mr.Media :-)

> (Cynical? Moi?)

:-)

Keep Cool and Flying...

ChainXOR...

2512. Re: What is TOWER 2

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3oqe9f$ocb@news.iesd.auc.dk>
Source record: 165818

In article <894@antares.lacerta.sxb.bsf.alcatel.fr>, sallafra@col.bsf.alcatel.fr (laurent sallafranque) writes:
>
> I would like to know if tower 2 is a shareware, or a commercial game.
> What does it look like ?
> Is there a demo available somewhere ?
>
> Thanks,
>
> Sallafranque Laurent
>
> sallafra@col.bsf.alcatel.fr
>

TOWERS II is a tryware game, which means that you can get the full version anywhere, but you have to buy the manual if you wan't to go further then the 3rd level. If you don't like the game, then you haven't wasted any money. That's tryware.

TOWERS II is avaible on ftp.cnam.fr.

Keep Cool and Flying...

ChainXOR...

2513. Re: High Speed Modem on F

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: richard.guziewicz@genesis8.frmug.fr.net
Message-ID: <8A91264.00AD0027F7.uuout@genesis8.frmug.fr.net>
Source record: 165819

Greetings from sunny Corbarieu, Rich,
I'm using an Alto V34 with a standard Falcon TOs 4.02, and a
Semper/jetmail/LED package without any problems. (HSMODEM 6 as well)
I average about 2500 cps and 24000 baud rates with 115800 DTE rates. No
problems encountered. Of course, I have to keep the modem's auto-answer mode on
all the time, as the Falcon's serial port "incoming call" wire is inactive.

--- JetMail 0.99beta18
* Origin: Walden Pond, France (FidoNet 2:320/107.18)

2514. Re: Original ST release date?

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1005951605220001@edwarda.interlog.com>
Source record: 165820
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

In article <Pine.SUN.3.91.950509182246.5983C-100000@PEAK.ORG>, James Wood <jamesw@PEAK.ORG> wrote:

> BR>If you knew ANY Atari history, you'd know the Atari ST and the Amiga 500
> BR>were released within weeks of each other in 1986.
>
> BR>Find one of the books on why Atari failed bigtime, and have someone
> BR>who can read, read it out loud to you... it should cover that time
> BR>period.
>
> I can't believe someone can be so much in ERROR and such a smart-ass
> about it. Can someone please enlighten us in regards to the proper
> release dates to the IBM PC, Atari ST, Amiga 500, and since it's relevant
> to the discussion, the Amiga 1000?
>
> I still have the January 1986 BYTE magazine with the Atari 1040ST on the
> front cover - and we all know that the 520ST came before....so it looks
> like BobR is wrong for sure....

He is, I bought my Atari 520ST (on-disk OS) in Sept 1985. The Amiga 1000 was JUST coming out, and the 500 came out about 2 years later.

He's just plain wrong.

Maury

2515. Re: The MindSet PC

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1005951607240001@edwarda.interlog.com>
Source record: 165821

In article <365_9505091258@tor250.org>, Dan.Dreibelbis@balmybeach.gryn.org
(Dan Dreibelbis) wrote:

> So it failed because it wasn't totally PC compatible and
> expensive to produce, eh? Would've then made a very costly fiasco
> for Atari if they had hypothetically used that as their launch into
> the hi-powered computer market instead of the ST. Which is why we
> hear more about the ST line than the Mindset these days.

And maybe not, with Atari's manufacturing and sales support, who knows?

Maury

2516. Elite or Elite II players out there?

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1005951608480001@edwarda.interlog.com>
Source record: 165822

Hello!

Well I just learned that Elite II was made for the ST. If any of you
have played this game, I'd love it if you could drop me an e-mail note!

Maury

2517. Re: Atari clones

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3oqgka$pip@dux.dundee.ac.uk>
Source record: 165823

```
: I talked to Steve Cohen at Wizztronics a few weeks ago and he said
: that they are currently looking at developing a clone that uses
: the Power PC chip, now that Apple has opened up the market for its
: O/S. He quoted some impressive specs, including TOS compatibility.
: Their number in the U.S. is (516) 473-2507.

Atari allegedy had a PPC Falcon under development.

Rod

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!
```

2518. Page 6 Magazine

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3oqh7r$pip@dux.dundee.ac.uk>
Source record: 165824

Our of curiousity does Page 6 New Atari User still exist? I subscibed
to it until about 2 1/2 years ago.

Rod

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

2519. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D8D59J.D3v@sci.kun.nl>
Source record: 165825

In <1995May4.230324.42871@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:

>In article <D82rEE.LGD@cix.compulink.co.uk>, satty@cix.compulink.co.uk ("Stephen Atty") writes:
>> I have choices : AtariWorks, Papyrus, LaTeX. I could continue but frankly
^^^^^

>None of those can match ClarisWorks.. Give it up..

That did it. Nothing can match TeX. You're a jerk. Off to the kill
file with you.

--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

2520. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3oqkaf$pks@news.iesd.auc.dk>
Source record: 165826

The NEW Performa/LC 475 and 630 series Macs don`t have 16-bit sound.
They only have 8-bit sound. So not all post 1992 Macs have 16-bit
sound out-of-the-box.

The Macs with DSP-processors were the AV-series. No wonder their DSP-
chip was slow it wasn`t a Motorola DSP56001. :-)

By the way, it's only the PowerMacs that actually are fast enough
to do some realtime signal processing.
040 Macs aren't.

Keep Cool and Flying...

ChainXOR...

2521. DA Noise removal with Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: tweety@monviso.alpcom.it
Message-ID: <3oqk6u$805@galileo.polito.it>
Source record: 165827

Is there any programme on the market which is able to do professional
Noise removal (declicking) and Sound enhencement (Using harddisk)?
Need to polish Vinyl-records (50's -60's).
Using Falcon 030...
Price: if professional not a big probleme (ca. 1000 $ but also more).

Please email: tweety@pmn.it

```
*********************************************\----+
******************************** WizardMusic ***\ |
** soft-hardware for musicians * Via G.F.Re 71 ***\|
******************************** I-10146 Torino ****
** tweety@pmn.it ************** xx39-11-7790523 ***
*****************************************************
```

2522. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: mdg@ukc.ac.uk
Message-ID: <811@stork.ukc.ac.uk>
Source record: 165828

In article <D865JM.DC4@cix.compulink.co.uk> ogal@cix.compulink.co.uk ("Ofir Gal") writes:
:>>I'm myself writing this on a PC right now - and boy, I miss my Falcon and
:>>its decent telecomms programs like Connect ;-) ! This machine sucks. But
:>>it's all I have here. Owning both an Atari and a PC, I should know?
:>
:>I have not been able to find any Mac comms application that is half as good
:>as Connect. So I just use Connect under MagiC Mac :-)

Zterm is quite good, as good as Connect IMO.

>Ofir ogal@cix.compulink.co.uk

Griff
--

2523. re: searching for pov-editor

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1467dlittle@nest.demon.co.uk>
Source record: 165829

cm3hirjd@bs47c.staffs.ac.uk (Requiem) wrote:

R> I've used EDPOV quite a bit now and I have to agree its a tad
R> 'strange'. It is also very buggy, for example select the sphere
R> option and watch it crash out with TOS errors (Failed to allocate
R> window memory). Defining the basic objects is easy enough and moving
R> them around is quite simple, adding textures to them is a dream and
R> can save a lot of time. But for composing an entire image, forget it,
R> its just too darned hard to master and tricky in use. Best thing you
R> can use it for is loading 3D2 images and converting them to a POV
R> include file, its a god-send in that department. Now all we need is
R> the ability to use Imagine objects.... dream on... dream on....

I tried to do some work with it, but gave up due to the number of bugs and annoying 'traits' it seems to have - like selecting a popup menu and not being able to cancel without selecting one of the options - all of which have damaging consequences. That really is incredibly bad design!

Why is the configuration so bizarre? Why does it crash whenever it feels fit to do so? Why does the 'active object' rectangle jump up & left when you click on it with the mouse to drag it to a new location? That's a really crap bug which only the GEM Desktop can match (resizing windows, where the window size bears no relation to the the rubber-box you just defined with the mouse).

If I didn't have so much to do, I would be tempted to write my own shell, and that's pretty sad when there is one already available! Maybe when things cool down a bit...

R> PS - Where can I FTP Faster Than POV from? I've not seen it anywhere
R> yet.

Everybody asks me this, so I can only offer the same reply!

I don't have full Internet access and cannot yet place files on FTP sites, so I uploaded it onto a number of BBS boards instead, hoping it would spread this way. It seems I was wrong! :(

If you want to look for it, try the following...

RayTech BBS (Raytracing support for PC/Mac/ST/Amiga/Arc)
Falcon's Realm BBS (Falcon030 BBS, with TT & ST support)

There are a number of others, but you will just have to try your luck. If you DO find it, can you place it on an internet site for everybody else, as it seems to be in demand!

:)

Cheers,

Doug.

--

2524. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3oqmmt$73v@prime.mdata.fi>
Source record: 165830

In article <3op6rk$npb@sphinx.Gsu.EDU>,
Tommi Pekka Hietavuo <gs01tph@panther.Gsu.EDU> wrote:
>Maury Markowitz (maury@softarc.com) wrote:
>: In article <3olmuq$4dk@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi
>: Pekka Hietavuo) wrote:
>
>How come this subject creates so many sour opinions on Falcon? It hardly
>seems we're in an _Atari support_ area - or are we..? Just like Jaguar
>area, this is changing into a battlefield of nonsense. Maybe I should
>really stop these answers, if people really want to see more "10 more
>reasons why Mac outperforms your ST..." -messages. It's pretty
>frustrating to be seemingly alone with these opinions. Maybe you Mac
>-people really have made a better choice. At least, you don't have to
>defend your choices in your own message areas every day!

We'll have to gather there some Silicon Graphics or Cray users! :-)
Seriously, I truly wonder why these Mac-lovers subscribe this
newsgroup at all? Are they paid by some multinational companies
to confuse Atari users? Is this conspiracy against freedom of
choice?

>: They all include 16 bit direct-to-drive recording and sound processing
>: out of the box, yes. Some also include a DSP, but they found on the PMacs
>: that a DSP was actually slower than letting the CPU do it.

No a single one machine in the Macintosh family has a DSP-port. So, you're
not able to make DAT backups, digital DAT masters, record with DAT's
converters (or Apogee's!), add cheap analog audio expanders...
Reason? Digidesign rules, and that's not the kindom I wanna be in.

>Sometimes I wonder, where the FUN has disappeared from computing... I
>have fun with my Falcon, but definitely not with PCs. Let's hope things
>will get a bit less serious again, some day..

Falcon and SGI are the only machines that have given me those "ooh" and
"aah" experiences. PC and Mac are good tools, but if you stay with
your computer 8 hours a day for 30 yers, you begin to look like it.
There has to be something else in computing/computer than just plain
effectiviness, call it "a feeling" if you like. Computers *do* have an
aura!

>: Maury
>
>Tommi

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

2525. Mega ST question

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: pgl@draco.bison.mb.ca
Message-ID: <3or8fi$ran@draco.bison.mb.ca>
Source record: 165831

Just wondering what your average Mega ST4 has to offer compared to a 1040ST? Well, besides 3 megs more RAM. :) Does it have any new chips? What about an internal HD interface? Does it have the cartridge port so I can plug dongles into it?

2526. Re: Help needed! F030 + Quantum E1080 SCSI

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <800315208.7@mettav.exnet>
Source record: 165832

It was none other than Malcolm who did write on 8 May 95 that ....
>> I have got SCSI HD Quantum Empire E1080S - 1GB an when I was
>> installing it, I move autobooting with connected IDE drive. Now I sold
>> my old IDE and I have a lot of data on SCSI drive, but it doesn't want
>> to autoboot!
M> :((
M> Did you format your boot partition less than 16 or 32 meg?

The limit is 512meg on the Falcon is it not ?

M> And unless you use software to change the setting of Falcon, you have
M> to wait for a long time to boot from SCSI.

HDDRIVER is by a long shot the best driver for the Falcon.

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

2527. Re: CD ROM software for the Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <800315208.8@mettav.exnet>
Source record: 165833

It was none other than Rod McCall who did write on 2 May 95 that ....
RM> : I the original blurb I got from Atari it said that a program that
RM> would : allow you to use IBM CDROMS like Encarta was in development.
RM> Does anybody : know what happened to it?
RM> I'd imagine that this along with thelikes of STOS pro, and various
RM> othr bits of software bit the dust within a few months of the falcons
RM> release.

Whether it is the same software that was talked about all those moons past or not there is indeed software that exists to allow TOS computers to use "PC based" CD rom titles like Groilliers Encyclopedia and quite a few others.

Available from "Its all relative" in the US (or is that Canada?) I forget.
The software in question is called SARA
I am waiting patiently for Systems Solutions to import it into the UK. I am told they even work with Standard ST's but I would think that a Falcon or similar is going to be the minimum to really get the most of of this.

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

2528. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <800315208.9@mettav.exnet>
Source record: 165834

It was none other than Spencer Davies who did write on 09 May 95 that ....
GI>> walked up to it and slapped it on the face and in %age terms the
GI>> position of o/s2 is very very small.
SD> But its on the increase in a large market (unlike our poor Atari's :-

ONly becuse someone has worked out a way to hack the Demo CD that is doing the MAgazine cover CD rounds to get the Full version :-)

GI>> Thats is the problem and my hunch on that is this the due to the
GI>> flaw in the GDI.
SD> Its not actually a flaw but rather a limitation (GDI for some reason
SD> is limited to one 64k segment, so once thats used you cannot have any
SD> more!)

Yes ... a flaw by any stretch of the imagination ,which is why PC developers never thought of it ,not having any :-)

SD>>> Was SMS2 the one on a cartridge you was thinking about?
GI>> yes , I think you are the only user are you not :-)
SD> Bitch! ;-)
SD> Its full of good ideas and small and fast, but not very polished (a
SD> bit like Unix, except for the small and fast bits ;->

I still remember the Last Spotlight show me and Col spent about 2 hours at one of the terminals and we couldn't get it to do anything ... including crashing or locking up which I suppose is hearty recommendation if Col was around !!

SD> Agreed. I get to use so many different OS's that I tend to think "oh
SD> this is a good idea" or "this is well implemented" and I would like
SD> to develop an OS that gells all of the bits together into a usuable
SD> and enjoyable (pervert that I am ;-) OS. Alas my programming skills
SD> are not quite up to that level yet, but maybe one day.....

Sounds like a Windows in the making there ... Although it goes further than just gelling .. it is Gelly ! Plus the programmers skills are not quite up to the level either . (Christ I am asking for some flaming today I keep forgetting this is a PC newsgroup <grin>).

GI>> :-) . Magic (when the Falcon version IS released) might be worth
GI>> something but only if it supports device drivers and MinT.
GI>> Otherwise I am looking to MinA to add to my increasing interest in
GI>> MinT-OS as a possible future O/S config for my Falcon .
SD> Magic and a Barracuda!!! ;->
SD> Who knows I might get sufficiently proficient to be able to implement
SD> my QuantumOS ;->>>

Careful people might start calling you Robert :-)

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

2529. WTB Music Studio or MCS

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: ad910@lafn.org
Message-ID: <1995May10.030030.18839@lafn.org>
Source record: 165835

Anyone wishing to sell a copy of Music Studio or Music Construction Set,
Please conntact me by E-Mail.

Bob Swain

2530. UK Software Vendors?

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D8CyuM.BAH@news.hawaii.edu>
Source record: 165836

I would greatly appreciate the phone numbers and/or E-mail addresses for
any UK Atari software vendors. I am trying to find Biz Accounts from
Orpheus software. Please send e-mail.

Aloha,
The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Falcon030 - STacy25 - Portfolio - 2600 - Lynx - Jaguar - 400/800 - 130 XE
----------Sorcery Computing Services----------

2531. Re: Thing

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3opsjn$l3o@percy.cs.bham.ac.uk>
Source record: 165868

efac001@alpha.qmw.ac.uk (D.Bhabuta) writes:
>Ansy Maccallum (mindbomb_bbs@delphi.com) wrote:
>: So, is the English version of THING on any FTP sites, HENSA maybe... or will
>: it only be available direct?!
>
>It will be available at HENSA very soon. Every piece of software that
>Joe supports is available at hensa as soon as the English version has
>been done...look out for Freedom 1.13 English version later today. :-)

I installed Freedom 1.13 last night - it is *very* good. Tonight I'm
going to get the proportional font display going.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

2532. Re: Patch for Civilization?

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: bbeck@lilfort.mlnet.com
Message-ID: <FEKBBIWWUp@lilfort.mlnet.com>
Source record: 165869

In <3opnt4$q2v@ionews.io.org> Antony Balcerzak wrote :

>In article <3odhld$3nq@studioweb.com>,
>John Moon <johnmoon@connexus.apana.org.au> wrote:
>>I have been told that there is a patch for CIVILIZATION that fixes a
>>couple of bugs in the game. I've looked at the major ftp sites but cant
>>find anything. Can anybody help me?
>
>I hate to add a "me too" to this posting but I have had to give up playing
>my version, I get so far and then it crashes. Pity 'cause it was one of my
>favourite games. Ho humm only cost me CDN$80. Ouch.

I have the same problem. I even got a supposedly fixed version from
Micrprose UK. It seems they fixed some bugs but added others. Also, when
playing from a hard disk, if you start a revolution the playing screen
doesn't black out as it does when playing from a floppy. It's still a great
game though. I still spend to many hours playing.
--

-- --
UPoint News-Signature
-- --

2533. Lynx

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: bbeck@lilfort.mlnet.com
Message-ID: <FEKBBIWYUp@lilfort.mlnet.com>
Source record: 165870

I have just managed to set up Mintnet on my Mega STE after a lot ot trial
and error. So far I have only used FTP and Lynx and I have a question
about Lynx. Does anyone know how to configure Lynx to download files?

No Sig yet
--

-- --
UPoint News-Signature
-- --

2534. Re: English Version of Junior Office?

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3opqog$j5s@epsilon.qmw.ac.uk>
Source record: 165871

References: <7558647@transcom.brisnet.org.au>
Organization: Queen Mary & Westfield College, London, UK
Dennis Remmer (dennis@transcom.brisnet.org.au) wrote:
: Hi Kids,

: I would appreciate any information regarding an English
: translation of the Junior Office Fax package.

The English version (official) of Junior Office will soon be released
onto HENSA....just another few days whilst final adjustments are made.

This will be Junior Office 2.x. English version of 3.x will follow
later.

This also seems like a good time to mention that UK support for Junior
Office has also started. Mail me for more info. :

Danny----------

--
.signature.signature

2535. Re: Imagecopy 3

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3opqsc$j5s@epsilon.qmw.ac.uk>
Source record: 165872

Terry May (Terry.May@rebel.genesplicer.org) wrote:

j_hughes@cix.compulink.co.uk
: Anyone know if Imagecopy 3 author Jeremy Hughes has an Internet address?

--
.signature.signature

2536. Re: C64 emulator for ST?

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: itsux@xs4all.nl
Message-ID: <3opsgt$8av@news.xs4all.nl>
Source record: 165873

>Title says it all: is there a C64 emulator for the ST?

Well, I have seen one some time ago. Will check my disks. I think you could still try to ftp it somewhere, I think.

Have been working on one myself too, once. I got it boot up just like the real thing. However, got stuck in the interrupt vector-part..:(

Rene.

2537. Re: Falcon accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3oq5na$mrv@news.iesd.auc.dk>
Source record: 165874

In article <199505070857.a44766@rs.maus.de>, Thorsten_Floeck@rs.maus.de (Thorsten Floeck) writes:
> Hallo Henrik,
>
> HLW>It should in theory, since the 68040 is 100% 68030 compatible.
> HLW> The PMMU in the 68040 has only three different page-sizes, the 68030
> HLW>has more. But it should be no problem, because everybody uses 68040
> HLW>compatible page-sizes.
>
> Not only the PMMU is different, likewise the structure of the cache is
> different.

Oh yes of course. I forgot (what a terrible thing to forget :-)).
The 040 cache is 8K - Right ?

> But Linux/68K is still running with the MC68040 on my Medusa T40 :-)
> So it seems, that Linux/68K will run with the Barracuda board.
>
> Floecki

WUUUAAAAUUUWWW NICE NICE!!!!!

You must be preddy loaded with money since you have a Medusa T40. :-)
Anyway - nice machine.

Keep Cool and Flying...

ChainXOR...

2538. Re: Atari clones

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3oq60p$mrv@news.iesd.auc.dk>
Source record: 165875

In article <9505091127.AA69282@cluster1.urz.uni-halle.de>, iagaw@cluster1.urz.uni-halle.de writes:
> I have heard, that Wizztronic is planning a Falcon-clone. Can someone tell us
> more details about that?
>
> Bye the way, in the latest issue of ST-Computer there is an advert for the new
> Atari-clone Eagle. The price for the 33/66 MHz 68040-machine is around
> 2700 DM (without graphic-card and RAM). A PPC-603 (?) card for the Eagle is
> under development, and should come out later this year; price will be
> probably around 1000 DM.

Sounds nice!!!!

Keep Cool and Flying...

ChainXOR...

2539. Re: The MindSet PC

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3oq3v9$cfd@golem.wcc.govt.nz>
Source record: 165876

In article <365_9505091258@tor250.org>, Dan.Dreibelbis@balmybeach.gryn.org (Dan Dreibelbis) writes:
>F > The MindSet was in fact an MS-DOS compatible machine that came
>
> So it failed because it wasn't totally PC compatible and
>expensive to produce, eh? Would've then made a very costly fiasco
>for Atari if they had hypothetically used that as their launch into
>the hi-powered computer market instead of the ST. Which is why we
>hear more about the ST line than the Mindset these days.

They were hand made in the USA, not like the Atari, made in Crap land...

> I guess this will shut Mr. Sheppard up now - or at least makes
>him make sure he gets his "facts" straight before he wibbles on
>about nothing in this conference again :) .

Twit what facts that I posted that were not Correct...??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2540. Re: Has Calamus been ported to DOS/Windows?

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D8Cuz0.6At@crash.cts.com>
Source record: 165877

David Soleno (dsoleno@netcom.com) wrote:
: Hello:

: I would like to know if Calamus is available for
: DOS or Windows. Is the company that produces it still
: in business? Where could I call for information in
: America?

: David Soleno
: dsoleno@netcom.com

Yes, Calamus is available for the WindoZe platform. It is made by DMC Publishing. I believe your local Atari distributor (Toad?) can get you their address.

It's not cheap!

Rich

2541. User Group Meeting Notice

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1995May10.040717.6716@vpnet.chi.il.us>
Source record: 165878
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

The Suburban Chicago ATarians (SCAT) user group will hold its May meeting on Tues. May 16 at 7:30 PM at the College of DuPage, Room K 157 (the K building is on the south side of 22nd St. just west of Lambert Rd., in Glen Ellyn [IL]). The scheduled demo is: Various demo (and ?) programs on SCAT's 'new' demo machine, a 1040 STe, courtesy of our Vice President, Mark Biallas.

Also, I have something I videotaped off of the Discovery Channel that I'm sure will interest Atari/videogame fans (it's only 5 or 10 minutes long). I believe that our intrepid 8-bit Librarian, Joe Chiko, has an 8-bit demo too, with the help of (some of) his children (as I recall). "Surprise" demos are always welcome, too, especially now that we have the STe.

Everyone is welcome to attend. (Especially anyone who is thinking of joining SCAT :-) Feel free to bring your family.

For more information, send me E-Mail at one of the addresses below. [If this article shows up outside the greater Chicago area, I apologize - the "chi" distribution may not work (at all sites) now. Say, if you're travelling to the Chicago area and will be free that evening, feel free to stop by!]

Nick DiMasi, SCAT President

dimasi@ssd.comm.mot.com (good til 6/30[+?], read M-F except holidays & vacatn.)
nickd@vpnet.chi.il.us ('permanent', read once/week [occasionally twice])
TURBONICK@delphi.com (" " " " " ")

2542. Re: CAD drawings

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-1005951228080001@ngalm099.gal.nt.com>
Source record: 165879

In article <70389-800080944@mindlink.bc.ca>, VanMil@mindlink.bc.ca (Ben
Van Mil) wrote:

> Does any one know if there is a program that will if nothing else display
> drawings (.dwg) from AutoCAD on the ST.
> So far I have not been let down with my ST and it would be great if the ST
> could show-off some of it's skills in this CAD arena.
>
Don't know about the .dwg extension, but GFA DRAFT has a utility program
to convert .DXF files (some sort of cad file which AUTOCAD can produce)
to GFA format.

There is some limit to the size of files that can be converted though.

Maybe you could output the files from AUTOCAD in somw other format.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

2543. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.800107429@gen-off-1>
Source record: 165880

jon@powerslv.demon.co.uk (Jon Kale) writes:

>[Re Kylie]
>Because she sucks the media cock bigtime.

I take it you've never met her, then. She is a truly delightful person,
and it is unreasonable to talk about her that way, IMO.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
Welcome to ciderspace.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

2544. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3op6rk$npb@sphinx.Gsu.EDU>
Source record: 165881

Maury Markowitz (maury@softarc.com) wrote:
: In article <3olmuq$4dk@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi
: Pekka Hietavuo) wrote:

: > The simple answer is: yes it does. MultiTOS comes with every Falcon.
: > And since ST is yesterday, the Falcon is everything we should think
: > about, now. Why speak of a computer of 1985..1990, that nobody
: > manufactures any longer?

: Which includes the Falcon!

Not.

Falcon's production continues under C-Lab name. Even the manufacturing plant is the same. Only the computer is better - and more powerful models are on their way... And if C-Lab doesn't say much to you, it's the firm behind e.g. the famous NOTATOR sequencing software (which today belongs to Emagic..).

How come this subject creates so many sour opinions on Falcon? It hardly seems we're in an _Atari support_ area - or are we..? Just like Jaguar area, this is changing into a battlefield of nonsense. Maybe I should really stop these answers, if people really want to see more "10 more reasons why Mac outperforms your ST..." -messages. It's pretty frustrating to be seemingly alone with these opinions. Maybe you Mac -people really have made a better choice. At least, you don't have to defend your choices in your own message areas every day!

: > : And if you want add ons, you can get boomerang for the Mac.
: >
: > I'd like to see that. Is it a commercial program?

: Yup, and a shareware version too.

: > computer to use. But then again, not many Macs can do 16 bit hard disk
: > recording and DSP sound processing "out-of-the-box", can they? Falcon can.

: They all include 16 bit direct-to-drive recording and sound processing
: out of the box, yes. Some also include a DSP, but they found on the PMacs
: that a DSP was actually slower than letting the CPU do it.

No surprise.

: All Macs since 1992 (?, 1 perhaps) ship with stereo out, microphone in
: (and the microphone), CGA, SVGA etc. video out and such. Some Macs also
: include complete video in, and on the PMac's it's simply a card you plug
: in. Some Macs also include a IR remote control and a TV tuner in them
: too.

TV tuner is handy, but that isn't very common in Macs or PCs yet, I think.. Atari and Apple have both made mistakes in their audio designs. Falcon's audio inputs needed re-design (done by C-Lab) because of bad frequency response, and too high sensitivity. The A/D converters Apple uses, are considered to be of bad quality (bad signal-to-noise ratio), too. So, both computers need some tuning for professional use.

And, please - no comments like: "there's nothing wrong with Macs audio...". If someone doubts, I guess there are professional musicians out there who can tell us more about both systems' audio problems. Atari isn't the only manufacturer in the world that can make design mistakes, after all...

C-Lab Falcon's audio seems to be o.k. At least, I haven't heard any criticism yet... Experiences?

Older Falcons can be fixed too with good results. It requires some soldering, a couple of capasitors, and a few resistors. But it's really worth the effort =-) ... The resulting frq response is linear between 30 and 19.000 hz (+/- 0.5 db).

: > : As far as I'm conserned, the most fun I've ever had with a computer was
: > : with my old Atari 400! Now THAT was a hackers machine!
: >
: > It's a pity I never owned one ;-) ...

: You would have most likely loved it. That box and a copy of Mapping the
: Atari and you had more fun than I ever had since.

Sometimes I wonder, where the FUN has disappeared from computing... I have fun with my Falcon, but definitely not with PCs. Let's hope things will get a bit less serious again, some day..

: Maury

Tommi

2545. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3op7v1$npb@sphinx.Gsu.EDU>
Source record: 165882

Phil Hodgkins (phodgkins@cix.compulink.co.uk) wrote:
: In message <1995Apr25.200137.42271@cobra.uni.edu>, sinclap2954@cobra.uni.edu said:

: >The Programs are also a lot more powerful, DAH! Ever use WordPerfect, Word
: >5.1? ClarisWorks 3.0 puts AtariWorks to shame and demands alot less on system
: >resources. At least we have choices according to our needs.

: Why not have a look at Papyrus, it puts MS WinWord, etc., to shame in the use
: of a GUI and in other areas.

You're absolutely right. But I'm afraid it's no use saying it here -
because some people would never believe us. You see - Microsoft is a
holy word for many people: how could possibly some Papyrus match software
like Word ? Some people would get a good laugh from the mere idea! And
they'd hardly bother to actually try the software, and see for
themselves.. They're not that interested in us, and our software.
But it's good to know that we *do* have many great programs =-) !

Prejudices are, unfortunately, sometimes impossible to change...

:Phil

Tommi

2546. Re: Has Calamus been ported to DOS/Windows?

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3op9k7$npb@sphinx.Gsu.EDU>
Source record: 165883

David Soleno (dsoleno@netcom.com) wrote:
: Hello:

: I would like to know if Calamus is available for
: DOS or Windows. Is the company that produces it still
: in business? Where could I call for information in
: America?

: David Soleno
: dsoleno@netcom.com

It's available for Windows NT. The version (SL) is similar to Atari
Calamus SL. The company is very much in business (DMC, Germany) - and
they're supposed to have a subsidiary in Canada. The firm I worked in
last year, ordered their SL from Canada.

They also sell lots of excellent (if expensive..) add-on modules to Calamus.

Greetings,

Tommi

2547. Re: SToop

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3op9uo$npb@sphinx.Gsu.EDU>
Source record: 165884

Phil Hodgkins (phodgkins@cix.compulink.co.uk) wrote:
: In message <3o169iqer1@perth.DIALix.oz.au>, fezzy@perth.DIALix.oz.au said:

: It's shareware, cost 10 ukp (or equivalent in local money plus 25%), you
: should be able to get it from HENSA and possibly other main Atari sites.
: The files you'll want are STOP104A.ZIP (full package, v1.04a) and
: STP4BPTC.ZIP (a patch to convert 1.04a to b).
: I wrote it, so if you want more info let me know or I can send you a
: UUEncoded copy.
: Phil.

I'd appreciate a copy, too - if it doesn't give you much trouble.. Just
one thing I'd like to ask: I tried an older version of SToop about 7
months ago, and it looked like a dream. But: I wasn't able to save the
defaults at all. Nothing. Was this on purpose - or some bug that has
probably been fixed by now ?

Cheers,

Tommi

2548. NEW 520ST USER/HELP!-U.S.A.

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: salbert@gate.net
Message-ID: <3opdb2$1t40@news.gate.net>
Source record: 165885

HELP!

I've just bought a used 520st and want to use it for music. I would like to get on the internet but HAVE NO IDEA where to begin. I know nothing of 520st. I need to know what kind of hard drive to buy or modem, programs, etc. without getting ripped off. If anyone in America is willing to talk to me over the phone please mail my friend Paul whose computer I am using now. I really need to talk to someone whocan suggest what I need. Email me at salbert@gate.net. Thank you,

Greg

2549. Spectre GCR 4 Sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: gaglenn@ix.netcom.com
Message-ID: <3opdbb$ih1@ixnews3.ix.netcom.com>
Source record: 165886

Spectre GCR with ROMs and version 3.0 software, floppy cable, all original documentation for sale. $100.00 plus shipping. If interested, please send e-mail.

Gordon

2550. Re: copying LARGE files on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D8CnG6.KME@ridgecrest.ca.us>
Source record: 165887

Peter_Missel@m4.maus.de (Peter Missel) wrote:
>

>
> Maxtor drives are perfectly fine with Falcons. They just refuse to work in Mega
> STEs. Anywhere else, they work perfectly well - esp. on STs, where they are
> very effective and fast.
>
> bye, Peter

Well, errrr, I tried to use the Maxtor 340 on my ST with two
other devices and never had any luck getting the ST with a Link to
"see" all the drives, however, by it self it is a good drive for
the ST but found a better home for it in my PC (yuck!). The Quantum is
still a very good power/price ratio for all the Ataris. Just
my experience. :)

bye, Mike.

2551. Re: digital audio, HELP me please!

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D8CnuF.KsB@ridgecrest.ca.us>
Source record: 165888

markw@southwind.net (mark weddle) wrote:
>
> I'm new to the world of Atari. I would appreciate any information on
> digital audio recording software/hardware for atari computers. I'm trying
> to keep my options open for deciding on which computer platform to use for
> this task. I will be using an Amiga for sequencing, and am currently
> undecided on what to use for digital audio.
>
> thanks!

Contact Alex at ATY Computers. He can detail the aftermarket
hardware available for the Falcon. (510) 482-3775 in California.
Mike.

2552. [MinixFS] attribute problem

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: eems@nlr.nl
Message-ID: <3opoot$9d8@liberator.et.tudelft.nl>
Source record: 165889

Hi,

I have installed MiNT and MinixFS. It all seems to work fine.
BUT, when I put an executable on a minix partition it executes
even when the attributes are : -rw-rw-rw- (so no executable flag)!!

Anybody know of this problem?

--

****
Pieter MECHA * Check out: http://huizen.dds.nl/~eems/ *
eems@nlr.nl JUNKY * MY MEKTON PAGE *
Netherlands -----------**
-----------------| GCS/S d-- H s+++;+++ g+ p0 !au a- w+ v C++ UO+ P? *
Geek Code 2.1 L 3 E- N+ K- W---(--)(!) M+ !V -po+ Y+ t+ 5+@ !j *
-----------------| R+++ G''''(''') tv+ b+ D- B? e+>++ u(+) h- f r-- *
a.k.a Quindo | n- y? *
****

2553. Re: Atari clones

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D8Cp58.LCB@ridgecrest.ca.us>
Source record: 165890

iagaw@cluster1.urz.uni-halle.de wrote:
>
> I have heard, that Wizztronic is planning a Falcon-clone. Can someone tell us
> more details about that?
>
> Bye the way, in the latest issue of ST-Computer there is an advert for the new
> Atari-clone Eagle. The price for the 33/66 MHz 68040-machine is around
> 2700 DM (without graphic-card and RAM). A PPC-603 (?) card for the Eagle is
> under development, and should come out later this year; price will be
> probably around 1000 DM.

I talked to Steve Cohen at Wizztronics a few weeks ago and he said
that they are currently looking at developing a clone that uses
the Power PC chip, now that Apple has opened up the market for its
O/S. He quoted some impressive specs, including TOS compatibility.
Their number in the U.S. is (516) 473-2507.

2554. Re: 4*36, 72 pinn simm For Falcon??

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D8CpKH.LKK@ridgecrest.ca.us>
Source record: 165891

s925377@mailserv.cuhk.hk (Malcolm) wrote:
>
> Is it possible to use 72 pin simm with parity checking with
> Falcon?
>
> ====================================~ Malcolm <=====
> | Good Luck! |
> | |
> | " I am such a peculiar girl |
> | have my dreams and thoughts in another world..... |
> | So lost in time So lost in space |
> | I belong to an unknown human race....." |
> | |
> | Dreaming Girl, Bel Canto |
> ==================s925377@mailserv.cuhk.hk===========

Call Wizztronics. I think their ram upgrade uses a 72 pin simm.
If it works like the other ram upgrades, that won't matter, I
don't think. Wizztronics (516) 473-2507.

2555. Re: Patch for Civilization?

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: tekpagan@io.org
Message-ID: <3opnt4$q2v@ionews.io.org>
Source record: 165892

In article <3odhld$3nq@studioweb.com>,
John Moon <johnmoon@connexus.apana.org.au> wrote:
>I have been told that there is a patch for CIVILIZATION that fixes a
>couple of bugs in the game. I've looked at the major ftp sites but cant
>find anything. Can anybody help me?

I hate to add a "me too" to this posting but I have had to give up playing
my version, I get so far and then it crashes. Pity 'cause it was one of my
favourite games. Ho humm only cost me CDN$80. Ouch.
--
******************** _/_ "We have sought for firm ground and found none.
* Antony Balcerzak * _\ /_ The deeper we penetrate, the more restless
* tekpagan@io.org * _ _/ becomes the universe; all is rushing about
******************** || and vibrating in a wild dance." MAX BORN

2556. Re: High Speed Modem on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D8CytK.EKy@crash.cts.com>
Source record: 165893

Matija Grabnar (matija@sirius.ijs.si) wrote:
: In article <3o4jii$cis@disunms.epfl.ch>,
: Julien Mercay <jmercay@dinews.epfl.ch> wrote:
: >Hello,
: >
: >A friend of mine want to buy a modem for his falcon. An V34 (28.8Kbps)
: >would be great. But can the Falcom handle this speed? As I know, the machine
: >has only a 16440 UART :-(And we can't replace it with a newer UART 16550 ...

: I connect my Falcon to a Zyxel modem at 76800 bps without any problems
: whatsoever. While my modem is V.32bis, 76800 is enough of an overspeed even
: for the 28.8 kbps (V.34) modems. Not that the falcon isn't capable of higher
: transfer rates: it's just that my modem can't talk any faster. :-)

: If you are still concerned, get hsmoda06, which contains improved drivers
: for the serial port. I don't find I really need them form my modem connects,
: but I still user them because I feel they improve communication in iffy
: situations (like when I'm moving windows while running Zmodem) and because
: CoMa won't even talk to the modem unless hsmoda drivers are present.

I have a V.34 modem with V.42 compression 28.8K. I have the HSMODA06
upgrades and it does 115200 bps quite nicely. Uncompressed ASCII files
zip over on an average of 6000 cps.

Rich

2557. Re: Patch for Civilization?

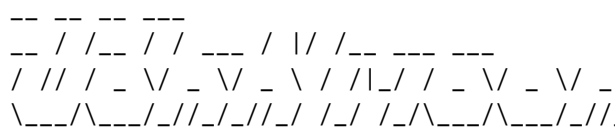
Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <3oqjl5$pcb@studioweb.com>
Source record: 165894

Hi Stu,

: Mail off to Microprse for the disks with 07/14/93 on the datestamp.

Umm.... I dont have any datestamp on the original disks or the box!

--



johnmoon@connexus.apana.org.au

2558. Stuff For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: malay@reston.unisysgsg.com
Message-ID: <D8DBIJ.6qw@reston2.reston.unisysgsg.com>
Source record: 165895

```
ST/STE Games For Sale
---------------------

* Artura - Arcadia
* Blood Money - Psygnosis
* Chuck Rock - Core Design
* Continental Circus - 16 Blitz
* Dragon's Lair - ReadySoft
* F-15 Strike Eagle II - Microprose
* EPIC - Ocean
* The Killing Game Show - Psygnosis
* The Killing Cloud - Mirrorsoft
* Leasure Suit Larry 3x (Triple Pack) - Sierra
* RoboCop 3 - Ocean
* RoboCop 2 - Ocean
* R-Type - The Hit Squad
* TechnoCop
* Toobin' - Domark
* Utopia: The Creation of a Nation - Gremlin
* Zany Golf - Electronic Arts

All software items include docs, boxes and original disks.
Make a reasonable offer which includes shipping.

Hardware For Sale
-----------------
* SM147 Mono Monitor (perfect condition, box, no problems)
* Toad Switch (Monitor switching device)
* MicroStuffer 64K Printer Buffer (parallel interface)

Make a reasonable offer which includes shipping.

Bob Malay

--
////////////////////////////////////////////////
/ /
/ Robert M. Malay Unisys Corporation /
/ Government Systems Group /
/ 12010 Sunrise Valley Drive /
/ Reston, VA 22091 /
/ /
/ malay@reston.unisysgsg.com /
/ 703.620.7750 /
/ /
////////////////////////////////////////////////
```

2559. Re: HAS STARDUST BEEN RELEASED YET IN ENGLAND?

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3oqjoa$pks@news.iesd.auc.dk>
Source record: 165896

In article <3oohp3$b3c@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
> amez1@monash.edu.au wrote:
> : I have sent away for it and it is taking ages to arrive. Has it been released?
>
> It's *still* not out on the UK yet. This is getting a bit ridiculous really
> and frankly I'm wondering if it will EVER get released.
>
> Rich
>
> --
> _____ +
> (, /) , /) /) Richard Davey, Falcon Owners Group (UK)
> /__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
>) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
> (_/ +
> And when you looked your eyes didn't quite meet, but your hearts did
> And when you cried your bodies didn't quite touch, but your souls did

WHAT??!!

Hasn't it been released yet ???

I've just ordered it, and all I heard was that it was sold-out, but
that they would more copies in a week or two.

Keep Cool and Flying...

ChainXOR...

2560. Re: maths co proc stuff....

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <3oqoun$i6p@m1.cs.man.ac.uk>
Source record: 165897

In article <1443dlittle@nest.demon.co.uk>, dlittle@nest.demon.co.uk (Doug Little) writes:
> General! We have intercepted a coded Imperial message from the Williams
> system!
> SW> From: simon@bassland.demon.co.uk (Simon Williams)
> SW> If I buy a 68882 maths co processor for my falcon, will I still be
> SW> able to use it when I get my 32mHz upgrade board? i.e. will I need
> SW> a faster 68882?
>
> If you get the cheap new accelerator from France, not only can you keep
> your 68882, but you can run both it AND your DSP at a blinding 50Mhz!!!

WOAH!!! (zonk...) Will Apex Media work OK with that? Does it increase the bus speed?

2561. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3oq5mc$ldt@whitbeck.ncl.ac.uk>
Source record: 165898

In article <3okcrk$ha8@hpscit.sc.hp.com>, clausb@hpbbn.bbn.hp.com (Claus Brod) writes:
|> : > It did, but it still is local bus video, i.e. the video chip is connected
|> : > very tightly to the processor bus for maximum performance.
|>
|> : That does not make it local bus, that makes it "on the bus". The two
|> : are completely unrelated.

Rubbish. Local bus means that the CPU can use it's own bus to directly access
the Video/drive/etc, unlike the AT bus, where a seperate 8Mhz bus (most
PC peripherals that don't use local bus are only on an 8Mhz 16 bit bus) is
accessed via a couple of registers in the CPU's memory map.

Craig.

-- _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

2562. Re: Archivers

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: "Steve H. Ridd" <ps1908@scitsc.wlv.ac.uk>
Message-ID: <3oq89h$28a@ccuf.wlv.ac.uk>
Source record: 165899

Hi,

Firstly, .gz and .z files are GZIPped files for which you require GZIP.

tar are TARred files for which you require TAR.

One you haven't mentioned, but which appears from time to time is .tgz,
which is a GZIPped file which has been TARred - thus you need to unTAR
firstly and then unGZIP (surprise, surprise!).

You should find both the GZIP and TAR archivers at src.doc.ic.ac.uk.

Look under packages/atari/umich/Archivers.

Other possible sources:

atari.archive.umich.edu
micros.hensa.ac.uk

Steve

2563. Laser Printer?

Newsgroup: comp.sys.atari.st
Date: 1995-05-10 00:00:00 UTC
From: sonicsin@aol.com
Message-ID: <3oqrq2$n6v@newsbf02.news.aol.com>
Source record: 165900

I would like to buy a laser printer for my ST that I could also use for my Powerbook running Powerprint. I have looked at the Okidata 400e and the Brother 630, and both look good for the price. Does anyone have any opinions on these or other printers in the same price range (~$400)?

- Steve

2564. 1040ST For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: earth88@nbn.com
Message-ID: <3oto0p$412@miwok.nbn.com>
Source record: 165701

```
1040ST 4meg of RAM , Internal ds/dd, BW monitor, SL804 Laser Printer,
Calamus Desktop Publishing Software, and other software.
$500 contact Sunny, email vitaltec@nbn.com
```

2565. Re: High Speed Modem on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D8F6s9.62K@cix.compulink.co.uk>
Source record: 165702

>A friend of mine want to buy a modem for his falcon. An V34 (28.8Kbps)
>would be great. But can the Falcom handle this speed? As I know, the machine
>has only a 16440 UART :-(And we can't replace it with a newer UART 16550 ...

The Falcon does not have a UART, it can do up 150Kbaud, but needs a small
software patch called HSModem to do so.

Ofir ogal@cix.compulink.co.uk

2566. For Sale!

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: stevedc@ac.dal.ca
Message-ID: <1995May11.223730.38151@ac.dal.ca>
Source record: 165703

Scanner and monitor still for sale! Please leave E-mail!

2567. FS: Atari Mega ST system & MIDI gear

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: jwhitcomb3@aol.com
Message-ID: <3ouhdm$m4a@newsbf02.news.aol.com>
Source record: 165704

Atari MegaST System for sale

Atari Mega ST2 upgraded to 4 megs (soldered directly to the mother board, no flaky upgrade boards), with AdSpeed 16 MHz accellerator. TOS V1.04 ("Rainbow TOS"). Detachable keyboard. Atari mouse. Best (brand) power supply. Works great. Original box & manual.

Atari Megafile 30 meg hard drive.

Golden Image optical mouse with pad.

Atari SC1224 Color Monitor.

Atari SM124 Monochrome Monitor.

Monitor Master monitor switch.

Atari SF314 double sided double density external floppy disk drive.

Supra 2400 bps modem, and a modem A/B switch box.

ICD Link II SCSI adapter

Star NX-10 9-pin dot matrix printer with extra ribbons. Original box & manual.

2 Wyco 3-Way Joysticks. 1 Epyx Joystick.

1 Atari Trackball.

ATARI ST SOFTWARE:

Utilities:

CodeHead stuff: Maxifile V3.0, HotWire, MultiDesk, Warp 9, Lookit & Popit, Diamond Back 2, Diamond Edge

Applications:

TimeWorks ST Publisher (Desktop Publishing), STraight FAX V 2.0, Data Manager Professional (Database), Mark Williams C (with debugger), more.

Games:

Dungeon Master, Chaos Strikes Back, GODS, Speedball (1 & 2), Magic Pockets, Cadaver, Flying Fortress, Wayne Gretzky Hockey, Their Finest Hour, Battlehawks 1942, Ultima 2,3,4&5, Sim City/Populous, many, many more.

Atari ST MIDI Hardware and Software:

Dr.T's KCS Omega II. Full MIDI sequencing package, including manual.

Dr.T's Copyist DTP. Full music notation package includes manual.

MOTU X-oR V2.0 Patch Editor/Librarian. Supports over 200 devices.

Dr.T's Realtime sequencer.

Dr.T's M interactive composition software.

Dr.T's Phantom SMPTE interface, which also provides an additional 16 MIDI output channels.

Books:

Several Abacus books, GEM programming, 68000 programming, C-manship Complete, Compute's Atari Technical Reference guites Vol 1-3 (VDI, AES, TOS)

Extras:

I haven't listed everything I've got, but if you buy the system, you'll get it all.

SYSTEM PRICE: $750, or best offer. You pay shipping (I'm in Massachusetts)

Call me at 617-497-2268, or e-mail me at jwhitcomb3@aol.com
-Jonathan

2568. Re: Flash garbled character problem

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <1995May11.221446.11602@atlas.tntech.edu>
Source record: 165705

In article <3om3sd$aup@jhunix1.hcf.jhu.edu>, balkcom@jhunix.hcf.jhu.edu (Devin J Balkcom) writes:
> When I get large segments of text using flash and a 14.4k modem, it
> garbles the characters after about a screen-full worth of text and I
> start to get garbage. This does not happen with slower modems. In
> addition, after I get a certain amount of garbage, the modem hangs up and
> I have to reconnect. This is obviously a pain. Serial fix seems to do
> no good (including locking rts, cts). I have hsmodem installed now,
> which still allows the text to be mangled. However, with hsmodem, the
> modem doesn't hang up. Also, by setting the data receiving buffer larger
> with hsmodem (using the configure program), the amount of text I get
> before it gets mangled almost doubles. Still, when I get 3 or four
> pages of text scrolling by, I lose most of the information. (For example
> when I do a 'dir' command at an ftp site.) Does anybody have a fix for
> this? It doesn't seem to happen with the few other term programs I've
> tried, but they had other more serious problems. Can someone recommend a
> good free term program to me if no-one knows a fix for my problem? I
> like the GEM capture buffer in flash, the scripting language, and the
> function key macros, but this is really a pain.

I, like you, have chosen to use Flash 1.6 as my primary telecomm program for several features. I've seen the same problem. The problem seems to be that Flash 1.6 has XON/XOFF flow control enabled permanently, so even when you lock RTS/CTS, you actually get both. What I do when I know I am going to get a large chunk of text, I use Ctrl-S and Ctrl-Q to pause and then unpause it frequently tos low down the flow. There is a program that claims to modify Flash 1.6 to change the XON/XOFF with CTS/RTS, but I've never been able to use it as my executable has been packed with some packer and I can't seem to unpack it. I have come across an executable for 1.5 and keep meaning to d/l the patches to upgrade it to 1.61 so that I can try the RTS/CTS patch.

You could try this patch. I think it's on atari.archive, although I'm not sure.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

2569. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D8F1wF.3qz.0.-s@cs.vu.nl>
Source record: 165706

sinclap2954@cobra.uni.edu writes:

>> By the way, it's only the PowerMacs that actually are fast enough
>> to do some realtime signal processing.
>> 040 Macs aren't.
>>

>And the 68000 ST can?

I never actually understood why everybody hates you (never read the endless Atari vs. brand X threads) but now I see why. Your comments simply don't make any sense. No arguments provided, only dumb babbling in space. If you read carefully you will see that they are not comparing 520STs to PowerMacs. By the way, can't you all move over to the advocacy newsgroup?

Tsssssh,

Ivo.

2570. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199505112203.a49601@m4.maus.de>
Source record: 165707

>The Falcon might be able to format a High density disk to 1.8megs but so
>what? MS-DOS can't even read extended format disk with out a special
>device driver (thus, data exchange between the two platforms in such a
>case goes out the window). Even more important - extended disk
>formats - especially those that use extra tracks aren't very safe.
>There's less data integrity associated with the inner-most tracks of a
>disk. Sure, you might not encounter any problems with your 1.8meg disk
>now but eventually you will and when you least expect it.

Three things:

1- Microsoft themselves switched to an extended HD floppy format for
software distribution - they are at about 1.7 MB.
2- A 20 sector format gives you more capacity with no extra tracks. That's
perfectly safe to do.
3- Formatting to more than 80 tracks really is a bad idea. Why? First, disk
manufacturers don't test the extra tracks. Second, almost no modern drive
can access more than 80 or 81 tracks reliably.

bye, Peter

2571. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <3oteu8$f1d@m1.cs.man.ac.uk>
Source record: 165708

In article <FECPDEAIUP@galaxy.teuto.de>, neptune@galaxy.teuto.de (Hendrik Mylius) writes:
> In <798949524.1@mettav.exnet> Graham Irvine wrote:
>
> >I don't know ,why do more people buy Kylie Minogue records than Howling Wolf
>
> Because she has t*ts!?

Eh? I must have missed something then :)

2572. re: atari to pc transfer

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1473rcain@nest.demon.co.uk>
Source record: 165709

On 10 May 95 Mark wrote::

MW> From: markw@southwind.net (mark weddle)
MW> What programs will allow me to do this? I want to be able to read,
MW> format and copy to pc disks. Where can I find it?

Just format the discs at 720Kb on the PC.

You can avoid disks altogether if you use Ghostlink (PD) with a null modem cable. This gives you access to your PC partitions as though they were additional ST partitions.

Roger
rcain@nest.demon.co.uk

--

2573. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3oth2f$rso@sphinx.Gsu.EDU>
Source record: 165710

Pekka Saarinen (contacts@mits.mdata.fi) wrote:
: PISCHKE DAVID <pischke@ecf.toronto.edu> wrote:
: >Pekka Saarinen <contacts@mits.mdata.fi> wrote:
: >
: >Here it begins. Anyone who doesn't think the Atari is the best machine on the
: >planet is part of some grand conspiracy.

What about this: the best machine on planet for *us*. It seems like some
people just don't respect that simple fact. We don't visit Mac-areas to
boast with "the magnificent things our computers can do", and make Mac
users angry, do we? What gives them the right to do that to us?

: Nope. I see it (computer debating) like this:

: Your neighbour gets a new telly. It's not the best
: there is, but your neighbour feels it's OK for him/her. Now, you ring the
: bell and tell he's made a wrong desicion. What makes you do that?

: a) you want to do your neighbour a favour
: (no, he IS satisfied, so don't create new needs for him)
: b) you want to put him down, so you'd feel stronger
: (I refuse to believe that!)
: c) You want to make him buy the thing you've got, because if more
: people own the same machine as you do, the more secure you feel
: about your desicion.
: (yep)

: I think most of us fall into category c...

You put it right, can't disagree!

I think, many Mac-users feel the "a)" -way. They think they do us a
favour, because they can't understand how anybody can be happy with
computers like Ataris.. They really don't understand ;-) ...

I'd like to believe I'm wrong with this - but the "b)" -type of people
exist. They're people who just enjoy hurting the others. They grin, when
they see that their messages have created anger. There's a word for
them: as*holes.

"c)" is often for PC-users, I think.. After buying something nobody
particularly likes, you have to give yourself some good reasons for your
desperate deed 8-). O.k. sorry, you out there who really needed a PC! I
don't mean you. I mean people who just buy what the others buy..

: ----Pekka Saarinen

Greetings,

Tommi

2574. Atari Magazine

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: greppi@monviso.alpcom.it
Message-ID: <3otgj7$t9a@galileo.polito.it>
Source record: 165711

'm the Editor of "Voci di Corridoio - Atari Magazine", the new (six months old)

and the only one italian magazine entirely committed to the Atari market.

We include coverage about the International Section, for which we're always

searching for information from international distributors & developers.

Our magazine we'll be pleased if You can stay in touch with us (best if via

e-mail at: marco.greppi@pmn.it

or by fax) to give to our readers news and articles about new announcements,

products & upgrades You'll develop.

Thank You in advance (and keep supporting the Atari market!!).

Best regards.

Marco Greppi - Editor

Voci di Corridoio-Atari Magazine c/o

Edizioni Emmesoft

Via San donato 49

10144 TORINO (ITALY)

Tel. +39 11 484309

Fax: +39 11 4374311

2575. Re: TOWERS GAME...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3otjdt$37@sphinx.Gsu.EDU>
Source record: 165712

John Perez (jperez@uhunix3.uhcc.Hawaii.Edu) wrote:

: With the previous talk about the resale value of computers such as the
: Falcon, I am forced to wonder why people aren't considering the _value_
: of the machine as far as usefulness, enjoyability, ease of use, etc...
: Isn't this more important? I don't buy a car solely because it will have
: a good resale later, I buy it for what it will do while I own it.
: I may never be able to find anyone to buy my Falcon - but why
: would I want to? If it meets my needs, or serves some purpose - why be
: concerned about anything else. The bottom line is that if the machine
: can help me to be creative, have fun, and make money, then it will have
: been worth every penny.
: My only regret is that I didn't buy a Falcon sooner.

Well spoken, indeed =-) ! And when C-Lab gets their 040-Falcon ready,
there'll be very interesting times ahead of us!

: Aloha,
: The Borg
: jperez@uhunix.uhcc.hawaii.edu

Terveisin,

TH

2576. Re: Falcon Developers List

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-1105952325050001@tecnation.com>
Source record: 165713
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Rod,

We have been Falcon developers since 1992.

Our details on in the signature below.

You can read all about our product on our web site at:

www.tecnation.com/tecnation/

Click on PRODUCTS and then on SONOVISTA.

Best use Netscape.

We require Falcon 030 4/x. So if you can get them for us, I will be greatful.
(Ideally with internal hard drives.)

Regards and thanks,

Alex Blok

--
Something wonderful IS happening!

TECNATION DIGITAL WORLD
236 Hamilton Avenue, Level 2
Palo Alto, California 94301, U.S.A.
Tel: (415) 327-4332 Fax: (415) 327-1910
e-mail: hello@tecnation.com
http://www.tecnation.com/tecnation/
http://www.starbox.com/starbox/

2577. Re: HAS STARDUST BEEN RELEASED YET IN ENGLAND?

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3otpn2$869@golem.wcc.govt.nz>
Source record: 165714

```
] Hasn't it been released yet ???
]
] I've just ordered it, and all I heard was that it was sold-out, but
] that they would more copies in a week or two.
```

Yes Stardust has been released, ages ago. The distributors (bloodhouse) just aren't doing too great a job, Aggression (the programmers) have had it finished for ages, I've had mine for at least 4 months.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

2578. Re: Transfer from mac to atari??

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3otkb1$37@sphinx.Gsu.EDU>
Source record: 165715

Maury Markowitz (maury@softarc.com) wrote:
: In article <3onhu8$eck@epsilon.qmw.ac.uk>, efac001@alpha.qmw.ac.uk
: (D.Bhabuta) wrote:

: > Peggy N. Ferrin (pnf@dana.ucc.nau.edu) wrote:
: >
: > : I was wondering how i would go about transfering downloads from a mac
: > : classic 2 to either ste or mega.I'm using my mac for internet acess as
: >
: > Use Apple File Exchange, or PC exchange to read IBMPC/Atari format
: > disks on the Mac, and to transfer files from the Mac onto them.

: Another option is one of the DOS mounters for the Mac. Apple's
: PCExchange is one. You can just pop the Atari disk into the drive and
: away it goes.

Hopefully...

...But don't forget to backup your floppy first! I've lost a couple of Atari-formatted disks, when Mac's DOS disk reader (can't remember what it was) didn't like the disks - and ruined the disk directories completely.. =-(Whatever people may claim, there are problems in using some DOS- and many (especially older) Atari TOS floppies with Mac. The only safe way to do file transfer may sometimes be this: format the floppy in _Mac_, to DOS-format. Then use this DOS-disk "formatted by Mac" in Atari ;-). The disk usually works 30..50% slower in Atari than disks formatted with FCopy, E-Copy, or other fast-formats - but at least you can be pretty sure that Mac will be happy with it.

The newer Macs work better with DOS disks. Some of the first models with the infamous "Superdrive", were very picky with what disks they accepted, and what not.

Tommi

2579. Atari history

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: laciakr@aol.com
Message-ID: <3otklk$dem@newsbf02.news.aol.com>
Source record: 165716

Just wondering here. I am new to the ST, just started collecting them for bands on our recording label. Funny that I am new to them, seeing that an Atari 400 was my first computer on my desk when it came out.

1.) When did Atari go under... and why? What happened to them?

2.) What FTP site can I download software... I know I can down load it to my PC and save it to 720k formatted disks with no problems for my ST (with DS DD drive)...

3) How much memory do I need to run MIDI seq programs... a 520ST enough, or 1040ST perfect....

4) If you ahave ST stuff for sale, email me....

otherwise, please post your answers.

Ric
Ras Dva Records

2580. Re: 040 accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3otlst$37@sphinx.Gsu.EDU>
Source record: 165717

Steve Found (sf@socrates.itl.co.uk) wrote:
: Tommi Pekka Hietavuo (gs01tph@panther.Gsu.EDU) wrote:

: I have recently bought an Apple Performa 475, (68040), 200MB HD, 20MB
: RAM and double speed CD-ROM for around 1200 pounds sterling. (is that
: around $1000). The equivalent Atari system (if there is such a thing)
: would have cost me a lot more. I already have a Falcon030 which I paid
: 1000 pounds for (about 2 years ago), the Barracuda or Afterburner would
: put the price beyond the Apple anyway without even looking at the extra
: hard-disk space, RAM and CD-Rom.

<sigh> Macs really seem to occupy this message area, perhaps because of
people getting Macs with MagiCMac... And I've noticed that those who do,
aren't generally very happy with "real" Atari computers. But you make
some good points, there's no denying that.

: The Falcon is WAY to expensive for todays market .... Would you really
: buy one now when you could get a Mac or Pentium for the same money. ?

For the hundredth time: yes, if I need one. And I do. If I wanted a
cheap computer, I'd buy a PC - or even a Mac, period. But if I want
more, I have to pay more. What "more"? More fun, more audio
capatibilities, more satisfying working environment.

As P.Saarinen wrote recently, for some of us, computers are not "just
computers" - and you take whichever is the fastest or cheapest. They all
have that special "aura" around them. And that's what often decides,
whether you're going to enjoy working with your computer, or not.

For some of us, those Pentiums and Macs are just not alternatives to
Falcon - no matter how cheap ther become... Sometimes you know what you
want, and get that. Sometimes that "something" is Falcon, sometimes Mac.

: I intend to use MagicMac on the Apple (to preserve my Software base)
: and ditch the Falcon some time soon.

Well, it's nice to hear that you will continue using Atari software. I
wonder, whether we should get a new message ares: comp.sys.mac.magicmac ?

Would that be useful to you, or anyone?

TH

2581. Re: WWW by e-mail

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3otn28$k7j@prime.mdata.fi>
Source record: 165718

In article <800133468snz@chowgar.demon.co.uk>,
Simon Moore <smoore@chowgar.demon.co.uk> wrote:
>I know how to get web pages by e-mail but these only arrive as plain text files.
>Is there a way to get HTML files along with any associated graphics so I can
>make use of that new HTML browser ?

I just got this example:

to: listproc@www0.cern.ch

deep http://www.helsinki.fi/~jpackale/html-opas.html

... but I haven't tried it yet. It seems that you don't get any graphic stuff
by email, only text+links.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

2582. Re: High Speed Modem on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: smithic@cix.compulink.co.uk
Message-ID: <D8FGDL.Gw0@cix.compulink.co.uk>
Source record: 165719

In message <3o4jii$cis@disunms.epfl.ch>, jmercay@dinews.epfl.ch said:
> Hello,
>
> A friend of mine want to buy a modem for his falcon. An V34 (28.8Kbps)
> would be great. But can the Falcom handle this speed? As I know, the
> machine has only a 16440 UART :-(And we can't replace it with a newer
> UART 16550 ...
>
> Had anyone tested these modems on a Falcon ? Which was the avergage
> CPS, and what software to use? (BTW, GEW is limited to 19.2Kbps :-(
>
115200 without hardware mods fast enough for you? You need HSMODEM
software, version 6 preferably.
Look in the usual places - I think it's at HENSA.
Regards,
Ian.

2583. Re: DA Noise removal with Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3otmlv$37@sphinx.Gsu.EDU>
Source record: 165720

Jurgen Schwietering (tweety@monviso.alpcom.it) wrote:
: Is there any programme on the market which is able to do professional
: Noise removal (declicking) and Sound enhencement (Using harddisk)?
: Need to polish Vinyl-records (50's -60's).
: Using Falcon 030...
: Price: if professional not a big probleme (ca. 1000 $ but also more).

Now, THAT was a good question !!! There once existed a Mac-based system called "NoNoise", which used (now hold your breath...) MC 56001 DSP to remove scratches and noise from older recordings.

Does that bring anything to our minds =-) ? I've myself wondered for long, when the first Falcon-based systems like that will come to market! The program itself is complicated, I believe. The algorithm is very sophisticated and able to detect "unnatural" changes in sound data. There was a big, and very interesting article about the NoNoise system in Finnish HIFI magazine (sorry, don't remember when..).

We already have the hardware. How about someone porting NoNoise to Falcon? That should be possible. It might be a very useful program for us, who own old records - even for home use !

WinRec Pro (A German hard disk recorder), AFAIK, contains a simple noise reduction DSP modul already now.

: Please email: tweety@pmn.it

Sorry, but this is so interesting for many Falcon owners, that I hope we'll have lots of public conversation, too =-) !

Tommi

2584. Megafile 30's for sale (Ottawa area)

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: az477@FreeNet.Carleton.CA
Message-ID: <D8FFz6.M9x@freenet.carleton.ca>
Source record: 165721

I'm posting this for a friend who has 2 Megafile 30's for sale. He wants $100 each for them.

He also has a brand new SCSI harddrive case for sale complete with power suply... just needs the drive mechanism.

If you're interensted, contact me by email with your phone number and I'll get it to him.
--

PixelGraph Studio
(613) 567-0618 Jim Turner

2585. For Sale: Syquest 44MB Drive & Carts

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: steveg@cseic.saic.com
Message-ID: <47825300@MVB.SAIC.COM>
Source record: 165722

For sale:

Syquest SQ555 44MB Removable Hard Drive with 8 cartridges.

Details: 25ms access time
SCSI-1 interface
bare drive - no case or cables

Drive has seen light home use for approx. 4 years.
One cart is a Current Notes' collection of shareware/freeware ST programs.
Asking $300.00 for the works.

Reply directly to:

Stephen Goldstein steveg@cseic.saic.com
My first computer: A 24K Atari 800, Rev. A ROMS, November 1980
Disclaimer: That's not what I said.
--
Stephen Goldstein steveg@cseic.saic.com
My first computer: A 24K Atari 800, Rev. A ROMS, November 1980
Disclaimer: That's not what I said.

2586. Re: Atari clones

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1105951425000001@edwarda.interlog.com>
Source record: 165723

In article <D8Cp58.LCB@ridgecrest.ca.us>, michael grove
<mgrove@owens.ridgecrest.ca.us> wrote:

> I talked to Steve Cohen at Wizztronics a few weeks ago and he said
> that they are currently looking at developing a clone that uses
> the Power PC chip, now that Apple has opened up the market for its
> O/S. He quoted some impressive specs, including TOS compatibility.
> Their number in the U.S. is (516) 473-2507.

Isn't that a _Mac_ clone then? Anyone can buy a PowerPC chip, call up
Motorola.

Maury

2587. Re: The MindSet PC

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1105951427060001@edwarda.interlog.com>
Source record: 165724

In article <3oq3v9$cfd@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz wrote:

> > I guess this will shut Mr. Sheppard up now - or at least makes
> >him make sure he gets his "facts" straight before he wibbles on
> >about nothing in this conference again :) .
>
>
> Twit what facts that I posted that were not Correct...??

Double quote, I did not say that.

But the facts are that the Atari ST came out in 1985, and the Amiga 500
about 2 years later. Those are the facts where you are wrong.

Maury

2588. Re: Truth about the "Truth"

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1105951432300001@edwarda.interlog.com>
Source record: 165725

In article <3osoo2$pvj@mserv1.dl.ac.uk>, msh@mserv1.dl.ac.uk wrote:

> Hmmm, there does seem to be a problem with the truth statement. 1989 seems
> far to early for Atari to start having doubts about it's range of computers.

Same here. Although this was about the time all the ST's simply stopped selling in my area, whereas 87 and 88 were good years for Atari at our store. Whether or not Atari was already giving up on the computer at that point seems too early to tell.

For example, had the XE started selling off the shelves when it came out, I'm SURE they would have extended it's lifetime too.

> In fact it wasn't really until the early nineties the decline started to show,

I started to notice it in about mid-89.

> Granted I could easily believe Atari did decide to change markets
> but not back in 1989, 1991/2 would sound more reasonable.

I agree.

Maury

2589. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <800332780.0@mettav.exnet>
Source record: 165726

Out of the ether, the following was mentioned by Graham...:

GI> ONly becuse someone has worked out a way to hack the Demo CD that is
GI> doing the MAgazine cover CD rounds to get the Full version :-)
I hadn't heard about this, tell me more (in netmail to avoid the flames from
all of the Mac owners ;-)

GI> Yes ... a flaw by any stretch of the imagination ,which is why PC
GI> developers never thought of it ,not having any :-)
Tut, tut. Remember GEM started life on a PC so some developers somewhere must
have had an imagination.

GI> I still remember the Last Spotlight show me and Col spent about 2
GI> hours at one of the terminals and we couldn't get it to do anything
GI> ... including crashing or locking up which I suppose is hearty
GI> recommendation if Col was around !!
Well, i've used it a bit, but its the frontend that puts me off and I find the
file structure a bit weird (what a place to put the mkdir command!!!)

GI> skills are not quite up to the level either . (Christ I am asking
GI> for some flaming today I keep forgetting this is a PC newsgroup
<grin>>).
Now, now. Insults will only bring down the wrath of Roger and Peter onto your
shoulders!!!

SD>> Magic and a Barracuda!!! ;->
SD>> Who knows I might get sufficiently proficient to be able to
SD>> implement my QuantumOS ;->>>
GI> Careful people might start calling you Robert :-)
No, not the "Cooper MAN!" ;-)
No I am full of good ideas, but not full of the other brown sticky stuff (only
kidding Robert! ;->

If my programming were upto scratch I would attempt writing a limited OS to try
and implement some ideas. I admit it wouldn't be very usuable but it would give
me a base on which to build!

Spencer

spencer@boondock.mettav.exnet.com

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

2590. Re: Falcon accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: Thorsten_Floeck@rs.maus.de
Message-ID: <199505112157.a44873@rs.maus.de>
Source record: 165727

Hallo Henrik,

HLW>The 040 cache is 8K - Right ?

Sorry, no! The 040 has two 4K caches, one for data and one for instructions!

HLW>You must be preddy loaded with money since you have a Medusa T40.

Error detected, i'm a student working on my Ph.D. I own the medusa now about 2.5 years, and IMHO the price for this computer is not to expensive! I don't know the price for the T40 in other countries than Germany and Switzerland and I don't know if there is a distributor in countries on the other side of the big ocean and although I don't know the tax for your countrie if you import the T40 by your own, but try it!

Greeting Floecki /36h married/

PS: I have just seen, your E-Mail is in Denmark, so you can easily go to Germany and buy a T40 :-)

2591. Re: Mega ST question

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: ap055@lafn.org
Message-ID: <1995May11.051201.6794@lafn.org>
Source record: 165728

In a previous article, pgl@draco.bison.mb.ca (Paul Linton) says:

>Just wondering what your average Mega ST4 has to offer compared to a
>1040ST? Well, besides 3 megs more RAM. :) Does it have any new chips?
>What about an internal HD interface? Does it have the cartridge port so
>I can plug dongles into it?
>

The Mega ST4 has a "blitter chip" that speeds up screen redraws. It does have a cart port like the 1040, so no problem if you have software that requires dongles. You can hook up an internal drive if you get an ICD micro host adaptor (I think they still have some left). In fact, I have a Quantum 52 meg inside mine along with a Link 2+External Syquest. Obviously, the micro adaptor and Link 2 don't interfere with each other at all.

Otherwise I don't see any other major difference between the 2 machines. I think the keyboard is better on the Mega and the location of the floppy disc drive is more convenient. Also, the case design give more room for internal add on for later.

--
Ronald Chan <rc@pw.usda.gov>
A Pocket Knight *--{------------ <ap055@lafn.org>

2592. HTTP "programming" software?

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3otl33$h8n@hasle.oslonett.no>
Source record: 165729

I've already downloaded the HTML viewer and briefly tried it.
I must say that I'm impressed and that this is one step closer to
getting an web browser for the ST!!

Anyway, I'd like to know if there is any software that let's me
make web pages without "programming" URL?
A program that lets me write and choose font type, links etc.
I know they have software like that for other machines, but what about
the ST?

Hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun

2593. Re: Truth about the "Truth"

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3osoo2$pvj@mserv1.dl.ac.uk>
Source record: 165751

Hmmm, there does seem to be a problem with the truth statement. 1989 seems far to early for Atari to start having doubts about it's range of computers. Back in 1989 I was still at college using PC, most of which had 640K of memory and Hercules graphics, cards. Some machines had EGA graphics cards and the first VGA machines were starting to creep in but without any real support. Windows was unheard of and the PC were pretty plain business machines with poor graphics and bad sound (no sound cards worth mentioning back then).

For games and many applications the ST and Amiga simply left the poor PC for dead, making it look slow and clunky most of the time. This was back in 1989 when the Atari I consider had probably peeked with the ST and the decline was about to slowly start. Why then with would they think to abandon it when it was at it's best. Software support was excellent and the Amiga was its only real competition in the games market, the PC was becoming a standard but only as a business machine.

In fact it wasn't really until the early nineties the decline started to show, the PC took a couple of years for VGA to get the sort of support that would attract people and the processor speed to do anything decent. So 1989 seems to early.

Granted I could easily believe Atari did decide to change markets but not back in 1989, 1991/2 would sound more reasonable. If they wished to move into the console World then what product did they have? The answer is none. The Jaguar took 4 years to develop and certainly wasn't going to me marketable for any time soon. The amount of development costs that must have gone into the TT and the Falcon seem too great to be thought of as a stop gap.

Anway these are just my thoughts, but my main objection is not that Atari had decided to make a change in direction aborting the computer line, we know this to be true as we only have to look at the Jaguar, the problem is the date is just too unrealistic.

++
+ Mark Stephen Smith : msh@dl.ac.uk +
+ Atari Web Pages : http://www.mcc.ac.uk/~dlms/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

2594. Re: C64 emulator for ST?

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: schmerl@ist.flinders.edu.au
Message-ID: <3os78e$1j6h@otho.cc.flinders.edu.au>
Source record: 165752

In article <3opsgt$8av@news.xs4all.nl>, itsux@xs4all.nl writes:
> >Title says it all: is there a C64 emulator for the ST?
>
> Well, I have seen one some time ago. Will check my disks. I think you
> could still try to ftp it somewhere, I think.
>
> Have been working on one myself too, once. I got it boot up just like the
> real thing. However, got stuck in the interrupt vector-part..:(
>
> Rene.
>

Yup....get it from umich.....

Actually, I think that there are two....one from about five years ago was just a c64 basic emulator.....I have a german one, I can do simple basic problems on it...it also recognises the floppy drive, so if you can get some simple progs on a 3.5" disk, things might work....from the way it starts up, it looks like a 68K version of x64, which appears to work well at uni (but is slower than the 64 emulator for the ST!!)

Skip

2595. WTB: DA's Layout CD English

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: mtaylor@perth.DIALix.oz.au
Message-ID: <3osqdm$88v$1@perth.DIALix.oz.au>
Source record: 165753

Hello to all,

Well if anyone has the latest version of Digital Arts Layout CD DTP software with English menus etc for sale I am interested. I have been trying to upgrade my Didot Pro B&W for quite sometime to this but DA's Germany give me the complete runaround for the last 12 months or so. I do not need a manual so any German users might be able to help. I beleive the version released in Germany has various languages available from a pop up menu to convert the menus and help messages. This software is very good but the support offered by the UK distributor CGS Computerbild and the author company Digital Arts in Germany could only be fairly described as abysmal. So be warned if dealing with these companies as I have got the runaround from them for the last 12 months or so promising upgrades and it has cost me several thousands of dollars in lost work and costly delays to my customers.

Well if you can help me out please let me know. If there are any other disgruntled users of DA's software out there then how about letting us all know and we might save everybody else a lot of heartache.

Regards from OZ
Mark

--
****
* Mark Taylor || INDELIBLE DESIGN - Print & Design *
* Western Australia || InterNet: mtaylor@perth.dialix.oz.au *
****

2596. WANTED: STation for 520ST!

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3osfqh$r3b@kelly.teleport.com>
Source record: 165754

I'm looking for a piece of HardWare for my 520ST. It's made of Sheet Metal painted grey like my 520 ST. It has 2 compartments with room on the left hand Compartment for 2 Atari Drives with an open face for access. The Right Hand side has a closed face with room inside for your Power Supplies. It has a removable top so you can access your Power Supplies on the Right and remove the Atari Drives on the left. On Top their is room for Both a Color & MonoChrome Monitor. In the back, behind the Two compartments, their is opening for Cables to be strung from the Drives to the other Compartment for the Power Supplies. Also, underneath are 2 legs which raise the STation up so you can slide your ST under the STation. BTW this will work with a 1040 as well as a 520.

Please make all Replies in E-Mail to:
bensmith@teleport.com or for faster
service and/or if you can't reply in
E-Mail, call Ben (503)256-9974 24Hrs.

--Thanks--
---Ben---

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2597. Re: WTB: DA's Layout CD English

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.800192349@gen-off-1>
Source record: 165755

mtaylor@perth.DIALix.oz.au (Mark Taylor) writes:

>Well if anyone has the latest version of Digital Arts Layout CD DTP software
>...
>distributor CGS Computerbild and the author company Digital Arts in
>Germany could only be fairly described as abysmal.
It's now available from Systems Solutions.

Phone +44 753 832212
Email ssolutions@cix.compulink.co.uk
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
"You're going to win nothing" - PessiMystic Meg.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

2598. Help me with portfolio to Atari-ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: R.G.Simonis@io.tudelft.nl
Message-ID: <D8EtHp.8wM@news.tudelft.nl>
Source record: 165756

```
Help me please to connect atari portfolio to Atari-ST
Do you have a sceme with the connections to connect those two
computers

thank's in advance,

Rob simonis

R.G.Simonis@IO.TUDelft.nl
```

2599. Re: 040 accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: sf@socrates.itl.co.uk
Message-ID: <3osusj$jh9@imp.demon.co.uk>
Source record: 165757

Tommi Pekka Hietavuo (gs01tph@panther.Gsu.EDU) wrote:
: I just browsed a Mac World magazine (they really fear Windows 95, it
: seems - so maybe 95 isn't crap, after all..), and saw something pretty
: disturbing.

: It seems like you can have 68040 accelerators to Mac for as low as $300
: (LC-version) ! Even full-sized 25..33 MHz 040 cards for Mac cost only
: $400..$600.

: Which raises one question:

: WHY does Barracuda-040 cost twice as much ..?
: and WHY does German Afterburner-040 cost 1500 DM (about as much)..???

: If this pricing strategy goes on, I may finally decide to agree with
: Mac-folks, and change the wagon. Owning an Atari should *not* mean
: paying twice too much for everything, IMHO >=-(!!!

: I also read that the accelerator market for Mac (68000-series) is
: declining fast, as people move to PPC. So, if they can sell 040s for
: $400, for example, I'd think a Falcon-accelerator might cost $600 at
: most! Something is wrong here... And it hurts us all.

: TH

I have recently bought an Apple Performa 475, (68040), 200MB HD, 20MB
RAM and double speed CD-ROM for around 1200 pounds sterling. (is that
around $1000). The equivalent Atari system (if there is such a thing)
would have cost me a lot more. I already have a Falcon030 which I paid
1000 pounds for (about 2 years ago), the Barracuda or Afterburner would
put the price beyond the Apple anyway without even looking at the extra
hard-disk space, RAM and CD-Rom.

The Falcon is WAY to expensive for todays market .... Would you really
buy one now when you could get a Mac or Pentium for the same money. ?

I intend to use MagicMac on the Apple (to preserve my Software base)
and ditch the Falcon some time soon.

2600. BIG RAM BOARD

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: cl152@cleveland.Freenet.Edu
Message-ID: <3ot01i$3hv@usenet.INS.CWRU.Edu>
Source record: 165758

Any news on the BIG RAM BOARD, a product which is suppose to let you upgrade to beyond 4 MEGS on a MEGA STE. If things are in a stall could the individual who posted many months ago the availability of a similar prodcut from Sweeden I believe, repost the info.

Thanks

2601. Re: [MinixFS] attribute problem

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyz68nh28ef.fsf@issan.informatik.uni-dortmund.de>
Source record: 165759

In article <3oqrmv$pnb@ccshst05.cs.uoguelph.ca>, thopman@uoguelph.ca (Theodore L Hopman) writes:

|> Eems , J.P. van der (eems@nlr.nl) wrote:
|> : I have installed MiNT and MinixFS. It all seems to work fine.
|> : BUT, when I put an executable on a minix partition it executes
|> : even when the attributes are : -rw-rw-rw- (so no executable flag)!!

|> I noticed that too. Are you logged in a root? I don't think I actually
|> tried logging in as myself before I changed the permissions, but it seems
|> that root is able to execute even without the permissions set.

This is actually a bug in MiNT. Even root should not be able to
execute a file that has no execute permission for anyone. I think
this is fixed in the current version of MH-MiNT.

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

2602. Re: Truth about the "Truth"

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: proche@isis
Message-ID: <3ot46v$6nr@imag.imag.fr>
Source record: 165760

Yes, I must admit that 1989 seems to be a little too soon for Atari to take such a decision. But you must consider 2 things:
1) From what I know, the ST line was not well sold in the US, as opposed to Europe where it was a big success. This could be a warning. I don't know what was the main concurrent of the ST in the US, probably the Amiga if it was the same as here, and certainly not the PC, unless the Tramiels gazed into their crystal ball.
2) You can't take the decision to drop a computer line one day and start producing something different the day after. If the Tramiels took this decision in 1989 (or 90 or 91) and had immediately stopped computer R&D what would they have sold until the release of their new console ? Soaps ? Shoes ? I don't know what is the time required to design a game console, but it certainely takes far more than a few months. And remember that they stepped back into the console market with the Lynx (it was in the beginning of the 90's, if I remember). From that point of view, 1989 doesn't seem too early.

A few questions remain:
-Why did the Tramiels take this decision ? Did they have so much intuition ? Were they scared ?
-Isn't the Tramiel statement destinated to hide the fact that Atari did nothing in time to make their computers evolve, relying only on the ST line, whatever the reasons are ?

Pascal.

+--+
Pascal Roche	She said "A sweet sweet man like you,
Equipe SHOOD	What can I do for you ?"
ENSGI, 46 avenue Felix Viallet	I said "A sweet sweet man like me,
38031 Grenoble Cedex 1, France	I can only bring you the misery."
e-mail: Pascal.Roche@imag.fr	Tindersticks
Tel: 76-57-43-22	
+--+

2603. Atari ST Games for Sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: boucher@ug.cs.dal.ca
Message-ID: <3ot57v$amk@bcarh8ab.bnr.ca>
Source record: 165761

I am trying to clean out my closet so I have the following ST games
for sale for the low low price of $25 + shipping costs.

Red Lightning SSI
Stellar Crusade SSI
President Elect SSI
Roadwar 2000 SSI
Roadwar Europa SSI
Drakkhen Infogrames
Iron Lord UBI Soft
S.D.I. Cinemaware
Rocket Ranger Cinemaware
Wargame Construction Set SSI

email: boucher@ug.cs.dal.ca

2604. FS: 1040ste, monitor

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: mrf546t@nic.smsu.edu
Message-ID: <3ots04$2cke@nic.smsu.edu>
Source record: 165762

```
1040ste, 2mb ram

14" b/w atari monitor

best offer.

email offers to mrf546t@nic.smsu.edu
```

2605. FS: cubase for st

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: mrf546t@nic.smsu.edu
Message-ID: <3ots6f$1p8d@nic.smsu.edu>
Source record: 165763

this is an excellent midi sequencing program--among the best available.
the software is current (3.01), fully registered, with original manuals,
box, key, and extra set of disks from the company.

this is one of those programs that still puts the mac and windows
platform versions to shame!

best offer. ($329 new, currently available)

email me you offers or questions.

thanks.
mark frank.

2606. Re: Atari history

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <1739BBB57S86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 165764

question:
1.) When did Atari go under... and why? What happened to them?
Ric
Ras Dva Records

answer
Atari didn't "go under." The company is alive (but not well). They are still listed in the American Stock Exchange (symbol ATI). The company's headquarters is about a half a mile from where I am sitting here in Sunnyvale, California. Atari has all but dropped all development and sales of its computer line. Rumors have it that there still are limited numbers of Falcons and TTs being manufactured, mainly for development purposes. Atari's single biggest product is its "Jaguar" 64-bit home video game system. Rumor also has it that some companies like C-Labs have bought rights to the Atari Falcon design and are manufacturing clones. Today, Atari is strictly a video game company competing with Nintendo, Sega, 3DO, etc.
--Mark van Wyk

2607. Re: Zip Drive Software?

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: RLSA99A@prodigy.com
Message-ID: <3otshm$10vg@usenetw1.news.prodigy.com>
Source record: 165765

The Zip drive doesn't work with the Atari as is. Our usual SCSI
adapters do not work with it either. I comes with PC and mac software
only.
Even if the interface worked you would need to format the disk on a PC.

The best hope is that someone will write a driver so we can use it on our

parallel (?) port.

2608. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: RLSA99A@prodigy.com
Message-ID: <3otsr8$13c2@usenetw1.news.prodigy.com>
Source record: 165766

The ZIP drive doesn't supply power to a connector pin which is normally powered with the standard SCSI interface. The atari (even with the Link)
will not recognize that there is a storage device on the SCSI buss so you can't talk to the drive.

(My understanding -- which may not be the correct reason but I know first hand that it doesn't work)

2609. Re: Atari history

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: landon@netcom.com
Message-ID: <landonD8FLo6.Btv@netcom.com>
Source record: 165767

Laciakr (laciakr@aol.com) wrote:
: Just wondering here. I am new to the ST, just started collecting them for
: bands on our recording label. Funny that I am new to them, seeing that an
: Atari 400 was my first computer on my desk when it came out.
:
: 1.) When did Atari go under... and why? What happened to them?

Atari has never really "gone under."

Jack Tramiel bought bits of Atari from the old Warner org in July
1984. This was probably a major turning point for the company.... :-)

-landon dyer
ex atari & apple guy
--

abandon study for thinking
abandon thinking for the void
find the last bonds which are holding you back

2610. LOOKING 4 CONTACTS on Mega1STF

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: mbensaie@ensem.u-nancy.fr
Message-ID: <3otu3a$cjm@arcturus.ciril.fr>
Source record: 165768

well ..
i'm just trying to find people who would be kind enought to contact me as i'd like to have some news for my ST since the last ones were vroom and panza kick boxing.
it's been sleeping for a few years and now , as it's eaten nothing during this period, it's quiet hungry ... you know
well i'm lookink forward to hearing from you
thank you and bye

2611. STuff 4 sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: steveg@cseic.saic.com
Message-ID: <47825908@MVB.SAIC.COM>
Source record: 165769

All h/w is in perfect working order except one of the monitors and the
SLM804 as noted below. All s/w includes original disks and manuals.
I've moved on to the Pee Cee world :-(so:

EVERYTHING MUST GO! MAKE AN OFFER!

HARDWARE

Atari SC1224 Color Monitor

Atari SC1224 Color Monitor (Has slight/moderate "pin-cushioning" or
"hourlgass" problem)

Atari SLM804 Laser Printer w/ UltraScript PostScript Interpreter and
UltraScript Type Collection PS 35
Atari LaserBrain (Epson Emulation for SLM804)
Atari Diablo 630 Emulator

NOTE: There is a light scratch on its drum that leaves a fine vertical
line .3 to .5mm (the thickness of fine point mechanical pencil
leads) blank approximately 2" from the right margin. When
printing text it's hardly noticed as the blank output area often
ends up between letters. For serious DTP output a new drum would
be needed but for casual printing and drafts I wouldn't bother
(and haven't for over a year!).

Drive Master Switch

Mac Emulation

Spectre GCR (w/ v3.0 Software)
Mac Software: System 6.05 w/disks, manuals
Hypercard w/disks, manuals
MacDraw Pro w/disks, manuals

SOFTWARE (all w/original disks & docs)

UTILITIES:
NeoDesk CLI
UIS III
MultiDesk Deluxe
Diamond Back II Backup Software
Revolver
G+Plus (GDOS Replacement)

APPLICATIONS:
Word Perfect v4.1
PageStream v1.8
LDW Power Spreadsheet
Easy Draw w/Supercharger w/ Atari GDOS
PC Ditto I
Microsoft Write v1.0 (useless but a conversation piece)

PROGRAMMING:
Mark Williams C v3.06
Mark Williams CSD (debugger)
Mark Williams BC (arbitrary perecision calculator)
Prospero Pascal

TELECOMMUNICATIONS:
Shadow

GAMES:
Lemmings
Falcon
Bloodwych
Heros of the Lance
Dragons of Flame
Star Wars
RoboCop
Gauntlet/Road Runner/Indiana Jones/MetroCross Pack
Uninvited
Wanted (TOS 1.0 Only)
Xenon II / Bombuzal Pack
Defender of the Crown / StarGlider / Barbarian Pack
Winter Games/Mouse Trap/Plutos/Blood Fever/Seconds Out/Frost Byte Pack
Golden Oldies - Classic Games: Adventure, Eliza, Pong, Life
Hellraider

PD / SHAREWARE:
Current Notes Disks #347 thru #459 on 44MB SyQuest Cart

Direct reply to:

Stephen Goldstein steveg@cseic.saic.com
My first computer: A 24K Atari 800, Rev. A ROMS, November 1980
Disclaimer: That's not what I said.
--
Stephen Goldstein steveg@cseic.saic.com
My first computer: A 24K Atari 800, Rev. A ROMS, November 1980
Disclaimer: That's not what I said.

2612. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3otutm$2ls@inca01.inca.co.nz>
Source record: 165770

Phil Hodgkins (phodgkins@cix.compulink.co.uk) wrote:
> In message <1995May5.092743.283@genrad.co.uk>, hillsp@genrad.co.uk said:

> >I use Lattice C 5.5 on my Falcon, and it has an option to do the same
> >thing. Lattice C has been around for a long time, and I assume it is used
> >by lots of Atari developers, which makes me wonder why they didn't have
> >this switch enabled ? Is this a new feature of Lattice C ?

> I don't remember it in Lattice C 3, but it was in the earlier versions on
> C 5.

> Phil.

The "Use a 68881 FPU" option became available in Lattice C 5 (released in 1990). The compiler offered IIRC three options : use it directly, use the I/O based one in the Mega STE (or as the SFP004 card for the Mega ST), or "auto-detect" (use a real 68881, I/o 68881 or the standard no-fpu software).

Unfortunately, the maths coprocessor libraries were not available with Lattice C 5 (I used v5.06.02). If you compiled with a co-processor option enabled, you would end up with a "Missing Library" (LCM8.LIB, LCMA.LIB, and so forth) linker error. To get them you needed Lattice C/TT.

This changed when Hisoft released Lattice C v5.5. Maths coprocessor libraries were included in the standard package. (I currently use Lattice C v5.60 on my TT)

The prime reason almost no-one uses FPU options when compiling a program is : "Just how many people actually have an FPU?". Among Atari owners, the list is short : TT owners, ST owners with some of the early 68030 accelerators, Mega ST owners with the SFP004 card (rare!), Mega STE, Falcon owners who spent the extra to get one.

Unfortunately, Atari owners who are in the list in the last paragraph are in the minority. So, why bother spending a few hours more getting your program tweaked to use an FPU for perhaps two or three percent of your software market?

That attitude is just not right. Software should be written so that it runs on appropriate hardware, and if the machine has extra features, then the program can be made better/faster by using those features.

With a well designed system, the OS supplies "coprocessor emulation" if one is not fitted to the computer. If, for example, I ran a program expecting a 68882 on a computer without one, each time an FPU instruction was executed by the CPU, the CPU would "spit the dummy", and execute a piece of code known as a "Line F Exception Handler" (analogous to the

"Coprocessor Not Present" interrupt on "Intel Insane" PCs). This exception handler is the ideal place for an OS to put a "coprocessor emulator".

IIRC, Atari stuffed up in the original TOS version(s) by using the Line-F vector as a shortcut for a "CPU register-save", so "co-processor emulation" will not be possible on ALL Ataris. I believe TOS 1.2 or 1.4 was "cured" so co-processor emulation would be "safe albeit SLOW", but haven't been able to check this out. If only Atari had relased a coprocessor emulator or bundled it into a revised TOS version, we wouldn't need to have this discussion. (It would also prevent one thread in the atari.advocacy newsgroup - oops, I mean BobR vs "Sinflop" vs The_World vs Godzilla_And_The_Smog_Monster)

2613. *Looking for ST Basic Sourcebook & Tutorial

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: laciakr@aol.com
Message-ID: <3ots3o$f71@newsbf02.news.aol.com>
Source record: 165771

this is a 322 page manual for ST Basic. it is (C026220 Rev B) or
something like that.

Anyone with this book, please email me your price and terms...

Laciakr@AOL.COM

BTW: We are still looking for 1040ST's and SC1224's... if you got them,
lets talk... email your phone number.

Ric Laciak
Ras Dva Records

2614. Needed: 1040ST's

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: laciakr@aol.com
Message-ID: <3ots3q$f73@newsbf02.news.aol.com>
Source record: 165772

If you have one, please email your phone number and lets talk.

Ric

2615. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D8FosG.n32@ecf.toronto.edu>
Source record: 165773

In article <D8E2D6.8vo@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>I'm sorry, I have a Mac with System 7.5.1, and the Mac desktop (Finder) is
>poor compared to Ease which I use on the Falcon.

I've never used Ease so I can't comment.

>>replacement desktops or file selectors, the simple answer is that the ones
>>provided by Apple are so good that there is no desire on the part of users to
>
>I disagree, the Mac file selector is moronic. YOu obviously don't know what
>a good file selector can do. There are two commecrcial file selectors
>available for te Mac. I use Super Boomerang which is very good. You seem to
>think that the only thing I want to use a file selector is to copy files. I
>want to remember regularly used path, files, be able to search for files and
>more.

The point I was making was not that replacement file selectors don't exist,
but that the fact that they're so much rarer on the Mac shows that Mac users
are satisifed with their file selector. I am.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

2616. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D8Foov.MyE@ecf.toronto.edu>
Source record: 165774

In article <3osj92$drj@prime.mdata.fi>,
Pekka Saarinen <contacts@mits.mdata.fi> wrote:
>>Please check your facts. The Quadra 840AV and Quadra 660AV came with DSP's
>>built in. You can get DSP boards for any NuBus-equipped Mac.
>>Apple's workgroup servers have the option of coming with DAT drives.
>
>Yep, and in AV-Quadra's there's only route to/from DSP is a stereo
>in/out connector.

Uh, no.... You're still wrong.

The AV Quadras have a 40-pin connector called the "Digital Audio/Video"
port, which connects directly to the DSP, independently of the CPU.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
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|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

2617. Re: Help me with portfolio to Atari-ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: fvkampen@cs.vu.nl
Message-ID: <D8FDC8.GKI.0.-s@cs.vu.nl>
Source record: 165775

R.G.Simonis@io.tudelft.nl (Rg simonis) writes:

>Help me please to connect atari portfolio to Atari-ST
>Do you have a sceme with the connections to connect those two
>computers

>thank's in advance,

>Rob simonis

>R.G.Simonis@IO.TUDelft.nl

I know of a scheme at src.doc.ic.ac.uk (mirror of atari.archive.umich.edu)
in the directory Portfolio (in the atari dir). It requirse fiddeling with
chips and wires though. The easiest thing to do os just hook the PF to a
PC in your neighberhood and do the filetransfers with the PC. I never
tested the Atari program, but it looked ok.
Good luck

Florentijn van Kampen

--
+---+
| Florentijn van Kampen fvkampen@cs.vu.nl ppp24.pm.cs.vu.nl |
| http://www.cs.vu.nl/~fvkampen Bavo Music Lab. We Compose The Future... |
+---+

2618. Re: atari to pc transfer

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3orpkb$a7d$7@mhadg.production.compuserve.com>
Source record: 165776

> What programs will allow me to do this? I want to be able to read, format
> and copy to pc disks. Where can I find it?

A special program is not necessary to read and write PC formatted disks,
as long as the disks are formatted as 720K, Double Density.

The floppy disk format is almost exactly the same between the PC and the ST,
allowing you to do what you want to do, very easily.

The "trick" for best compatibility is to format the disk on the PC, again,
being sure to format it as a 720K disk (NOT 1.44 Meg High Density.. a standard
ST can't handle that format at all.)

There ARE kits to modify an ST to use 1.44 Meg drives, but they're not cheap.

BobR

2619. ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D8E1vv.7tz@ecf.toronto.edu>
Source record: 165777

In article <3oqkaf$pks@news.iesd.auc.dk>,
Henrik Lunardi Weide <chainxor@kom.auc.dk> wrote:
>The NEW Performa/LC 475 and 630 series Macs don`t have 16-bit sound.
>They only have 8-bit sound. So not all post 1992 Macs have 16-bit
>sound out-of-the-box.

The LC475 is about 18 months old. The Quadra 630 is about 6 months old.
All PowerPC-based Macintoshes have 16-bit sound output.

>The Macs with DSP-processors were the AV-series. No wonder their DSP-
>chip was slow it wasn`t a Motorola DSP56001. :-)

Slow? The DSP in the Quadra 840AV (the AT&T 3210) ran at 66MHz and was
32-bit, as opposed to the 24-bit, 32MHz (I think it was 32MHz) Motorola
DSP56001 that was used in the Falcon. The DSP in the Centris 660AV ran at
55MHz.

>By the way, it's only the PowerMacs that actually are fast enough
>to do some realtime signal processing.
>040 Macs aren't.

Apple has all but abandoned 040-based Macs, anyway. The only 040-based Macs
left are the PowerBooks, the LC580 and the Quadra 630. By the end of the year,
Apple probably won't have any 040-based computers in its lineup any more.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

2620. NOS, OASIS, KA9q and dynamic addressing

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: cl152@cleveland.Freenet.Edu
Message-ID: <3osuvm$1sk@usenet.INS.CWRU.Edu>
Source record: 165778

I understand that these programs provide a SLIP link but for the last 2
they seem to be configured for the particular sever(demon) in the UK. Here
in NB, Canada or telephone company provides internet access but I require
a slip link with dynamic addressing. Am I right that the first 2
cannot be configured and if the last can be where can I get a version
that is intact with a readme file that actually applies to the Atari
version. If I am not technically inclined as is the case is all of this
hopeless?

Thanks
Alyre Chiasson
CHIASSA@UMONCTON.CA

2621. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3osudu$fpq@news.iesd.auc.dk>
Source record: 165779

In article <D8D59J.D3v@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
> In <1995May4.230324.42871@cobra.uni.edu> sinclap2954@cobra.uni.edu writes:
>
> >In article <D82rEE.LGD@cix.compulink.co.uk>, satty@cix.compulink.co.uk ("Stephen Atty") writes:
> >> I have choices : AtariWorks, Papyrus, LaTeX. I could continue but frankly
> ^^^^^
>
> >None of those can match ClarisWorks.. Give it up..
>
> That did it. Nothing can match TeX. You're a jerk. Off to the kill
> file with you.

Agreed. LaTEX RULEZ!!!!
Well okay it's not for kids and newage hippies like ClarisWorks, but
LaTEX has so many possibilities almost beyond imagination.
And formulas look PERFECT with LaTEX, NOTHING abolutely NOTHING can
cope with LaTEX in formulas.
Everybody at a university with healthy minds uses LaTEX for thier
reports and articles.

Keep Cool and Flying...

ChainXOR...

2622. Re: I wanna new group!

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: pitchfsj@aston.ac.uk
Message-ID: <D8F3uH.KsL@aston.ac.uk>
Source record: 165780

```
In article 9p9@bs33n.staffs.ac.uk, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>Steve Pitchford (pitchfsj@aston.ac.uk) wrote:
>
>: If you re-read the post, I was suggesting a demos and games group ( I guess I
>: should have made it clearer), as there isn't a clearly defined area for such
>: discussion at the moment.
>
>[Quick scan over previous message]
>
>Hmmm I see your point. But there still isn't enough traffic. Frankly, I
>doubt there ever will be.
>
>Rich
>

Hmm, I think there would be, but since I'm not going to call an rfd etc, (No
Free time) Then unless someone else wants to I guess we will never know...

Steve.

---
___ ___ ___ _ _ ___ All opinions are my own!
M__ M M_ M M M_ pitchfsj@aston.ac.uk
__M M M__ M M__ WWW: http://www.aston.ac.uk/~pitchfsj/
```

2623. FOR SALE: 520STfm + Monochrome Monitor: $125 + Shipping

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: mwelch@aardvark.ucs.uoknor.edu
Message-ID: <mwelch-1105952001020001@ppp204.modems.uoknor.edu>
Source record: 165781

If anyone is interested or would like to negotiate the price, just drop me
a line...

Michael W.

--
houzi@uoknor.edu

"Whenever A annoys or injures B on the pretense of saving
or improving X, A is a scoundrel." - Newspaper Days, 1941

2624. FS: Atari tid bits for sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: rahin@scs.leeds.ac.uk
Message-ID: <rahin.75.000EF164@scs.leeds.ac.uk>
Source record: 165782

I have the following items for immediate sale. Please respond via e-mail if you are interested. All sensible offers will be considered.

Hardware :
1. 85 MB SCSI Hard disk (Connor) in an external box. Mac connecting cable included.
2. 4 x 1 MB 30 pin SIMM (8 bit, 70nS)
3. ICD Ad-SCSI Host adapter (for Atari ST)

Software :
1. Prospero Pascal for GEM: Nice GEM based IDE, source level debugger, profiler. Great documentation, over 700 pages.
2. Hyper Draw : GEM Vector drawing program.
3. UMS : Universal Military Simulator. A game by Rainbird.
4. IMPERIUM : A game by Electronic Arts

Please contact,

- Rahin
e-mail: rahin@scs.leeds.ac.uk
Phone: (0113) 262 9452 (home)

- Rahin
---------------------------------------|---------------------------------------
_ _ _ __ _ __ | Janet : rahin@uk.ac.leeds.scs
'))) /) ')) / | Internet : rahin@scs.leeds.ac.uk
/ / / /--/ /--' __. /_ o ____ |_____________________________________
/ ' (_/ (_ / _(_/|_/ /_<_/ / <_ | Phones :
M.A. Rahin | Office : (0113) 233 5480
School of Computer Studies | (0113) 233 5485
University of Leeds, Leeds LS2 9JT, UK	Home : (0113) 262 9452

2625. How much is a Mega 2 worth

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: brain@msen.com
Message-ID: <bxXilmoZj8XO079yn@msen.com>
Source record: 165783

I have someone here at work who would like to sell his Mega 2 machine
No HD, probably stock system.

Is there any book or files describing what reasonable sale prices
are for these? He wants to get a fair deal out of selling it, but wants
to get rid of it soon.

I would appreciate it if you could mail him directly, as he would know
most about the machine.

His address is:

michael_knight@compuware.com, or
michael_knight@ccmail.compuware.com

Also, since I am not too sure this will even get to the group, if you
wish to message me, you should probably do it in email. The reliability
of MSEN has taken a nosedive for the past few days. I hear a new
machine is going online, but I don't know when, if at all, I will
be able to read this newsgroup.

Thank you.

Jim

--
Jim Brain, Embedded Systems Designer, Brain Innovations.
brain@msen.com
Dabbling in VR, Old Commodore Computers, and Good Times!
"The above views DO reflect my employer, since I am my employer" - Jim Brain

2626. Re: CAD drawings

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D8Ew9n.857@muster.hrz.uni-giessen.de>
Source record: 165784

Hi *

In article <70389-800080944@mindlink.bc.ca> you wrote:
: Does any one know if there is a program that will if nothing else display
: drawings (.dwg) from AutoCAD on the ST.

you should look out for Technobox CAD/2, which is able to use .dxf files.
IIRC you can read in and write out in autocad format.

Hope it helps

Martin
---
martin.schmidt@physik.uni-giessen.de

PGP public key fingerprint: 24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

2627. Re: Thing

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3otp14$eeq@newsbf02.news.aol.com>
Source record: 165785

> WHAT IS THING... Never heard of it...
> Please edify...
> "Keep on Keepin' On"
> Rod MacDonald @ ST-INFORMER on GEnie
> [stinformer@chatlink.com]

Rod, I made the English version of Thing available on GEnie. :-)

It's the fastest desktop around, full of interesting features, too.

Al Fasoldt, Systems Editor, Syracuse Newspapers

2628. Re: High Speed Modem on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D8FJ23.2wC@cix.compulink.co.uk>
Source record: 165786

In message <3o4jii$cis@disunms.epfl.ch>, jmercay@dinews.epfl.ch said:

> A friend of mine want to buy a modem for his falcon. An V34 (28.8Kbps)
> would be great. But can the Falcom handle this speed? As I know, the
> machine has only a 16440 UART :-(And we can't replace it with a newer
> UART 16550 ...
>
> Had anyone tested these modems on a Falcon ? Which was the avergage
> CPS, and what software to use? (BTW, GEW is limited to 19.2Kbps :-(
>

Falcon RS232 can go upto 38400 baud with no modification - all you need is software that knows about the Falcon. I connect at this speed on a 14.4 modem and get transfer rates of about 1.5 Kbytes per second (compressed files) and about 3 Kbytes per second for uncompressed data (like this news group).

If you can afford a 28.8 then go for it as the Falcon can use it.

Steve.

2629. Re: Thing

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3otpbm$ehd@newsbf02.news.aol.com>
Source record: 165787

> I' having problems persuading AV_PROTOCOL drag & drag to work...

AVSERVER=THING works fine under MagiC.

Al Fasoldt, Systems Editor, Syracuse Newspapers

2630. Re: Thing

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3otpbp$ehi@newsbf02.news.aol.com>
Source record: 165788

> So, is the English version of THING on any FTP sites...

GEnie has it in the states.

Al Fasoldt, Systems Editor, Syracuse Newspapers

2631. Re: Ease and NeoDesk (was: Emulator for the mac?)

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3otpl7$ej8@newsbf02.news.aol.com>
Source record: 165789

How did you get [NeoDesk 4] to work?...

1. Put Neoload in the auto folder.
2. Change the name of Neodesk.exe to Neodesk.prg
3. Make Neodesk.prg the shell.

Get your monitor back to 60 Hz with any of several utilties that switch the monitor from one standard to the other. I can send you an old freeware one I've had for a long time, Ron. Remind me about it if you want it.

Al Fasoldt, Systems Editor, Syracuse Newspapers

2632. Re: Ugrade for NVDI and MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3otpr5$eka@newsbf02.news.aol.com>
Source record: 165790

> No way am I going to pay out another $138 or more, thats rediculous.
> What is the price for upgrading anyway?

I paid $69 U.S. each for NVDI 3.02 and for MagiC 2.01. The NVDI purchase was an upgrade, the MagiC purchase was not.

Al Fasoldt, Systems Editor, Syracuse Newspapers

2633. Has Calamus been ported to DOS/Windows?

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: Darren.Trutzenbach@f616.n2605.z1.fidonet.org
Message-ID: <7de_9505120503@nisc.fidonet.org>
Source record: 165791

In a message of 09 May 95 17:16:56, Dsoleno@netcom.Com wrote:

D> Hello:
D>
D> I would like to know if Calamus is available for
D> DOS or Windows. Is the company that produces it still
D> in business? Where could I call for information in
D> America?
D>
D> David Soleno
D> dsoleno@netcom.

Hi, Calamus is available for Windows NT, it looks identical to SL on The TT.
I messed around with a copy just before christmas.
The company that represents and distributes Calamus for the USA is in canada.

DMC Publishing
2800 John street
Unit 10
Markham Ontario Canada L3R OE2

Phone: (905)479-1880

Also there is a Magazine available For Calamus, called Calamus User that we
sell in the US.
If you would like a sample copy send $5 to:

D. Trutzenbach
31 Muskingum Drive
Shamong NJ 08088

or call the Round Table BBS at (609)268-7524 and download the file CAL_MAG.ZIP
from file sig #3 for more info about it. You can download on your first call.

```
+=====================================================================+
| ### R_O_U_N_D T_A_B_L_E BBS ### Shamong, NJ USA. (609)268-7524 |#
| ATARI & IBM Support, 12oo - 28.8, 2.2 Gig + 3 CD-ROM's |#
| ------------------------------------------------------ |#
|Sysop: Darren.Trutzenbach@f616.n266.z1.fidonet.org - Darrenet@aol.com|#
| Fidonet 1:266/616 Atarinet 51:1/18 Tablenet 26:1/1 |#
| ~ NeST 90:301/18 FANFiles 95:200/18 ~ |#
+=====================================================================+#
#####################################################################
```

2634. MED/LOW RES emulator wanted

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: vv34246@labs1.cc.etf.hr
Message-ID: <3os7us$j7r@nippur.irb.hr>
Source record: 165792

Hy to all ATARI fans. I wandered does somebody now something about MED/LOW RESOLUTION emulator for ST. I had it and I've use it with my monochrom monitor and it was qiute OK, but unfortunately I've lost it and forgot it's name.

Please, help me to find him again on some PD server.

Post your answers here or mail me on vv34246@labs1.cc.fer.hr.

T

2635. re: st ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1479dlittle@nest.demon.co.uk>
Source record: 165793

General! We have intercepted a coded Imperial message from the david
system!
>> The Macs with DSP-processors were the AV-series. No wonder their DSP-
>> chip was slow it wasn`t a Motorola DSP56001. :-)
Pd>
Pd> Slow? The DSP in the Quadra 840AV (the AT&T 3210) ran at 66MHz and
Pd> was 32-bit, as opposed to the 24-bit, 32MHz (I think it was 32MHz)
Pd> Motorola DSP56001 that was used in the Falcon. The DSP in the
Pd> Centris 660AV ran at 55MHz.

Although a 66Mhz 3210 DSP can hardly be considered slow, neither can it be compared accurately with the 56000/96000 range due to major differences in the operating principles of the chips. These AT&T's work out a bit faster than the 56000's but not nearly twice as fast - the pipeline is crap and the instruction set is a basic RISC structure. The Motorola range has a more specific design for signal processing than most competitors (generally, DSPs are just cheap, modified RISC chips) and are very much more efficient as a result. The advantage is that they don't need an immensely high clockrate to operate, and temperatures are kept low.

As for the 68040/DSP argument - I don't know a hell of a lot about the Mac's OS restrictions (other than things like the relocatable-code problem, which I think has been resolved with MagicMac) but I do know that the 68040 has the hardware multiplier-array, the RISC substructure and the multi-stage pipeline required for DSP processing, and can double up as a fair DSP (albeit - a VERY expensive one!) so the machine could certainly do it with a little bit of fancy code. The only restrictions would be due to interrupts responding too slowly, but this is unlikely on a 32Mhz processor with a fast, writable cache.

Pd> Apple has all but abandoned 040-based Macs, anyway. The only 040-
Pd> based Macs left are the PowerBooks, the LC580 and the Quadra 630.
Pd> By the end of the year, Apple probably won't have any 040-based
Pd> computers in its lineup any more.

Then maybe we can all get them cheap for our 'small' computers - they're FAAAAAAAST when they don't have a flabby OS to hold them back!

:)

Doug.

--

2636. Re: ST Emulator4Macintosh

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.164.000BA31F@ti.com>
Source record: 165794

In article <3oremv$djl@news.compulink.forthnet.gr> BABIS
<elgato@athena.compulink.forthnet.gr> writes:
>Does anyone know of an ATARI EMULATOR for the Macintosh.
>If such a thing exists Iwould like to know more details.
>I think I've seen something out there but (how stupid!) I can remember
>where...
>Please help if you can.

Try looking at Toad's www page at http://www.charm.net/~toad/

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`\\_//-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore <o o> 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com ===O=== 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

2637. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: marshall@cs.uq.oz.au
Message-ID: <3orr4u$45q@uqcspe.cs.uq.oz.au>
Source record: 165795

Can someone post (or re-post) the subscription address for Atari World?
And rates for far-off places such as Australia? (Well, actually, Australia is
near - the UK is far off!).

--
_-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
/ B <--+ Department of Computer Science :fx:+61 7 365 1999
_.-._/ | University of Queensland, St.Lucia
v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

2638. Atari TT030 for sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: ekrimen@netcom.com
Message-ID: <ekrimenD8EDx0.Ktv@netcom.com>
Source record: 165796
Cross-posted to: misc.forsale.computers.other,ba.market.computers,comp.sys.atari.st

I have a TT030 for sale.

* 8megs of RAM (4 TT, 4 ST) on a 32meg board
* 105meg Quantum LPS105S internal hard drive
* 1.44meg floppy drive
* TOS 3.06

Includes Geneva, NeoDesk 4.0, Warp 9 and a few other pieces of software
(manuals included of course).

Asking $1000. I'll pay shipping.

Reply to this e-mail or call me at 415-252-2228 if you're interested, or if
you know someone who is.

-- Ed
--
Ed Krimen
ekrimen@macromedia.com
ekrimen@netcom.com

2639. FS: Lots of ST games

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: jay@qb.island.net
Message-ID: <3osbma$ud6@nash.qb.island.net>
Source record: 165797

I've got lots of Atari ST games from 1983-1989 for sale, please inquire if you are interested. Most games I'll charge $5 +shipping for.

2640. Re: Cubase Lite on Falcon??

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: ralunsfo@uncc.edu
Message-ID: <3osefd$oek@news.uncc.edu>
Source record: 165798

In article <580+qb2.cgentry@delphi.com>,
Chris Gentry <cgentry@delphi.com> wrote:
>Is this program Falcon compatable??
>
>-thanks,Chris

Unfortunately, nope.

Russ

--
****
"Let yourself go with the disease, be with it, keep company with it - this
is the way to be rid of it." - Bruce Lee
ralunsfo@uncc.edu

2641. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: em09@liverpool.ac.uk
Message-ID: <D8EL9J.EA9@liverpool.ac.uk>
Source record: 165799

Marshall (G.M) Harris (marshall@cs.uq.oz.au) wrote:
: Can someone post (or re-post) the subscription address for Atari World?
: And rates for far-off places such as Australia? (Well, actually, Australia is
: near - the UK is far off!).
: --
: _-_|\ marshall@cs.uq.oz.au (Marshall Harris)|ph:+61 7 365 2908
: / B <--+ Department of Computer Science :fx:+61 7 365 1999
: _.-._/ | University of Queensland, St.Lucia
: v +--Brisbane, Queensland, 4072 AUSTRALIA (The Sub-Tropics)

The address for subscriptions is given as:

Atari World Subscriptions
Unit 3 Green Farm
Abbots Ripton
Huntingdon
Cambs PE17 2PF

However there is also a credit card hotline number:

01487-773-543 (9:30 to 19:00, Mon to Fri).

From abroad I think you have to drop the first 0 and rep[lace it with
your overseas dialling code and the country code which is 44.

Hope this helps,

John.
--
Mechanical Engineering Department John Boyes
University of Liverpool
P.O. Box 147 Email: em09@liverpool.ac.uk
Liverpool Phone: +44 (0)151-794-4861
L69 3BX (U.K.) Fax: +44 (0)151-794-4848

2642. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D8E00y.366@cix.compulink.co.uk>
Source record: 165800

In message <gjwD7x6sq.Fvv@netcom.com>, gjw@netcom.com said:

> I have a TT with 4 megs TT RAM and 4 megs system RAM. I have an
> internal SCSI hard drive, and (currently) an ACSI hard drive and a
> streaming tape. I'm planning on moving the ACSI drive over to SCSI
> as soon as I can get a cable.

Thats much like mine - though I moved the ACSI drive into the SCSI bus
proper - and I leave my tape streamer disconnected. If you have a CD-ROM,
disconnect that too - as most vanilla PL5 kernels won't touch it.

> Also, with 0.9pl4 kernel, if I use the ICD software to run my hard

Don't use the ICD software to boot with - it won't work. Its fine for
formating and partitioning though.

> What I'm wondering is, since you've got the 0.9pl5 kernel to at least
> come up, how your configuration is different from mine, and what I
> might try to get it to work.

I've heard the kerenles from TSX-11 are broke. Mine was given to me - so
I don't really know a lot about it.

:-)

Roland.

@CiX

2643. Games: Substation

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3otqui$88h@golem.wcc.govt.nz>
Source record: 165837
Cross-posted to: rec.games.video.atari,comp.sys.atari.st

Well, Substation has been sent to most of the major Atari ST FTP sites so should be available if/when they get updated.

The game itself. Good sound, the stereo effects work really well, gives a better effect with speakers rather than headphones, there's a good feeling of knowing roughly where the monsters are, although that doesn't always help when they need several shots to kill and are hurling fireballs at you while you're shooting them.

The graphics are very bad. They should have not bothered with shading, and used the type of thing Wolf-3D has, simple block-mapping, gives a good impression of movement (which is a bit dubious when walking down a long hallway in substation, the shading flickering is the only indication). Obsession used far more than 16 colors, most of the time substation seems to have about 5 shades of grey and that's about it, with the occassional green, red, brown & yellow thrown in for monsters and items. The monsters themselves aren't too badly drawn, but not great compared to say thw quality of the ones in Dungeon Master.

Once you get into it though, you don't really notice the graphics, as the gameplay is pretty good, sneaking around corners hoping a stray spider doesn't destroy your last remaining bit of health, trying to find food or a better weapon (All I've found is the knife & pistol you start with and a sub-machine gun). There's keys to be found, secret areas (of which I've found 2, "UDS HQ" containing ever-useful food). I don't have a clue what to do with the bomb, the computer terminals or the crates in the medical centre... Just decoration?

I suspect the limit to the demo is no save-game feature (There'd better be one in the full version, as there's no mention of it anywhere), and what looks like a 20 minute time limit, which is an effort to get to, as the odds are stacked pretty highly against the player, although I haven't quite mastered this side-stepping business yet.

The demo itself contains no information on ordering the full version which is pretty pointless, but it's apparently roughly $25US, which is fair enough. If they had dropped maybe 5-10 frames per second off the 25fps speed, and improved the colors & graphics, then it'd look much better, as it is, 25fps wouldn't be too difficult, as it isn't moving a great deal of graphics around, the style Midimaze uses would have been as good if they put in distance-darkening.

The game itself is good fun, suitably difficult, fast & smooth, the sound is great, although the samples could have been clearer (the occassional bullet richochet is a nice effect), but the color scheme is what really

hurts the game, other than that, it's pretty good!

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

2644. Re: DMA sound?

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <3osvs9$8gr@m1.cs.man.ac.uk>
Source record: 165838
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <3omom7$j42@cville-srv.wam.umd.edu>, abstract@wam.umd.edu (Color) writes:
> Is it possible to add a DMA chip to My 1040STfm for better sound
> quality? Thanks in advance for any help...

Sadly, no.

S.Lai

2645. Re: DMA sound?

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: rgoolevi@news.etc.bc.ca
Message-ID: <1995May11.214807.1611@news.etc.bc.ca>
Source record: 165839
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

S94 (lais@cs.man.ac.uk) wrote:
: In article <3omom7$j42@cville-srv.wam.umd.edu>, abstract@wam.umd.edu (Color) writes:
: > Is it possible to add a DMA chip to My 1040STfm for better sound
: > quality? Thanks in advance for any help...
: Sadly, no.
: S.Lai

You DO however have the option of getting one of the many external
samling.playback cartriges, of which I would highly suggest the
ST Replay, or Stereo Replay cartriges...

On the other had, you can always just pick up a used 1040STe! ;-)

--

```
-------------------------------------------------------------------
___ _____ __ _ __ __
/ _ \__ _____ ____ / ___/__ ___ / /__ _ __(_) /_____/ /
/ , _/ // / _ `/ _ \ / (_ / _ \/ _ \/ / -_) |/ / / __/ __/ _ \
/_/|_|\_, /\_,_/_//_/ \___/\___/\___/_/\__/|___/_/\__/\__/_//_/
/___/
rgoolevi@cln.etc.bc.ca
```

2646. Re: Help needed! F030 + Quantum E1080 SCSI

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <FELKAGJOUP@zumdick.rhein-main.de>
Source record: 165840
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3ol15v$mpa@hpg30a.csc.cuhk.hk> wrote:

>[deletions]
>And unless you use software to change the setting of Falcon, you have to
>wait for a long time to boot from SCSI.
>
What software ?

Nat!

------------------"Bang that bit that doesn't bang"---------------

And I love to talk philosophy / but I gotta take a piss
Man, that philosophy / runs right thru you

David Lee Roth

2647. Re: Has Calamus been ported to DOS/Windows?

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: e80097@pbhrzx.uni-paderborn.de
Message-ID: <3osh5g$irm@news.uni-paderborn.de>
Source record: 165841

In article <dsolenoD8Bxs8.DLL@netcom.com>,
David Soleno <dsoleno@netcom.com> wrote:

> I would like to know if Calamus is available for
> DOS or Windows. Is the company that produces it still
> in business?

It's called Calamus NT, the ported version for Windows NT. DMC is still
in business, yes.

Ciao, Dirk

+---+
Dirk Hagedorn	MausNet: Dirk Hagedorn @ MK2
In der Esmecke 9	Internet: dh@mk2.maus.sauerland.de
D-59846 Sundern	e80097@pbhrzx.uni-paderborn.de
+---+

2648. Give it Up Sinclap!

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <abf_9505110252@tor250.org>
Source record: 165842

S > ClarisWorks will run on a one meg Mac Plus. As for
S > WordPerfect being full of bugs, and a pile of sh*t, I thought
S > that was the norm of ST software!

My, what a very intelligent piece of conversation.

Folks, don't be fooled - the majority of Mac owners aren't as pushy, rude, or downright abusive as this loser - in fact, Mac people in my neck of the woods have a pretty good regard for the ST's capabilities. Obviously this guy has mistaken his computer for his manhood - or suffers from a very bad inferiority complex to want to come here and call us all idiots because we're getting things done with our computers that aren't the same as his platform.

DNFTEC.

S > How is Doom II on the St?

Now why would I want THAT garbage on my ST? We're better off without mindless brute-force-and-ignorance games played by guys with no life. I've got better things to do on my computer - and don't want stuff like that cluttering up my hard drive that can be put to better use for things like MIDI sequencers, desktop publishing, telecommunicating, CD-ROM.....(yes, Sincrap, CD-ROM. Can even run Groliers on my STe now, thanks to SARA).

> I repeat what I pointed out to you last time : Jeff Minter is
> an freelance programmer who codes for the platforms he likes.
> By the way he is right.

S > Jeff Minter works for Atari. He is Atari's new wipping
S > tosspot!

Jeff Minter is one class act - unlike you. His games I WILL go out of my way to play. He's also pretty knowledgable, and a real neat guy. The fact that he lost it at you only shows just how abrasive a personality you are - getting Minter mad would be the equivalent of getting Mahatma Ghandi cheesed off.

BTW, so how's LLAMAZAP on your Mac? :)

> Consider yourself kill filed you sad, sad, pathetic little man.

S > Are you an angry ST owner?

Are you in any way related to that other sad, sad pathetic little man Roger W. Sheppard? 'Cause that sounds like a reply that stoops to his level - and is just as intelligent. The problem is

that who you're replying to isn't an angry ST owner - the problem is that you're an angry twit who doesn't have a clue who seems to delight in baiting anybody you think is smaller than you in order to boost what little self-esteem you have.

There's no room for bullies like you or Roger in this conference. So SHOVE OFF! And don't slam the door as you leave.

... "That was setting #1. Anyone want to see setting #2?" - Guinan
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

2649. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3osj92$drj@prime.mdata.fi>
Source record: 165843

In article <D8DqLE.CxL@ecf.toronto.edu>,
PISCHKE DAVID <pischke@ecf.toronto.edu> wrote:
>In article <3oqmmt$73v@prime.mdata.fi>,
>Pekka Saarinen <contacts@mits.mdata.fi> wrote:
>>newsgroup at all? Are they paid by some multinational companies
>>to confuse Atari users? Is this conspiracy against freedom of
>>choice?
>
>Here it begins. Anyone who doesn't think the Atari is the best machine on the
>planet is part of some grand conspiracy.

Nope. I see it (computer debating) like this:

Your neighbour gets a new telly. It's not the best
there is, but your neighbour feels it's OK for him/her. Now, you ring the
bell and tell he's made a wrong desicion. What makes you do that?

a) you want to do your neighbour a favour
(no, he IS satisfied, so don't create new needs for him)
b) you want to put him down, so you'd feel stronger
(I refuse to believe that!)
c) You want to make him buy the thing you've got, because if more
people own the same machine as you do, the more secure you feel
about your desicion.
(yep)

I think most of us fall into category c...

>>No a single one machine in the Macintosh family has a DSP-port. So, you're
>>not able to make DAT backups, digital DAT masters, record with DAT's
>>converters (or Apogee's!), add cheap analog audio expanders...
>
>Please check your facts. The Quadra 840AV and Quadra 660AV came with DSP's
>built in. You can get DSP boards for any NuBus-equipped Mac.
>Apple's workgroup servers have the option of coming with DAT drives.

Yep, and in AV-Quadra's there's only route to/from DSP is a stereo
in/out connector.
I'm not talking about DSP. I'm talking about DSP-port, which connects DSP
to the *outside* world. Nubus is just a way to connect DSP to a Mac, there's
no DSP port there. Lack of eg. having digital I/O or way to do DAT-
backups via DSP (audio & data) is one thing that many Mac-musicians
ask for.

DAT-drive you're talking about, is SCSI DAT backup drive, that has nothing
to do with audio, SPDIF, optical I/O etc.

You can connect a DAT drive to any SCSI chain, also to a Falcon.
DAT drives are very expensive, compared to a normal DAT players (every
self respecting recording musician owns one anyway) which can also
play and rec ordinary music. That's why DSP port is so great.

What I'm saying here that Falcon's inbuilt DSP port makes many applications
and interfaces possible, that are not possible in a Mac without
expensive Nubus Cards.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

2650. Harddisk or Papyrus problem?

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: npetep@hasler.ascom.ch
Message-ID: <1995May11.061936.1730@hasler.ascom.ch>
Source record: 165844

I have on my Protar Profil 40 harddisk three partitions. On D: i have
I folder called papyrus. When I try to start the PAPYRUS.PRG in this folder
the following mesage appears "Daten defekt..." (datas are corrupted) and the
application cannot be started. After a couple of reboots it works finally.
This happens only with papyrus (until yet!). I tried already sveral things:
- reinstall Papyrus
- rename the old folder and install Papyrus again (so the new must be on
another part of the disk)
but i got the same result.

Is this now a problem of my disk or from Papyrus? What can I do?

2651. Re: Installing MiNT and X windows

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3oskq2$anv@whitbeck.ncl.ac.uk>
Source record: 165845

In article <avg.799755845@news.cwi.nl>, avg@cwi.nl (Annius Groenink) writes:
|> (I'd do it if I had the time... but many MiNT fans really do have the
|> time---considering the loads of UNIX rubbish they spend their time
|> porting on a daily basis)

'Unix rubbish' - Annius, I'm surprised at you (considering ZFC's major
dev. effort is now for Unix...)

Craig.

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

2652. re: maths co proc stuff....

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3osmbq$4ai@m1.cs.man.ac.uk>
Source record: 165846

In article <1443dlittle@nest.demon.co.uk>, dlittle@nest.demon.co.uk (Doug Little) writes:
|> General! We have intercepted a coded Imperial message from the Williams
|> system!
|> SW> From: simon@bassland.demon.co.uk (Simon Williams)
|> SW> If I buy a 68882 maths co processor for my falcon, will I still be
|> SW> able to use it when I get my 32mHz upgrade board? i.e. will I need
|> SW> a faster 68882?
|>
|> If you get the cheap new accelerator from France, not only can you keep
|> your 68882, but you can run both it AND your DSP at a blinding 50Mhz!!!

How do you define cheap? Where can I get it?

I assume the 030 speed is increased as well?

|> Think hard before you buy anything else!
|>
|> :)

OK, cheers for any info.

Anthony
--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap
---

2653. Re: SubSation ???

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3osmuo$4hk@m1.cs.man.ac.uk>
Source record: 165847

In article <D8C1wC.Ks3@ida.liu.se>, t94patsa@ida.liu.se (Patrik Sanfridsson)
writes:
|> chainxor@kom.auc.dk (Henrik Lunardi Weide) writes:
|>
|>
|> >Does anybody know if SubStation has been released yet ??
|>
|> I don't know but at least the official demo has!
|>
|> You can pick it up on Toxic BBS +46 13 12 89 07 as SUBDEMO.ZIP

Is it on any FTP sites?

Cheers

Anthony
--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap
---

2654. Re: C-Lab Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D8Eqyr.9sK@cix.compulink.co.uk>
Source record: 165848

```
>:>I have not been able to find any Mac comms application that is half as good
>:>as Connect. So I just use Connect under MagiC Mac :-)
>
>Zterm is quite good, as good as Connect IMO.
>
>Griff

I disagree. Zterm scripting capabilties are poor and Connect can auto-learn
a script. Just one example.

--------------------------------
Ofir ogal@cix.compulink.co.uk
--------------------------------
```

2655. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D8E2D6.8vo@cix.compulink.co.uk>
Source record: 165849

>Well, I've never had this. I'm using System 7.5.1 with PC Exchange 2.0.3.
>When I insert a DOS disk that hasn't been inserted before it never overlaps
>the icons in one big pile.
>
>Now that I think about it, perhaps your referring to the fact that when you
>tell the Mac to clean up the window, or when you insert a fresh DOS disk, the
>Mac arranges the icons so that none of the names below the icons overlap.
>If some of the icons have long names, it can result in the icons being
>unevenly spaced. This is not a bug, it's a feature that ensures that you can
>always read the icon names.

I'm sorry, I have a Mac with System 7.5.1, and the Mac desktop (Finder) is
poor compared to Ease which I use on the Falcon.

>replacement desktops or file selectors, the simple answer is that the ones
>provided by Apple are so good that there is no desire on the part of users to

I disagree, the Mac file selector is moronic. YOu obviously don't know what
a good file selector can do. There are two commecrcial file selectors
available for te Mac. I use Super Boomerang which is very good. You seem to
think that the only thing I want to use a file selector is to copy files. I
want to remember regularly used path, files, be able to search for files and
more.

Ofir ogal@cix.compulink.co.uk

2656. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-05-11 00:00:00 UTC
From: komb1@r-node.io.org
Message-ID: <3ortve$1gg@ionews.io.org>
Source record: 165850

Thomas Ludewig (setl2509@tuhhco.rz.tu-harburg.de) wrote:
: Hello Lance,

: | After locating the Linux 68K Faqs I noticed I was trying to install Linux
: | .01Pl2. So I thought I'd do everyone a favour(sp?) and get the latest .09Pl6

: this seems very strange to me, because there is no Pl6 out yet. I assume you
: meant PL5?

Sorry, it is pl5. Just getting ahead of the game. ;-)

: Where did you get the kernel from? If it is from tsx-11, then it doesn't work.
: No kernels from tsx-11 work, sadly. There are some ftp-servers here in Germany
: which provide running kernels, such as
: ftp.rz.tu-harburg.de pub/ATARI/unix/linux
: ftp.phil.uni-sb.de pub/atari/linux
: Try and have a look there, if possible.

: If it doesn't run then either, you should describe your hardware a little bit
: more complete. :-)

Thanks! I'll try there.

The system is a standard TT030 4/80/720 with enxternal Megafile 44, colour
monitor, latest MiNT for Minix

Let ya know how it goes!
--
-=-
| Lance F. Squire | No mater where you go, there you are!
-=-

2657. Re: Patch for Civilization?

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D8GD0B.L02@cix.compulink.co.uk>
Source record: 165651

In message <FEKBBIWWUp@lilfort.mlnet.com>, bbeck@lilfort.mlnet.com said:

> I have the same problem. I even got a supposedly fixed version from
> Micrprose UK. It seems they fixed some bugs but added others. Also,
> when playing from a hard disk, if you start a revolution the playing
> screen doesn't black out as it does when playing from a floppy. It's
> still a great game though. I still spend to many hours playing. --

I got about 5 sets of upgrades from Microprose but still left me with a buggy product. Just a slight boast I found the first major bug when I destroyed all other civilisations on the plant and the game crashed. This was 9 hours after its release onto the UK market.

Ho Humm, how I miss the good old days

Steve

2658. Re: The MindSet PC

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D8GD0C.L0s@cix.compulink.co.uk>
Source record: 165652

In message <3oq3v9$cfd@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz said:

> They were hand made in the USA, not like the Atari, made in Crap
> land...

The Memotech was hand made in the UK. It was in an extruded brushed aluminium case and ran CP/M with graphics. It was the ONLY computer to pass the FCC interference tests first time. Beautiful machine : solid reliable and now totally forgotten.

The Sinclair Spectrum was a damned fine machine too.

Awards mean NOTHING in the computer world - buy an award winning machine on Friday and by Monday its obsolete

> Twit what facts that I posted that were not Correct...??

Probally tons Rog - but we've trashed most of them by now

Steve.

2659. STfm Games Help Needed

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: rjo@socrates.itl.co.uk
Message-ID: <3ov44a$kt1@imp.demon.co.uk>
Source record: 165653

Hi,
I hope someone can help.

I'm need help with Menace on the Atari STfm.
It's real difficult to kill the end-of-level "boss".
Can someone please tell me the best (easiest) way to achieve this.

Also, any pointers to sites containing general STfm game FAQs, cheats,
tricks, tips, etc. would be most appreciated.

Thanks

Rob O`Rawe
--
rjo@itl.co.uk

2660. WTB:Supra HD 20 or30 Meg

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: jloose@quake.net
Message-ID: <jloose-1205950952590001@l161.ip.quake.net>
Source record: 165654

I have an AKAI MIDI Sampler that uses Supra 20 or 30 Meg internal or external HDs and need one of either..If you have any for sale, please email to:
jloose@quake.net in San Francisco. Thanks

2661. Re: DA Noise removal with Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3p05se$mqi@prime.mdata.fi>
Source record: 165655

In article <3otmlv$37@sphinx.Gsu.EDU>,
Tommi Pekka Hietavuo <gs01tph@panther.Gsu.EDU> wrote:
>Jurgen Schwietering (tweety@monviso.alpcom.it) wrote:
>: Is there any programme on the market which is able to do professional
>: Noise removal (declicking) and Sound enhencement (Using harddisk)?
>: Need to polish Vinyl-records (50's -60's).
>: Using Falcon 030...
>: Price: if professional not a big probleme (ca. 1000 $ but also more).

I suppose Steinberg's "Avalon 3" could do the job, if the errors are clear enough. I have asked this sort of manipulations (not realtime!) for Cubase Audio, but any DSP-coder out there could dig into libraries and put those known algorithms to work. There have been scratch-removal devices since 1980, so I suppose some code is available somewhere.

Steinberg have announced a ProTools 3 plug-in exactly for that purpose, but it is not available for Falcon Audio, unless of course we start giving them some pressure... :-)

Also "Sonic Solutions" mastering workstation can do all those things, but you'll get 20 Falcons for 1 such a setup.

>WinRec Pro (A German hard disk recorder), AFAIK, contains a simple noise
>reduction DSP modul already now.

Is there a demo available?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

2662. Re: searching for pov-editor

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3p05fo$m1b@bs33n.staffs.ac.uk>
Source record: 165656

Doug Little (dlittle@nest.demon.co.uk) wrote:
: cm3hirjd@bs47c.staffs.ac.uk (Requiem) wrote:

: I tried to do some work with it, but gave up due to the number of bugs and
: annoying 'traits' it seems to have - like selecting a popup menu and not
: being able to cancel without selecting one of the options - all of which
: have damaging consequences. That really is incredibly bad design!

It is poorly designed. But on the other hand it does hold potential, I
mean if these bugs were to be eradicated it would be a quite nice program
wouldn't it?

: Why is the configuration so bizarre? Why does it crash whenever it feels
: fit to do so? Why does the 'active object' rectangle jump up & left when

The crash thing IS nasty. Plus it can't handle running POV 2.2 so you
have to quit out then use the command line or a batch program or something.
The other odd thing is that I can't seem to get it to LOAD a POV script.
Something I would have thought would be rather important. Also being
able to utilitise the POV character set would be nice too. I'm in the
processing of porting a program across from the PC's and Unix machines
that converts a True Type font into a POV include file, once its up and
documented I'll release it out. I've also found a program called MOV-POV
which is a very very nice program for generating the scripts required for
making POV animations. I recommend this, its on ftp somewhere.

: RayTech BBS (Raytracing support for PC/Mac/ST/Amiga/Arc)
: Falcon's Realm BBS (Falcon030 BBS, with TT & ST support)

Umm some numbers would be nice :)

One last little bug I've found in EB is that when you quit to gem the
windows are all tossed up, like you click on an option and it stays
highlighted and corrupts a bit... very odd.. maybe NVDI?

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

2663. Re: Mega ST questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <D8H7xG.Ixr@cix.compulink.co.uk>
Source record: 165657

>Just wondering what the differences would be between my ol' 1040STf and a
>Mega ST?
The Atari A to Z book lists all Atari models with a description and spec list
for each one.

The book is only available from:
Linnhe Computing
Linnhe, Shore Street
Inver, by Tain
Ross-shire
IV20 1SF

Price
UK
The cost is a very reasonable £12.50 including postage and package.
Payment is by Cash, Cheques (drawn on UK banks only) and Postal Orders
only. Cheques must be made out to "Mark S Baines".

EEC
Including postage - total £14.10

US and Canada
Including postage - total £17.00

Australia
Including postage - total £18.10

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

2664. V: ATARI TT

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: Martin.Kunze@arbi.informatik.uni-oldenburg.de
Message-ID: <1995May12.170305.12555@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 165658

HI, I have to offer my TT

ATARI TT 4MB ST RAM
4MB TT RAM
CRAZY DOTS 1MB
80 MB HDD
1.44 MB FD
Trust 15" color

Price : cheap

PS: some software is inside of the package

E-mail offers

Regards Martin Kunze

2665. Need help getting Linux-ised.

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Message-ID: <Pine.SUN.3.91.950512120255.23577A-100000@nic.cerf.net>
Source record: 165659

Hi All,

I'm having trouble getting Linux running on my Falcon 4/84. The
only installation guide I can find is for the Amiga. This is what I have
gathered so far:

* I need ataboot*.ttp, which is the bootstrap program
* I need vmlinux-0.9pl5, which is something really important
* I need a root partition for the Linux kernel, and a swap
partition, which should be ~double the size of my RAM. (So for me, 8 megs).

Those are the things I know I need. Those are the things that I
also have. These are the things I think I might need. Any help
explaining the following would be appreciated :) :

* A file called ram-filesys
* A file called root (root.tar.gz)
* A file called usr (usr.tar.gz)

I know where to get those, but I don't know how to install
anything. I can't help thinking there's some 2K installation guide
floating around somewhere :) I have many more questions, but this stuff
is step #1. Thanks in advance!

Ben Allfree
shadow@iris.yolo.com

2666. Page 6 Magazine

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <800304744snz@chowgar.demon.co.uk>
Source record: 165660

In article <3oqh7r$pip@dux.dundee.ac.uk>
rmccall@mcs.dundee.ac.uk (Rod McCall) said:-

>Our of curiousity does Page 6 New Atari User still exist? I subscibed
>to it until about 2 1/2 years ago.
>
>Rod
>
>--
>Rod McCall, Junior Honours Computer Science & Accounts
>Dundee University, Scotland
>Home page: http://www.mcs.dundee.ac.uk/~rmccall/
>Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
>CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
>just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!
>

I think it does, I remember buying issue 1 many years ago. It's based in
Stafford just up the road from me.

--

Simon Moore

smoore@chowgar.demon.co.uk

2667. Re: Need help getting Linux-ised.

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <3p0gk7$24t@batph8.bnr.ca>
Source record: 165661

In article <Pine.SUN.3.91.950512120255.23577A-100000@nic.cerf.net>,
Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net> wrote:
>Hi All,
>
> I'm having trouble getting Linux running on my Falcon 4/84. The
>only installation guide I can find is for the Amiga. This is what I have
>gathered so far:
>
> * I need ataboot*.ttp, which is the bootstrap program
> * I need vmlinux-0.9pl5, which is something really important
> * I need a root partition for the Linux kernel, and a swap
>partition, which should be ~double the size of my RAM. (So for me, 8 megs).
>
> Those are the things I know I need. Those are the things that I
>also have. These are the things I think I might need. Any help
>explaining the following would be appreciated :) :
>
> * A file called ram-filesys
> * A file called root (root.tar.gz)
> * A file called usr (usr.tar.gz)
>
>

The Amiga Installation guide is sufficient. You need all the files you
mention here. Make sure the kernel you get does not come from tsx-11, but
from another place line ftp.phil.uni-sb.de/pub/atari/linux. Also look for
the ram filesys called new-file or something like that.

The process is very simple, only on the Amiga can they make it sound difficult:

1. Get a partition ready for Linux. This should be LARGE. See the Amiga
docs for info on partition sizes.

2. Get the kernel & bootstrap program decompressed and on a TOS partition.
Put everything in a directory called LINUX. CD into LINUX
Rename your kernel to VMLINUX.95. Rename the ramdisk to RAMDISK.FS.

3. Run ataboot.ttp. Give it the following paramters:
-k vmlinux.95 -r ramdisk.fs
This will boot the linux kernel using the ramdisk file.

4. Create the new Linux filesystem:
mkfs -t ext2 /dev/hda2

** EXPLAIN ON ** You will need to determine which device will be your
partition. This is easy. SCSI devices are called /dev/sdXY and IDE

devices are called /dev/hdXY. X is the unit number, where a = 1, b = 2,
etc. Y is the partition number, where 1=1, 2=2, etc. For instance, if
partition 2 of your first IDE drive is your linux partition, then your
device is /dev/hda2. If it is a SCSI device, then it is /dev/sda2.
*** EXPLAIN OFF ***

5. Make the mount point for the new system. It might already be there. Then
mount your new Linux filesystem:
mkdir /mnt
mnt -t ext2 /dev/hda2 /mnt

6. Make a mountpoint for your TOS partition and mount it:
mkdir /tos
mnt -t msdos /dev/hda1 /mnt
Remember the explination above of which partition Linux thinks your TOS
partition is.

7. Decompress the root.tgz which you put in the Linux directory in step 2:
cd /
tar -xzvf /tos/linux/root.tgz

8. Decompress the usr.tgz file which you put in the Linux directory in 2:
cd /usr
tar -xzvf /tos/linux/usr.tgz

This takes a while.

9. Edit the new /etc/fstab file. THE ONE YOU WANT IS IN /mnt/etc/fstab RIGHT
NOW!
vi /mnt/etc/fstab

Follow the examples in the file to add the /dev/hda2 device as the
root partition. Later you may want to mount your TOS filesystem as
well under /tos (I do this...Don't forget to create the mount point
for it!).

10. Type shutdown at the prompt to shutdown linux & reboot.

11. When the Falcon comes back up, run ataboot again, but give these
parameters instead:

-k vmlinux.95 root=/dev/hda2

Linux should come up from your HD. It takes a bit longer since it will
setup net routing and all that.

With the Amiga installation guide and some Unix knowledge, you should be able
to do this in one afternoon. It took me about 3 hours, mostly becuase the
5 meg usr.tgz file was corrupt after I downloaded it, so I had to download it
again.

Good luck.

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR

"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

2668. Re: Need help getting Linux-ised.

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <3p0gus$26n@batph8.bnr.ca>
Source record: 165662

In article <3p0gk7$24t@batph8.bnr.ca>, Troy Carpenter <troyc@bnr.ca> wrote:

>5. Make the mount point for the new system. It might already be there. Then
> mount your new Linux filesystem:
> mkdir /mnt
> mnt -t ext2 /dev/hda2 /mnt
>
>6. Make a mountpoint for your TOS partition and mount it:
> mkdir /tos
> mnt -t msdos /dev/hda1 /mnt
> Remember the explination above of which partition Linux thinks your TOS
> partition is.
>

My mistake...the command "mount", not "mnt"

That what happens when I type too fast...my brain shuts off for a short
time...

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

2669. Re: MED/LOW RES emulator wanted...

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HQFA3SH4GY8Y5841@SNYONEVA.CC.ONEONTA.EDU>
Source record: 165663

Hi.

There are a number of medium and low-res emulators available for the ST...

The ones that come to mind are the excellent EMULA series of programs.
These are shareware and could be found on virtually any good ST FTP
archive - especially the German ones like uni-kl.de, uni-stuttgart.de,
uni-erlangen.de, etc.

In my experience, EMULA seemed the most compatible (worked on both my
520ST and 1040STe) and stable. I was using its monochrome emulation but
I believe it also included a LOW RES emualtor version as well...

If you can find it - you might want to pickup a used copy of OMNIRES.
This was a commercial program that emulated both MONO and LOW RES color
modes. It worked pretty well but did work with STe TOS versions and
you needed to patch it to work on TOS 1.4, etc.

Be aware that no matter what emulator program you use - you can expect
your system to run as much as 20-30% SLOWER under emulation due to the
extra processing being performed (i.e. converting color to mono or
simulating greyscales when emulating color on a mono system, etc.).
Emula allowed you control the extent of the emulation (you could reduce
emulation quality to increase CPU time), btw.

Hope this helps...

Oh yeah, just because you get an emulator running doesn't mean every
program will work! Many games will crash because they directly access
the ST's hardware and interrupts whereas applications usually don't.
Also, emulation can consume a large amount of your system's ram - especially
when simulating greyscales, etc.

Ari

Let's FRY O.J. instead of FREE O.J.!

2670. Re: Laser Printer?

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.10.000FAA59@cfcsc.dnd.ca>
Source record: 165664

>From: sonicsin@aol.com (SonicSin)
>I would like to buy a laser printer for my ST that I could also use for my
>Powerbook running Powerprint. I have looked at the Okidata 400e and the
>Brother 630, and both look good for the price. Does anyone have any
>opinions on these or other printers in the same price range (~$400)?
>- Steve
I would be inclined to get a laser printer that was capable of both
serial(MAC) and parallel(Atari) printing at the same time with
auto-sensing/switching.
fait fun!
-ken

2671. Re: CAD drawings

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.11.000FE2E5@cfcsc.dnd.ca>
Source record: 165665

VanMil@mindlink.bc.ca (Ben Van Mil) writes:
>Does any one know if there is a program that will if nothing else display
>drawings (.dwg) from AutoCAD on the ST.
>So far I have not been let down with my ST and it would be great if the ST
>could show-off some of it's skills in this CAD arena.
>Let me know, Thanks.
>BVM.
Well I don't know if DynnaCAD can show autoCAD *.dwg's. I am not sure if ANY
other program ANYWHERE can show AutoCAD proprietory format, but I use CAD
rarely (being a graphic artist first, and an engineer second) so I'm not
really UP on that stuff. I use a program called tbxCAD(the champagne of CAD
programs at a beer price - it's really quite good!) which can bring in *.dxf
files, which AutoCAD can export. DynnaCAD(an excellant program btw, expensive,
but it IS professional) should be able to do that much at least! If you do a
lot of CAD work I'd recommend an FPU (68882?)math chip or everything will be
too slow(this goes for any machine/chip that is used for CAD without a math
coproccessor)
ask Chris of ComputerDirect(Edmonton) at c.krowchuk1@genie.geis.com about
DynnaCAD or tbxCAD and your needs vis-a-vis *.dwg files.

2672. Re: Mega ST questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <cc4_9505130116@flight.org>
Source record: 165666

In message #910, FOLKERT JANSSEN writes:

> Yes, the Mega has a cartrige port. The difference to the old 1040 is that
> the FM-modulator is missing and that the mega has an additional Blitter u

Don't forget, the Mega uses a switchable 16mhz/8mhz 68000 chip...
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2673. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <cc5_9505130116@flight.org>
Source record: 165667

In message #937, PEKKA SAARINEN writes:

> No a single one machine in the Macintosh family has a DSP-port. So, you'r
> not able to make DAT backups, digital DAT masters, record with DAT's
> converters (or Apogee's!), add cheap analog audio expanders...
> Reason? Digidesign rules, and that's not the kindom I wanna be in.

Yes they do, its called the "GeoPort".
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2674. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <cc6_9505130116@flight.org>
Source record: 165668

In message #957, MAURY MARKOWITZ writes:

> All Macs since 1992 (?, 1 perhaps) ship with stereo out, microphone in
> (and the microphone), CGA, SVGA etc. video out and such. Some Macs also
> include complete video in, and on the PMac's it's simply a card you plug
> in. Some Macs also include a IR remote control and a TV tuner in them
> too.

Huh? CGA? SVGA? IR remote control & TV tuner? You lost me there, was that
suppose to be funny?

---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2675. Re: atari to pc transfer

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <cc7_9505130116@flight.org>
Source record: 165669

In message #975, KEITH SUNDERLAND writes:

> From: keiths@pavilion.co.uk (Keith Sunderland)
> Subject: Re: atari to pc transfer
> Organization: Pavilion Internet plc, Brighton, England
>
> markw@southwind.net (mark weddle) wrote:
>
> >What programs will allow me to do this? I want to be able to read,
> >format and copy to pc disks. Where can I find it?
>
> If you have TOS 1.4 or greater then the standard 720k format is
> readble by a PC. If it is earlier then there are somme progs that do
> it but I found that the formatter in Freeze Dried Terminal did it
> fine.

I highly recommend finding a program called Diamond Format, its a stand
alone PD version of the disk formatter built in to Diamond Back, its what
I use for all my formatting needs on my TOS 1.0 machine. It can format
MS-DOS compatable 720k disks, and it can format extended format 82 track
10 sector disks, and if you have a 1.44 meg drive, you can even format
MS-DOS compatable 1.44 disks and extended format (82 track, 24 sector?)
disks!
---------------------------- -//- ----------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

2676. ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <4a2_9505130447@tor250.org>
Source record: 165670

> It's a pity. Conversation requires two sides: both willing to
> not only speak, but listen, too. And things seldom are black
> and white. Anybody coming here, telling: "Mac (or whatever) is
> in every way better than whatever you use..." simply speaks
> bullsh*t. It's waste of time, because it's simply not true.

P > I hope I haven't come across in that way.

No you haven't Dave - in fact, your postings on the Mac and what
it can do in comparison with the Atari is refreshing, informative,
even-handed, and shows respect for Atari users. The above
description fits more to idiots like Sinclap. :)

... Brought to you by MANFRED'S - makers of FRUIT COCKATIEL!
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

2677. Re: [MinixFS] attribute problem

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: Ole_Arndt@of2.maus.sub.org
Message-ID: <199505121227.a20857@of2.maus.de>
Source record: 165671

Hallo,

>I have installed MiNT and MinixFS. It all seems to work fine. BUT, when
>I put an executable on a minix partition it executes even when the
>attributes are : -rw-rw-rw- (so no executable flag)!!

This is the normal behavior of MiNT. If you are logged in as the superuser, which is the default if you don't use a login package like mintos etc, you can execute everything. MiNT honours the executable bits only if you are _not_ the superuser. This is corrected, as far as I know, in MH-MiNT 1.12 pl3.

MfG, Ole

2678. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <xOx8jcf.dpj@delphi.com>
Source record: 165672

Marshall (G.M) Harris <marshall@cs.uq.oz.au> writes:

>Can someone post (or re-post) the subscription address for Atari World?

Atari World Subscriptions
Unit 3 Green Farm
Abbots Ripton
Huntington
Cambs PE17 2PF

-Dana

2679. www.tecnation.com/tecnation/sonovista.html/

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-1205951919250001@tdw.vip.best.com>
Source record: 165673

I thought you guys may be interested to read about our Falcon based
product at our web site.

www.tecnation.com/tecnation/sonovista.html/

It costs $3500, so I don't expect you to buy one, but hope you enjoy the site.

The system is installed in clubs worldwide, and some RAVE people are
starting to use it.

Regards,

Alex Blok
System Designer

--
Something wonderful IS happening!

TECNATION DIGITAL WORLD
236 Hamilton Avenue, Level 2
Palo Alto, California 94301, U.S.A.
Tel: (415) 327-4332 Fax: (415) 327-1910
e-mail: hello@tecnation.com
http://www.tecnation.com/tecnation/
http://www.starbox.com/starbox/

2680. Re: 3 button mice and German keyboards

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: sos@sos.shn.com
Message-ID: <FEMSFJDDUP@sos.shn.com>
Source record: 165674

In <199505061445.a30325@su.maus.de> Daniel Roesen wrote:

>Hi Annius!
>
>AG>1. Ataris and 3-button mice. Can I use a 3-button mouse that is
>AG>connected to the joystick port? One that is connected to a serial
>AG>port of the TT? With MiNT only, or possibly also under plain TOS?
>
>Both is possible. For plain TOS there are at least two drivers to use serial
>mouses with two or three buttons. X11R5 for MiNT does also support serial
>mouses.

If someone is interrested I can send him a driver for Microsoft AND
Mouse-Systems mouses. This driver works fine with TOS, MagX and MTOS
on ALL serial devices like Modem1, Modem2, serial1 and serial2.

SOS

PS: Sorry for my bad english....

--
Forgot a smiley somewhere? Sorry. :-) :-)) :-(:-}
PGP key available on request.
--
*** UPOINT 'medium' ***

2681. SubStation Demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: Conan Ford <ford@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.90.950512203816.40027A-100000@srv1.freenet.calgary.ab.ca>
Source record: 165675

Well I was somewhat disappointed by SubStation judging by the Demo.

First off, good things. The sound is excellent.

A few things I didn't like--in the demo, at least, it is very dark. If you've ever played Doom II in the level with all the pits in the bottom (the Waste Tunnels), then you have a good comparison. Unlike Doom, where you can see most of the time, in SubStation it is very difficult to see. Maybe in the real program there are light-visors or something like in some Doom levels... Or a setting to brighten things (like in doom, the gamma correction factor). Or maybe cheat codes :).

In anycase the program is sluggish to respond. Also, when you turn around near a wall, unlike in some games you cannot really tell how fast you are turning, since the pattern on the wall is determined by how close you are (and if you're real close, it is just solid white).

One more problem: the X key doesn't slide left on my US keyboard. Hopefully there is a wy to select your keys in the real game.

But don't read this, download the demo and see for yourself.

2682. Falcon 030 Cache

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <848_9505121921@genesplicer.org>
Source record: 165676

I'm having a problem on my Falcon with the 030 cache going off and on at random. This is confirmed with at least three different programs, and is easy to detect by eye (and then confirm with a CPX) by how slow screen drawing becomes.

What is the likely cause and how do I fix it? And is there potential danger of corrupting data? So far I've not had any problems at all with data.

2683. Re: Papyrus For Os/2

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: Tim.Jordan@cbbs.centron.com
Message-ID: <da0_9505122330@centron.com>
Source record: 165677

chris@buran.fb10.tu-berli wrote to All:

c> c> c> c> c> From: chris@buran.fb10.tu-berlin.de (Christian Nieber)
c> c> c> Date: 7 May 1995 22:59:03 GMT
c> c> c>
c> We currently mainly work on a new Atari version of Papyrus which will
c> be ready in about one month. Give 2-3 month for the OS/2 version.
c>
c> ---
c> Christian Nieber +-----------------+
c> email chris@buran.fb10.tu-berlin.de | Always plan ahea|
c> R.O.M. logicware, the Home of Papyrus |_____________d|
c> Raschdorffstr. 99, D-13409 Berlin | |
c> Tel. ++49/30/492 41 27, FAX 491 93 67 | |
c> ---
c>
c>
c>
c>
c> ---
c> * Origin: CC-NET BBS [uucp<>fidonet gateway] [+44(0)473 273246]
c> (2:2501/102)
c> SEEN-BY: 2:253/503@fidonet.org 255/43 80 .2 .3 256/510 2501/102 307
c> c>
c>
well i have three questions how much will it cost?
when will it be released?
where will i be able to get it from and
how can i obtain a demo version of either version 4
or one of it's predecesors?
thanks tim jordan

p.s i know that it was four questions but i got carried away

---
* Kivi (unregistered) 1.37 *
Deanna tries to read Picard's mind and sees Pontiac.
+---+
| Standard disclaimer: The views of this user are strictly their own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+---+

2684. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1205951703270001@edwarda.interlog.com>
Source record: 165678

In article <D8E1vv.7tz@ecf.toronto.edu>, pischke@ecf.toronto.edu (PISCHKE DAVID) wrote:

> Apple has all but abandoned 040-based Macs, anyway. The only 040-based Macs
> left are the PowerBooks, the LC580 and the Quadra 630. By the end of the year,
> Apple probably won't have any 040-based computers in its lineup any more.

Actually, the Quadra 630 left the books last week.

Maury

2685. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1205951704550001@edwarda.interlog.com>
Source record: 165679

In article <3okcrk$ha8@hpscit.sc.hp.com>, clausb@hpbbn.bbn.hp.com (Claus Brod) wrote:

> Hmm, please define "local bus" then.

Certainly.

LocalBus, or to be exact, VESA LocalBus is an adaptor style for PC's that supports good throughput and allows reasonable graphics rates over the bus.

Maury

2686. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1205951708380001@edwarda.interlog.com>
Source record: 165680

In article <3osudu$fpq@news.iesd.auc.dk>, chainxor@kom.auc.dk wrote:

> Agreed. LaTEX RULEZ!!!!

Let me guess, you like Unix too?

> Well okay it's not for kids and newage hippies like ClarisWorks, but
> LaTEX has so many possibilities almost beyond imagination.

Really? Try editing a TIFF with it.

> And formulas look PERFECT with LaTEX, NOTHING abolutely NOTHING can
> cope with LaTEX in formulas.

Many other programs can.

> Everybody at a university with healthy minds

And the OTHER guy has a Mac...

Joke!!! :-)

Maury

2687. Re: XTRA RAM board installation for 520ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: jives@ozemail.com.au
Message-ID: <3p02fc$k7j@oznet03.ozemail.com.au>
Source record: 165681

Edward Piecewicz (edward1@delphi.com) wrote:
:
: Does anyone have the XTRA RAM board installed in a 520ST? This board is
: currently being sold by Toad Computers in the U.S.
:
: The description states that the board is solderless, but I do not recall
: seeing anything on the motherboard as to where this would connect to.

I have one of these boards in my STfm, it IS solderless to an extent,
uses clips and such, also requires you to CUT some connections and if
your video shifter chip is solered in will require you to do some
solering there too...

2688. how to optmimize USR 14.4K modem?

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3ou3ss$d23@hasle.oslonett.no>
Source record: 165682

I'm not sure if my modem is set up to run at full speed or what...

I've got a US Robotics 14000 "Sportster" modem, and use it together with
"Connect" (which is a program I recommend for any Atari user with a modem!).
I just downloaded a file and saw that the speed was about 800cps- is this
normal or is it too slow?
If anyone out there has got their USR 14400 running at full speed and
as good as possible I'd like some tips and hints on setting it up.
Thanks.

Hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun

2689. Re: DMA sound?

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3ouie2$1qc@cville-srv.wam.umd.edu>
Source record: 165730
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Color (abstract@wam.umd.edu) wrote:
: Is it possible to add a DMA chip to My 1040STfm for better sound
: quality? Thanks in advance for any help...

: --LuNATiC

How about if I was using the PAK030?

--LuNATiC

2690. simms 4 sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: randyh@sr.hp.com
Message-ID: <3p00m0$cv5@canyon.sr.hp.com>
Source record: 165731

I have four 1 megabyte simms for sale. These will work in ST mem upgrade boards and in STEs.

I want $25 a piece

or $90 for all four

--
Randy Hosler
randyh@sr.hp.com

2691. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: mpark@u.washington.edu
Message-ID: <3p0208$ihc@nntp5.u.washington.edu>
Source record: 165732

gmiller@inca.co.nz (Gaven Miller) writes:

>The "Use a 68881 FPU" option became available in Lattice C 5 (released in
>1990). The compiler offered IIRC three options : use it directly, use the
>I/O based one in the Mega STE (or as the SFP004 card for the Mega ST), or
>"auto-detect" (use a real 68881, I/o 68881 or the standard no-fpu software).

I'm curious about the "auto-detect" case. Let us consider the case
of a floating-point multiply. Does the library multiply routine
have a three-way branch (depending on the type of FPU) to a line-F
call, an I/O operation, or a pure software multiply? If not, how
is it implemented? Just wondering.

Also, does gcc have a similar "auto-detect" feature?

--m

2692. Re: SubSation ???

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3p023s$m15@bs33n.staffs.ac.uk>
Source record: 165733

Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:

: |> >Does anybody know if SubStation has been released yet ??

: Is it on any FTP sites?

ftp.cnam.fr pub/Atari/Games
subdemo.lzh

Enjoy *I think, I've not tried it yet*

RiCH

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

2693. Who has the most sexy AUTO folder?

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3p02ci$m15@bs33n.staffs.ac.uk>
Source record: 165734

Okay so the subject might sound a little bizarre.. but I was just wondering who has the best collection of little tit-bits in their AUTO folder or installed as applications? My AUTO boots up with Stoop and then kicks in some basic Falcon fixes, then NVDI cranks into action followed by Freedom (a neato file replacement), Silkmouse (a nice mouse accelerator) and a DSP jpeg prog. ACC wise I have Rape the DSP which is the best module player for the Falcon, Freedom installed, XCP (of course) and MausWindow (makes your mouse pointer 'top' the window its over).

As for little programs laying around that are TTP's, heck there are loads. I can view just about any file image by clicking on it from GIF to JPEG to TIG to PI1, modules play automatically, FLI, FLC, FLH and MPEG animations boot up hassle free, text files get displayed, source code gets loaded and even my POV files raytrace themselves accordingly :)

So enough of this.. who else has some nice and nifty AUTO prgs or ACC's? The more fun the better...

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

2694. Re: Give it Up Sinclap!

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May12.023543.43263@cobra.uni.edu>
Source record: 165735

In article <abf_9505110252@tor250.org>, Dan.Dreibelbis@balmybeach.gryn.org (Dan Dreibelbis) writes:
> S > ClarisWorks will run on a one meg Mac Plus. As for
> S > WordPerfect being full of bugs, and a pile of sh*t, I thought
> S > that was the norm of ST software!
>
> My, what a very intelligent piece of conversation.
>
> Folks, don't be fooled - the majority of Mac owners aren't as
> pushy, rude, or downright abusive as this loser - in fact, Mac
> people in my neck of the woods have a pretty good regard for the
> ST's capabilities. Obviously this guy has mistaken his computer for
> his manhood - or suffers from a very bad inferiority complex to want
> to come here and call us all idiots because we're getting things
> done with our computers that aren't the same as his platform.
>
> DNFTEC.
>
> S > How is Doom II on the St?
>
> Now why would I want THAT garbage on my ST? We're better off
> without mindless brute-force-and-ignorance games played by guys with
> no life. I've got better things to do on my computer - and don't
> want stuff like that cluttering up my hard drive that can be put to
> better use for things like MIDI sequencers, desktop publishing,
> telecommunicating, CD-ROM.....(yes, Sincrap, CD-ROM. Can even run
> Groliers on my STe now, thanks to SARA).

St users want it.. Do you speak for the dwindling number? Do you run Groiler 95 with extensive graphics and video? Nope is the answer...GET OVER IT!

>
>> I repeat what I pointed out to you last time : Jeff Minter is
>> an freelance programmer who codes for the platforms he likes.
>> By the way he is right.
>
> S > Jeff Minter works for Atari. He is Atari's new wipping
> S > tosspot!
>
> Jeff Minter is one class act - unlike you. His games I WILL go
> out of my way to play. He's also pretty knowledgable, and a real
> neat guy. The fact that he lost it at you only shows just how
> abrasive a personality you are - getting Minter mad would be the
> equivalent of getting Mahatma Ghandi cheesed off.

Jeff Minter is pathetic and has his face shoved up Tramiels ass. GET OVER IT!

Hickup...Hickup

> BTW, so how's LLAMAZAP on your Mac? :)
>
>> Consider yourself kill filed you sad, sad, pathetic little man.
>
Godd for you.. Can't accept the truth can you?

> S > Are you an angry ST owner?
>
> Are you in any way related to that other sad, sad pathetic
> little man Roger W. Sheppard? 'Cause that sounds like a reply that
> stoops to his level - and is just as intelligent. The problem is
> that who you're replying to isn't an angry ST owner - the problem is
> that you're an angry twit who doesn't have a clue who seems to
> delight in baiting anybody you think is smaller than you in order to
> boost what little self-esteem you have.
>

Nope, you cannot accept the fact that the once beloved ST is no more. The ST
has lost the price/performance for years as well as a decent software base..
GET OVER IT!

> There's no room for bullies like you or Roger in this
> conference. So SHOVE OFF! And don't slam the door as you leave.

Pot Kettle Black..

>
> ... "That was setting #1. Anyone want to see setting #2?" - Guinan
> ___ Mountain Reader II - #00000007
> --
> | Fidonet: Dan Dreibelbis 1:250/422
> | Internet: Dan.Dreibelbis@balmybeach.gryn.org

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

2695. Help needed with transport files Atari ST <> Portfolio

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: R.G.Simonis@io.tudelft.nl
Message-ID: <3ov9sf$log@mo6.rc.tudelft.nl>
Source record: 165736

Help needed with filetransport, from Atari ST and Portfolio vice versa
I want to do those things but i need a interface cable and i want to know
how to make such a cable.

Do you have a sceme of such a cable for me please????

Thank,s

Rob Simonis

R.G.Simonis@IO.TUDelft.NL
Technical University Delft

2696. Re: About the Multiple postings...

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <R+xd7gb.johnhechtman@delphi.com>
Source record: 165737

I sent you several (nice) email notes regarding your STuff for sale, especially the Floptical drive. Is the gear sold? did you get my notes? You never sent any answer back - even to say it was sold. :(Please let me know. Thanks!

2697. Re: Bad LZH Headers

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ov84f$h07@golem.wcc.govt.nz>
Source record: 165738

In article <3on7ni$541@homer.alpha.net>, mkoepp@earth.execpc.com (Michael Koepp) writes:
> I have a problem with bad headers, 9 out of 10 files are bad. I have
>LHarcshell 2.99 and a few other older ones but they either bomb out or
>have a bad header. When I try to run a program that has a bad header I
>get an error #35. If anyone can help it would be great.

Get hold of LHA 3101, its the ONLY one to use, toss all the otheres...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2698. Re: Mega ST question

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ov8g2$h07@golem.wcc.govt.nz>
Source record: 165739

In article <3or8fi$ran@draco.bison.mb.ca>, pgl@draco.bison.mb.ca (Paul Linton) writes:
>Just wondering what your average Mega ST4 has to offer compared to a
>1040ST? Well, besides 3 megs more RAM. :) Does it have any new chips?
>What about an internal HD interface? Does it have the cartridge port so
>I can plug dongles into it?

Well it was Ataries top machine at the time...

Has option for a internal hard drive using ICD Micro host adapter,
Supra also were fitted to these machines..

Has the Blitter and a buss port for the FPU and the 19" Moniterm driver
card, yes it does have the cartridge port, also a very nice keyboard..

There is a plug and go TOS 2.06 card as well and graphics cards...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2699. Re: Zip Drive Software?

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ova47$h07@golem.wcc.govt.nz>
Source record: 165740

In article <3otshm$10vg@usenetw1.news.prodigy.com>, RLSA99A@prodigy.com (Richard King) writes:
>The Zip drive doesn't work with the Atari as is. Our usual SCSI
>adapters do not work with it either. I comes with PC and mac software
>only.

Wrong it uses a 25DB connector, you can use a adapter...

>Even if the interface worked you would need to format the disk on a PC.

Why do you need a PC to format it, Please explain... ?

>
>The best hope is that someone will write a driver so we can use it on our
>
>parallel (?) port.

Parallel port in intended for small laptops that can't use a SCSI II adaptor..

Ataries parallel port is only 1/2 of one and can't be used...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2700. Re: Trying for a MiNTy fresh feeling

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3ovarr$1hc@m1.cs.man.ac.uk>
Source record: 165741

In article <Pine.SUN.3.91.950509095141.26801A-100000@nic.cerf.net>, Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net> writes:
>Heh..pretty tacky subject line, eh? :)
>
>Hi All!
x>I have the minix.xfs in my root directory on C: (my boot drive). I have
>the latest version of MiNTNP. My mint.cnf file reads:

I thought that .xfs files were supposed to be in the MiNT / Multitos directory
on drive C, not the root....

Does it say 'MinixFS installed' on bootup? (just after MiNT).

That any good?

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap

---

2701. Re: Atari history

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3ovbu0$21b@m1.cs.man.ac.uk>
Source record: 165742

In article <1739BBB57S86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>,
L676791@LMSC5.IS.LMSC.LOCKHEED.COM writes:
>
>question:
>1.) When did Atari go under... and why? What happened to them?
>Ric
>Ras Dva Records
>
>answer
>Atari didn't "go under." The company is alive (but not well). They are still
>listed in the American Stock Exchange (symbol ATI). The company's headquarters
>is about a half a mile from where I am sitting here in Sunnyvale, California.
>Atari has all but dropped all development and sales of its computer line.
>Rumors have it that there still are limited numbers of Falcons and TTs being
>manufactured, mainly for development purposes. Atari's single biggest product
>is its "Jaguar" 64-bit home video game system. Rumor also has it that some
>companies like C-Labs have bought rights to the Atari Falcon design and are
>manufacturing clones. Today, Atari is strictly a video game company competing
>with Nintendo, Sega, 3DO, etc.
>--Mark van Wyk

You use the word 'rumor' quite a lot....

Sam Tramiel (CEO Atari Corp) STATED that they manufacture Falcons on demand.
C-Lab actually SELL a Falcon Mk II. (and are developing Falcon Mk II Pro.)

Atari are doing better now, and are beginning to make profits again (which they
havent done for a number of years) I believe.

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap

2702. Okami_how2SOUP_OUT?

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: miqco@sci.fi
Message-ID: <3ovdji$jib@tron.sci.fi>
Source record: 165743

Hello from Finland !

I'm testing Okami newsreader and it works wery well
untill I want to send replys.
When I'm creating replys with Okami and Oexport
it creates files ex. 23456789.H 23456789.X and
message.dat to MQUEUE folder.
Then I zip all these files and send my reply.zip
to host.
Then I tried to follow orders in HOW2SOUP.
1. cd (works ok)
2. unzip -U reply.zip (ok again)
3. uqwk -m -RREPLIES -BO (not working)
-there is no file called REPLIES, only those
I mantioned earlier.
-I tried name of each of these files instead of REPLIES,
it didn't work.
Whats going wrong ?

Orders to get mail works ok!

...I have to reply manually until I get this working.
But it's ok, I just use Okami to the point when
I should send my replys. Then I use my editor
and cut all non-relevant things from replys.
Save them as ascii files,and use my Hosts PINE
Editor to send them to addresses they belong.

I will register it (sure), but first I want some answers.

_/_| _| Veikko Vanamo
_/ InterNet E-Mail : _/ _| _/| _/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_>
/ VVANAMO@tays.fi (E-Mail only !)/ _| _/_| _/ Lahtomaenkatu 3 B 38
/ miqco@sci.fi (access from home)/ _|_/ _|_/ 33580 Tampere
/_/ _|/ _|/ FINLAND

2703. EB_EDPOV_in_English?

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: miqco@sci.fi
Message-ID: <3ovdlt$jib@tron.sci.fi>
Source record: 165744

I found very nice program to use with POV (EB_EDPOV.PRG)
My problem with this program is that it is in French
language. Is there English version available ?
Also E-Mail address via Internet to the programmer/author
is useful.
Program is shareware and I will registrate it, but only
if I can understand what's going on.
I can't do it in French. And that's why I can't translate
resources to English.
--
_/_| _| Veikko Vanamo
_/ InterNet E-Mail : _/ _| _/| _/_/_/_/_/_/_/_/_/_/_/_/_/_/_>
/ VVANAMO@tays.fi (E-Mail only !)/ _| _/_| _/ Lahtomaenkatu 3 B 38
/ miqco@sci.fi (access from home)/ _|_/ _|_/ 33580 Tampere
/_/ _|/ _|/ FINLAND

2704. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: mrz5149@grace.isc.rit.edu
Message-ID: <mrz5149-1205950117520001@p22-ld41w1.isc.rit.edu>
Source record: 165745

In article <D8Avqu.1ss@bton.ac.uk>, st39@bton.ac.uk (Stephen Ticehurst) wrote:

> To a point this is true, but while any program, however written, will
> multitask well on a preemptive OS this is not the case with cooperative.
> If the software hasn:t been written to run cooperativly then it will slow
> the system down. In the program:s main loop, you have to add a call
> which will give the OS a chance to allow another peice of software to run
> for a while. This is not the case with pre-emptive.

This argument will go away fairly soon. System 8 is "prepped" for pre-emption
and it's rumored that "System 9" will be fully pre-emptive.

Anyway, even in a fully preemptive environment like UNIX you can set the
process priority so high that it will essentially be hogging the machine.
The programs that don't do alot of WNE calls on the Mac are usually programs
that you're going to want to have hogging the processor anyway.

Just my $0.02

--

____
Michael Zucca - mrz5149@grace.isc.rit.edu - Rochester Institute Of Technology
"It must have a natural cause." "It must have a supernatural cause."
^ Let these two asses be set to grind corn ^

2705. Genlock and the ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: tec2@acsu.buffalo.edu
Message-ID: <3ovqep$pb5@azure.acsu.buffalo.edu>
Source record: 165746

Hi -

I finally got my own 1040STFM after many years (I can still recall drooling over the ST stuff in 1985 issues of Antic and Analog).

Anyway, Way back then, Antic used to bundle a bit of a catalog with their magazine. I distinctly recall some sort of hardware/ software bit that would put out ST video and genlock it.

Does anyone recall what I'm talking about? Better yet, is there any video software/hardware currently available? I'd love to have an edit controller that runs on my ST.

Thanks!

2706. Re: 040 accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D8Gpq9.Jpo@ridgecrest.ca.us>
Source record: 165747

sf@socrates.itl.co.uk (Steve Found) wrote:
>
> Tommi Pekka Hietavuo (gs01tph@panther.Gsu.EDU) wrote:
> : I just browsed a Mac World magazine (they really fear Windows 95, it
> : seems - so maybe 95 isn't crap, after all..), and saw something pretty
> : disturbing.
>
> : It seems like you can have 68040 accelerators to Mac for as low as $300
> : (LC-version) ! Even full-sized 25..33 MHz 040 cards for Mac cost only
> : $400..$600.
>
> : Which raises one question:
>
> : WHY does Barracuda-040 cost twice as much ..?
> : and WHY does German Afterburner-040 cost 1500 DM (about as much)..???
>
> : If this pricing strategy goes on, I may finally decide to agree with
> : Mac-folks, and change the wagon. Owning an Atari should *not* mean
> : paying twice too much for everything, IMHO >=-(!!!
>
> : I also read that the accelerator market for Mac (68000-series) is
> : declining fast, as people move to PPC. So, if they can sell 040s for
> : $400, for example, I'd think a Falcon-accelerator might cost $600 at
> : most! Something is wrong here... And it hurts us all.
>
> : TH
>
> I have recently bought an Apple Performa 475, (68040), 200MB HD, 20MB
> RAM and double speed CD-ROM for around 1200 pounds sterling. (is that
> around $1000). The equivalent Atari system (if there is such a thing)
> would have cost me a lot more. I already have a Falcon030 which I paid
> 1000 pounds for (about 2 years ago), the Barracuda or Afterburner would
> put the price beyond the Apple anyway without even looking at the extra
> hard-disk space, RAM and CD-Rom.
>
> The Falcon is WAY to expensive for todays market .... Would you really
> buy one now when you could get a Mac or Pentium for the same money. ?
>
> I intend to use MagicMac on the Apple (to preserve my Software base)
> and ditch the Falcon some time soon.
>
>
Boy, did you get took. I just purchased a Quadra 630, 250 meg HD, 4
meg of ram (which didn't run anything but Quick Mail) and a very slow

system 7.something for 1000.00 U.S. from Government Services Agency
(I work for the Navy, Civil Service). It was bright and shiny at
first, but wait until you start trying to do with it what you
did with the Falcon, providing you can afford the software. Even
the 040 seems slow while decompressing .Tiff's and .Jpg's. Sure, its
a little faster but not enough for me to run out an get one for
home use. Mabey, MagicC Mac will only keep you yearning for your
Falcon when you try to run Apex Media. Oh, and don't forget a lot
of the "old" ST software that we all love is 'specialized" and
probably give you fits running under a system in a system, or
whatever. I'm sure that its is a great piece of software, most
commercial Atari software is,(most shareware too) and probably
the cheapest thing you'll buy for you Mac. I also have a
Intel Pentium 90 with 16 megs of ram (it needs more)(the Qudra has 32)
for two reasons. Auto Cad and Z-Max Optical design software.
The processor rips through the thousands (millions?) of numbers
in no time. But I don't use Auto Cad at home, I use (or will purchase)
Lexicors fine products (I think I can buy their entire line
and the Baracuda for the price of Auto Cad R13) and Apex Media.
(Don't forget the Baracuda's Video Funnel and SOB (DOS) emmu).
Sure, the Intel machines are cheap and faster than Dave Smalls
assembler in TT-Ram, but..... get one and set it
up, video, midi, com ports, dos (sob?), windoez (:(), the list
goes on. The botton line is you are what you use. The users in this
area are interested in THEIR Ataris and not your Mac's or PC's. Take
them and your comments to those groups, or even the Jag area, there
is plenty of flame there for you people. This isn't personal, I
drive Chevy's while you probably drive a Ford, I race Kawasakis
and you probably race Hondas, but lets talk about it elsewhere.

:)

Mike.

2707. Campaign Patch?

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: dogmeat@netcom.com
Message-ID: <dogmeatD8G955.LuF@netcom.com>
Source record: 165748

All:

I bought a copy of the Atari game "Campaign" from Epic Software.
While the game is interesting, it does have bugs which crash my late
model 1040ste w/TOS 1.6. While you would think that frequent saves would
mitigate this annoyance, saves are impossible - all saves are recorded by
the game shell as directories and as such unloadable. But when I access
my desktop, TOS reports the affected files properly as normal files.

Wazzup? Is there a fix?
--
--
Brett Nair - dogmeat@netcom.com

"Holy the lone juggernaut! Holy the vast lamb of the middle-class!
Holy the crazy shepards of rebellion! Who digs Los Angeles *IS* Los Angeles!"
- Allan Ginsberg, "Introduction To Howl"

2708. Re: TOWERS GAME...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D8GD07.Ky9@cix.compulink.co.uk>
Source record: 165749

In message <3oh504$om8@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz said:

> Yes Ofir but things do have to be put into Perspective, don't
> they....!!

Look Rog - if we want to live in what you see as a fantasy world then what right have you to shatter our dreams?

Steve.

2709. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-12 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D8GD09.KzC@cix.compulink.co.uk>
Source record: 165750

In message <D8DqLE.CxL@ecf.toronto.edu>, pischke@ecf.toronto.edu said:

> Here it begins. Anyone who doesn't think the Atari is the best machine
> on the planet is part of some grand conspiracy.

> Please check your facts. The Quadra 840AV and Quadra 660AV came with
> DSP's built in. You can get DSP boards for any NuBus-equipped Mac.
> Apple's workgroup servers have the option of coming with DAT drives.
>

Look - this is the ATARI newsgroup. Frankly I don't give a TOSs about the
Mac's DSP port (or lack of it). Lets discuss Atari eh?

Steve

2710. Re: Elite or Elite II players out there?

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <3p2dma$id6@studioweb.com>
Source record: 165601

Yep, it's been out for a long time about 18 months now i think.

--

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@connexus.apana.org.au

2711. Re: Atari history

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: Edward Piecewicz <edward1@delphi.com>
Message-ID: <RC6c78u.edward1@delphi.com>
Source record: 165602

Laciakr <laciakr@aol.com> writes:

>1.) When did Atari go under... and why? What happened to them?

Atari did not go under. COMMODORE did.

>2.) What FTP site can I download software... I know I can down load it to
>my PC and save it to 720k formatted disks with no problems for my ST (with
>DS DD drive)...

One large site is: atari.archive.umich.edu however it limits the number of
anonymous FTP connects. If it disconnects you, you can try connecting to:
amiga.archive.umich.edu and don't forget: cd atari to get to the Atari
directories. The Umich site is also mirored around the world, so the files
are rather easy to access.

Ed

--
Edward Piecewicz Internet: edward1@delphi.com
Assistant Manager - Commodore SIG
Delphi Internet Services Corporation

2712. Re: PD games recommendations

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: diehl@r-node.io.org
Message-ID: <3p2kn8$f94@ionews.io.org>
Source record: 165603

Ian Taylor (Ian_Taylor@a2w.maus.sub.org) wrote:

: I downloaded it today, it looks *very* good - BTW the name is
: aerius and I found it on:

: ftp.cnam.fr://pub/Atari/Games/aerius.zip

Sorry; a typo. But it is quite a nice little logic game.

: Yup, those asteroids are kewl!

Indeed; a very nice effort on the part of the coders.

: Can't find this, where is it?

I'm not sure; I believe I downloaded it froum a local online service; I can
UUE/Mail it to you if you like.

: Right right right, try the hardcore demo!

Got it. Very naff indeed; and bloody *fast!*

: Yes, it's a *very* good 2 player game and quite amazing that it can
: be in that size program - PC owners won't believe it!

I know. It's quite small, but if you've got an extra player handy, it's
extremely fun.

On the subject of really small games, you should also check out "Flip 'em"
by Torbjorn Ose... this game is 850 bytes, and it has graphics! Also, a
contender for the smallest game ever, Japlish Assault, 2.5k and it's a 3D
vector shooter. A little dull, but considering its size, it's a keeper. I
don't know where these might be available but theyy're tiny and I can
UUE/Mail you those easily if you want.

: Again, can't find it - neither can archie - anyone know?

Again, I think I got this one off a local service; UUE/Mail?

: Ian_Taylor@a2w.maus.de The hidden secret of life is

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

2713. Re: 040 Accelerators (Was

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: jondinga@io.org
Message-ID: <3p2ph2$rk8@ionews.io.org>
Source record: 165604

On 05-07-95 gert@ttgk.nextjk.stuyts.n wrote to ALL...
> Currently I'm running 800x600x256 @ 70 Hz on a home made VME-VGA
> adapter, in contrary to the Falcon this doesn't hog up the processor
> bus...

Are the plans & sw for this available on the net? It would be much
appreciated!

Thanks,
Jon

* (QW|{ 2.6 *

2714. Re: Thing

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FENACAAIUP@zaphot.augusta.de>
Source record: 165605

In <Jm4cadu.mindbomb_bbs@delphi.com> Ansy Maccallum wrote:

>So, is the English version of THING on any FTP sites, HENSA maybe... or will
>it only be available direct?!

An english version of Thing 0.31 including english manuals
is now also available at:

ftp.cs.tu-berlin.de:/pub/atari/Utils/Shell/thin031e.lzh

Please note: The german version (thin031d.lzh) does not work!
I've already informed the admin to delete the german archive.

Ciao.... Arno

--
Arno Welzel (aw@zaphot.augusta.de)

2715. Re: DA Noise removal with Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3p35vq$n8r@sphinx.Gsu.EDU>
Source record: 165606

Pekka Saarinen (contacts@mits.mdata.fi) wrote:
: In article <3otmlv$37@sphinx.Gsu.EDU>,
: Tommi Pekka Hietavuo <gs01tph@panther.Gsu.EDU> wrote:
: >Jurgen Schwietering (tweety@monviso.alpcom.it) wrote:
: >: Is there any programme on the market which is able to do professional
: >: Noise removal (declicking) and Sound enhencement (Using harddisk)?
: >: Need to polish Vinyl-records (50's -60's).
: >: Using Falcon 030...
: >: Price: if professional not a big probleme (ca. 1000 $ but also more).

: I suppose Steinberg's "Avalon 3" could do the job, if the errors are clear
: enough. I have asked this sort of manipulations (not realtime!) for Cubase
: Audio, but any DSP-coder out there could dig into libraries and put those
: known algorithms to work. There have been scratch-removal devices since
: 1980, so I suppose some code is available somewhere.

Should be, I think... This NoNoise would be especially interesting for
us, since it uses the familiar 56001 DSP - and it truly does an excellent
job, if we can trust this article I read about it..

: Also "Sonic Solutions" mastering workstation can do all those things, but
: you'll get 20 Falcons for 1 such a setup.

8-)

: >WinRec Pro (A German hard disk recorder), AFAIK, contains a simple noise
: >reduction DSP modul already now.
: Is there a demo available?

There is a demo available - but unless they have changed it lately, it
didn't include this NR-module =-(... ftp.uni-kl.de at least should
have it.

: Best Regards,

: ----Pekka Saarinen

Even better regards ;-) ,

TH

2716. Up to Date Software FS!

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3p36dk$ptq@cville-srv.wam.umd.edu>
Source record: 165607

I would like to sell the following items:

- SpeedoGDOS 4 $35
- SpeedoGDOS 5 $45
- Warp 9 v3.81 $30
- Falcon F-16 simulation $40
- Acalc (good spreadsheet) $15
- Acalc Prime (enhanced) $20

All prices include shipping. All sofware in great condition with manuals and boxes. Prices are sorta negotiable...

--LuNATiC

2717. Re: Atari history

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3p36cd$n8r@sphinx.Gsu.EDU>
Source record: 165608

Edward Piecewicz (edward1@delphi.com) wrote:
: Laciakr <laciakr@aol.com> writes:
:
: >2.) What FTP site can I download software... I know I can down load it to
: >my PC and save it to 720k formatted disks with no problems for my ST (with
: >DS DD drive)...

Perhaps the best Atari archive in the world is (IMHO) ftp.cnam.fr. Truly excellent!

Another top-site is ftp.uni-kl.de. Not to forget micros.hensa.ac.uk =-) !

Umich is o.k - but it's sometimes impossible to get there without a nuclear bomb. And it tends to contain older files then those I mentioned above.. Especially when we speak of German software.

Cheers!

TH

2718. Re: 040 accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: xitqu@ucssun1.sdsu.edu
Message-ID: <3p35i1$44i@gondor.sdsu.edu>
Source record: 165609

Tommi Pekka Hietavuo (gs01tph@panther.Gsu.EDU) wrote:
: I just browsed a Mac World magazine (they really fear Windows 95, it
: seems - so maybe 95 isn't crap, after all..), and saw something pretty
: disturbing.

: It seems like you can have 68040 accelerators to Mac for as low as $300
: (LC-version) ! Even full-sized 25..33 MHz 040 cards for Mac cost only
: $400..$600.

: Which raises one question:

: WHY does Barracuda-040 cost twice as much ..?
: and WHY does German Afterburner-040 cost 1500 DM (about as much)..???

: If this pricing strategy goes on, I may finally decide to agree with
: Mac-folks, and change the wagon. Owning an Atari should *not* mean
: paying twice too much for everything, IMHO >=-(!!!

: I also read that the accelerator market for Mac (68000-series) is
: declining fast, as people move to PPC. So, if they can sell 040s for
: $400, for example, I'd think a Falcon-accelerator might cost $600 at
: most! Something is wrong here... And it hurts us all.

Well, I use a Falcon 14/84/340/NEC3Xe/(soon Speed Res) at home, a 4/16/
240 TT (soon to be CaTTamaraned) and a '486DX2-80 16/240 at work, and have
messed with my boss's Performa 475 (read: LCIII 475, what a rip off!), and the
Performa's a joke! My Falcon with NVDI is about as fast as the Mac, my TT is
about as fast/soon to be faster than the '486. No thanks, the buzzwords of the
computer industry don't impress me. You can throw all the Megabytes and Mega-
hertz you want at an OS, but if it sucks, it sucks. They just aren't as
efficient as TOS/GEM (a truly integrated graphical environment).

BTW, try to get 800*600 on that Performa. Baa-haa-haa!!! Going for 1024*768
with the 40 MHz Speed Resolution Card for about $300-350. Already got 800*600.
True Color on a Performa? Yeah, riight. If there are any F030 owners interested
in an affordable upgrade to 2-2.5X F030 speed (faster than a stock TT) with
a Screenblaster-type upgrade integrated, e-mail at D.PHILLIPS25@genie.geis.com.

Dan
: TH

2719. Re: Zip Drive

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: s925377@mailserv.cuhk.hk
Message-ID: <3p2oro$4ia@hpg30a.csc.cuhk.hk>
Source record: 165610

In article <3otsr8$13c2@usenetw1.news.prodigy.com>, RLSA99A@prodigy.com (Richard King) says:
>
>The ZIP drive doesn't supply power to a connector pin which is normally
>powered with the standard SCSI interface. The atari (even with the
>Link)
>will not recognize that there is a storage device on the SCSI buss so you
>can't talk to the drive.
>
>(My understanding -- which may not be the correct reason but I know first
>hand that it doesn't work)

Can it be recognized my Falcon then?
>
>

=====================================~ Malcolm <=====
| Good Luck! |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| |
| Dreaming Girl, Bel Canto |
==================s925377@mailserv.cuhk.hk==========

2720. What is TOWER 2

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: mgoodman@goody.demon.co.uk
Message-ID: <800368228snz@goody.demon.co.uk>
Source record: 165611

The version of Towers 2 on the ftp sites is actually the full version, but you can only progress through level 2 before you will need to register for the manual, (it contains the codes you will require to go further.

It recently received 93% rating in ST Format.

Review due in 3rd edition of Atari World.

We accept UK and Europe registrations - cost £19.95 inclusive

The docs only give the telephone number, therefore if you purchase by post the address is:

Goodman International
16 Conrad Close
Meir Hay Estate
Longton
Stoke-on-Trent. ST3 1SW
ENGLAND

--

Mike Goodman

2721. Test SainT

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: stchip@delphi.com
Message-ID: <J208Dov.stchip@delphi.com>
Source record: 165612

```
Test Test
```

2722. Re: 040 accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May13.191529.43326@cobra.uni.edu>
Source record: 165613

In article <3p35i1$44i@gondor.sdsu.edu>, xitqu@ucssun1.sdsu.edu (xiting) writes:
> Tommi Pekka Hietavuo (gs01tph@panther.Gsu.EDU) wrote:
> : I just browsed a Mac World magazine (they really fear Windows 95, it
> : seems - so maybe 95 isn't crap, after all..), and saw something pretty
> : disturbing.
>
> : It seems like you can have 68040 accelerators to Mac for as low as $300
> : (LC-version) ! Even full-sized 25..33 MHz 040 cards for Mac cost only
> : $400..$600.
>
> : Which raises one question:
>
> : WHY does Barracuda-040 cost twice as much ..?
> : and WHY does German Afterburner-040 cost 1500 DM (about as much)..???
>
> : If this pricing strategy goes on, I may finally decide to agree with
> : Mac-folks, and change the wagon. Owning an Atari should *not* mean
> : paying twice too much for everything, IMHO >=-(!!!
>
> : I also read that the accelerator market for Mac (68000-series) is
> : declining fast, as people move to PPC. So, if they can sell 040s for
> : $400, for example, I'd think a Falcon-accelerator might cost $600 at
> : most! Something is wrong here... And it hurts us all.
>
> Well, I use a Falcon 14/84/340/NEC3Xe/(soon Speed Res) at home, a 4/16/
> 240 TT (soon to be CaTTamaraned) and a '486DX2-80 16/240 at work, and have
> messed with my boss's Performa 475 (read: LCIII 475, what a rip off!), and the
> Performa's a joke! My Falcon with NVDI is about as fast as the Mac, my TT is
> about as fast/soon to be faster than the '486. No thanks, the buzzwords of the
> computer industry don't impress me. You can throw all the Megabytes and Mega-
> hertz you want at an OS, but if it sucks, it sucks. They just aren't as
> efficient as TOS/GEM (a truly integrated graphical environment).

Tos/Gem is a pathetic JOKE! GET OVER IT! System 7 has more features and
functionality and is constantly being improved on. When was the last time
Atari updated the OS? Oh, Atari is out of the computer market. Real users
value apps and the Atari OS is not impressive.

>
> BTW, try to get 800*600 on that Performa. Baa-haa-haa!!! Going for 1024*768
> with the 40 MHz Speed Resolution Card for about $300-350. Already got 800*600.
> True Color on a Performa? Yeah, riight. If there are any F030 owners interested
> in an affordable upgrade to 2-2.5X F030 speed (faster than a stock TT) with
> a Screenblaster-type upgrade integrated, e-mail at D.PHILLIPS25@genie.geis.com.
>

Which Performa are you talking about? The Performa PowerMac makes your Atari
look like the Atari 8 bit OS and Geos!!GET OVER IT!
> Dan
> : TH

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

2723. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May13.191916.43327@cobra.uni.edu>
Source record: 165614

In article <D8IFr6.K3L@cix.compulink.co.uk>, satty@cix.compulink.co.uk ("Stephen Atty") writes:
> And it is writ in <1995May10.200102.43217@cobra.uni.edu> that
> sinclap2954@cobra.uni.edu sayeth:
>
> > > By the way, it's only the PowerMacs that actually are fast enough
> > > to do some realtime signal processing.
> > > 040 Macs aren't.
> > >
> >
> > And the 68000 ST can?
> >
> You're sodding doing it again aren't you? You CANNOT compare a Powermac/040
> Mac with an 8Mhz 68000 ST. It's like saying that a Maclaren F1 out
> accelerates a Mini.
> And the answer to your question is yes. I could do realtime frequency
> shifting of audio on my ST.

This poster was referring that all ST's have DSP's and implying that the Mac does not have it as standard equipment. He was comparing a Faclon to an earlier Mac. There are more DSP/AV Macs on the market than Falcons..

>
> Steve
>
>

= Lightwave on the Powermac is the
Peter Sinclair-Day = final nail in the coffin for the
The University of Northern Iowa = Amiga's usefulness. There will be
Cedar Falls, IA. 50613 = no comeback, unless RISC is adopted
= and prices are competitive!!

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece of turd."
- Atari's Jeff Minter

Http://www.ziff.com - For the latest MAC & PC news....

2724. Re: TOS upgrade

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: Keith.Sunderland@mettav.exnet.com
Message-ID: <800419194.0@mettav.exnet>
Source record: 165615

GI>> It was none other than Keith Sunderland who did write on 02 May 95
GI>> that ....
KS>> Just a thought. At the moment I am loading my existing TOS 1.4
KS>> (1.62) into RAM as I run WINX. Would it be possible to load TOS 2.06
KS>> in the same way instead of my existing one?

GI>> When you say TOS you mean you are using ROMSPEED or are you using
GI>> GEMRAM to just load the bits that WinX needs.

GI>> GEMRAM(or ROSMPSEED) and WinX work perfectly well with 2.06 in fact
GI>> there are some features of WinX that are only possible with the
GI>> version of the AES that is within TOS2.06 ..i.e 3.40 IIRC.
MHYG
Graham
GI>> --- JetMail 0.99beta18

I am trying to use Terminate ATM as my power unit on the Atari is dead.
When I revive it can I download TOS2.6 from somewhere and load it in with
GEMRAM then? It looks like this is what you are saying?
Thanks
Keith

* Origin: The Tavern BBS 44-(0)81-445-6514 (100:1011/0)

2725. Re: Zip Drive Software?

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199505132229.a39606@ms.maus.de>
Source record: 165616

In article <3orl7t$37b@kelly.teleport.com>, martinc@teleport.com
wrote:
>
>Anyone know if you need to have any special software to run a Zip Drive?

You'll probably need a new driver version, because the drive needs
a special set up command (as the Flopticals).

2726. Re: Magic for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: harald@manowar.ka.sub.org
Message-ID: <JHZZBIUC@manowar.ka.sub.org>
Source record: 165617

In article <macdonald.5.0009DA40@cfcsc.dnd.ca>,
Ken Macdonald <macdonald@cfcsc.dnd.ca> wrote:

>I purchased my 386 4 years ago. three years ago I was told it
>was "obsolete". Just this year I purchased OS/2 - the FIRST 32 bit
>program/operating system generally available for my 32-bit "obsolete" 386.
>something like five years after the introduction of the first 32-bit PC (the
>80386) we are finally starting to see some 32-bit software, so for 5 years
>anyway no one was using that advanced aspect of the 32-bit chips

This is absolutely wrong.

First versions of Linux were released in 1991. At least since the end of
1992, Linux has become an operating system for the masses.

BSD came out in the beginning of the 90's, too.

Bye, Harald
--
Harald Weidner harald@manowar.ka.sub.org

2727. Stalker v3.02 and NVDI 3.01

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: Desmond_Liu@mindlink.bc.ca
Message-ID: <70580-800409700@mindlink.bc.ca>
Source record: 165618

Has anyone successfully managed to use NVDI 3.01 and Stalker 3.02 together successfully? It works if I disable GDOS, but I want Stalker to use the monospaced PC_ANSI.FNT and the IBM{06,11,12}.FNT fonts in my GDOS folder.

Stalker does not seem to like NVDI's GDOS. I think I've seen this problem posted here before but I don't remember what the solution was.

--
Desmond Liu, B.Sc. Computer Science UUCP: Desmond_Liu@mindlink.UUCP
Vancouver B.C., Canada Bang: ...!van-bc!rsoft!mindlink!a3148
Intermediate Software Designer TCP/IP: Desmond_Liu@mindlink.bc.ca

2728. Re: Transfer from mac to

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <34f_9505140105@flight.org>
Source record: 165619

In message #900, Tommi Pekka Hietavuo writes:

> ...But don't forget to backup your floppy first! I've lost a couple of
> Atari-formatted disks, when Mac's DOS disk reader (can't remember what it
> was) didn't like the disks - and ruined the disk directories completely..
> =-(Whatever people may claim, there are problems in using some DOS- and
> many (especially older) Atari TOS floppies with Mac. The only safe way to
> do file transfer may sometimes be this: format the floppy in _Mac_, to
> DOS-format. Then use this DOS-disk "formatted by Mac" in Atari ;-). The
> disk usually works 30..50% slower in Atari than disks formatted with FCop
> E-Copy, or other fast-formats - but at least you can be pretty sure that
> Mac will be happy with it.

I had the same experience earlie on, wiped out a disk of MOD files. :(
But as I think I mentioned before, find a program called Diamond Format, a
PD standalone version of the disk formatter built into Diamond Back. It
will format PC compatable 720 disks, Apple PC Exchange compatable disks (
same as PC format, just with a RESOURCE.FRK folder) and even PC and APE
compatable 1.44 disks, if you have the proper drive.
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2729. Re: High Speed Modem on F

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <350_9505140105@flight.org>
Source record: 165620

In message #903, "Ian Smith" writes:

> 115200 without hardware mods fast enough for you? You need HSMODEM
> software, version 6 preferably.

Could someone please UUEncode (or MIME preferably) HSMODEM ver 6 and Email
it to me? I don't have full I-net (FTP)... yet... I don't have a 14.4 or
28.8 modem... yet, but I'd like to have it around, I do null-modem
transfers with various oddball computers I get in here often, it would
probably speed thing up a bit.
---------------------------- -//- ----------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

2730. FS: Atari Mega ST system

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <351_9505140105@flight.org>
Source record: 165621

In message #933, JWhitcomb3 writes:

> From: jwhitcomb3@aol.com (JWhitcomb3)
> Subject: FS: Atari Mega ST system & MIDI gear
> Organization: America Online, Inc. (1-800-827-6364)
>
> Atari SF314 double sided double density external floppy disk drive.
>
> TimeWorks ST Publisher (Desktop Publishing), STraight FAX V 2.0, Data
>
> Dr.T's Copyist DTP. Full music notation package includes manual.

Would you sell the ext. floppy, STraight FAX, and Copyist seperatly?

---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2731. Re: DMA sound?

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <352_9505140105@flight.org>
Source record: 165622

In message #934, Day Tripper writes:

> From: abstract@wam.umd.edu (Day Tripper)
> Subject: Re: DMA sound?
> Organization: University of Maryland College Park
>
> Color (abstract@wam.umd.edu) wrote:
> : Is it possible to add a DMA chip to My 1040STfm for better sound
> : quality? Thanks in advance for any help...
>
> : --LuNATiC
>
> How about if I was using the PAK030?
>
> --LuNATiC

Sorry, there is absolutley no* way to add a DMA sound chip to a machine
that doesn't already have one!
---------------------------- -//- ----------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

2732. Re: Mega ste using tos 1-

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <353_9505140105@flight.org>
Source record: 165623

In message #951, Gaven Miller writes:

> With regards to disc-loaded TOS 1.4, I only have experience with the
> August 8th, 1988 "for developers only" release. It does support the
> inbuilt blitter, however.

I'm interested in this disk loaded 1.4, where can I get it?

--------------------------- -//- ---------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
--------------------------- -//- ---------------------------

2733. Re: Bad LZH Headers

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <354_9505140105@flight.org>
Source record: 165624

In message #966, Roger Sheppard.. writes:

> Get hold of LHA 3101, its the ONLY one to use, toss all the otheres...

I currently using 2.99, I want this newer ver! GimmeGimmeGimme!

---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2734. Re: Transfer from mac to atari??

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1305951931300001@edwarda.interlog.com>
Source record: 165625

In article <3ojss6$qc2@ruby.ucc.nau.edu>, pnf@dana.ucc.nau.edu (Peggy N. Ferrin) wrote:

> I was wondering how i would go about transfering downloads from a mac
> classic 2 to either my ste or mega.I'm using my mac for internet acess as

I think you wan't Apple's PC Exchange, which comes with most new Macs.
With this you could simply insert the Atari disk right into the Mac drive.

Maury

2735. Re: Open letter on Spectre GCR version 3.?

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1305951933140001@edwarda.interlog.com>
Source record: 165626

In article <D8DII6.K50@freenet.carleton.ca>, ai066@FreeNet.Carleton.CA (Mark Montreuil) wrote:

> System 7 would have been nice, but it would probably have been so slow as
> to be unusable, from what I've read from regular Mac Plus users.

Shouldn't have any effect. The only "speed" difference was the addition of more "zooming" effects and a lot of colour 3D effects to the interface. Turning these off speeds the interface back up. Other than that, 7 is as fast of faster than 6 in just about all ways.

Maury

2736. Re: High Speed Modem on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <57e_9505132245@genesplicer.org>
Source record: 165627

Re: _High Speed Modem on Falcon_, "Stephen Atty" wrote to All on 11 May 95:

"A> Falcon RS232 can go upto 38400 baud with no modification - all you
"A> need is software that knows about the Falcon.

Actually, the Falcon can be locked at up to 115k with no modification. If you can't go higher than that, it's because your modem and/or software cannot go higher.

2737. Substion Site...

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3p10cs$pq1@golem.wcc.govt.nz>
Source record: 165628

Do wee have a site that I can access via Lynx that will
let me get Substation as a Binary..

CNAM.FR does not....!!!!!

Thanks.............

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2738. Re: Atari clones

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D8Hs1B.4I5@ridgecrest.ca.us>
Source record: 165629

maury@softarc.com (Maury Markowitz) wrote:
>
> In article <D8Cp58.LCB@ridgecrest.ca.us>, michael grove
> <mgrove@owens.ridgecrest.ca.us> wrote:
>
> > I talked to Steve Cohen at Wizztronics a few weeks ago and he said
> > that they are currently looking at developing a clone that uses
> > the Power PC chip, now that Apple has opened up the market for its
> > O/S. He quoted some impressive specs, including TOS compatibility.
> > Their number in the U.S. is (516) 473-2507.
>
> Isn't that a _Mac_ clone then? Anyone can buy a PowerPC chip, call up
> Motorola.
>
> Maury

I think that was just a by-product of his idea. He didn't say the system "had" to use the Mac O/S. It sounded more like the machine would have the same abilities as the Falcon, which I do not think that Magic C will offer,to the greatest extent. But if the Mac compatibility is there, what the heck. If he developes it, why complain?

2739. Re: Open letter on Spectre GCR version 3.?

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: dsmall@well.sf.ca.us
Message-ID: <3p0tr1$636@nkosi.well.com>
Source record: 165630

In article <D8DII6.K50@freenet.carleton.ca>,
Mark Montreuil <ai066@FreeNet.Carleton.CA> wrote:
>
>Firstly, I would like to thank Dave Small for posting his thoughtful
>replies to a few Spectre/SST questions. What I am curious about is how
>close the proposed 3.1 version of the Spectre software ever got to final
>release? HD disk support, as well as support for Atari's extended
>partition scheme would be very useful to me, being the owner of a mega
>ste, and I was really looking forward to upgrading to the new software
>after I read Dave's online announcements.
>
>System 7 would have been nice, but it would probably have been so slow as
>to be unusable, from what I've read from regular Mac Plus users.
>
>Thanks!
>

One problem with "3.1" is it's a different thing to different people.
To some, it's a s/w fix for a h/w problem, namely the latching bug on TT
cartridge ports. To some, it's System 7. To some, it's SCSI HD support
on TT's. To some, it's color support on TT's and Falcon's. Finally, to
some, it's eternal youth, eternal life, and a spot on "90210".

I personally own the Mac Emulator code which Gadgets by Small
marketed under a revocable, non-exclusive license. Similarly, Sandy owns
what she did. Hence, it isn't a question of 3.1 never being able to be
released because Gadgets by Small died last November; it is a question
of what I want to do with 3.1.

And I have to say, I'm not entirely sure yet. Sure, I'd like to
see it out in the world, going through school, getting married, raising
a family. On the other hand, there are significant steps to go through
in getting it out there.

* Beta Testing. Someone has to hammer on 3.1 *hard* and make sure
it doesn't break.

* New Stuff: We have to test things like 040 boxes and 48 Mhz TT's
for speed problems. Spectre 3.0 was susceptible to cache problems in its
opening menus, if I remember correctly. Extensive work has been done on
speed problems; it is rather hard to bullet-proof something for the TT
without slowing it down too much for the ST. I found a way. (I think).

* At the moment, here's the status of the UNRELEASED product:

- HDX 3-6 support is in, for BGM and XGM partitions. So you can
have REALLY big partitions and lots of them. Good thing
with hard disk prices at $200 for 540 megabytes.

- TT SCSI is up. The system will boot and run fine with SCSI and
ACSI partitions (although I don't trust ACSI on the TT...
I got burned that way.) You can have up to 16
partitions. If you need more... uh....

- Use of TT RAM has been extensively worked on, and portions are
in the code in MMU stuff, but is NOT up. I can't get it
working in GEM mode (TT mode) to debug it, either. There
is obviously something I don't know biting me.

- Color ROMS (256K, 512K, 512K-32-bit-clean) have been looked over.
This is a "Hmmmmmm...." project. The EMPLANT guys did it
with the Amiga. Can't say much more now,
but it will NOT be in 3.1.

- System 7.1/7.5: I know where 7.1 crashes and why (it really does
look to me like code to kill emulators). I can fix it, too.
I have been focusing on getting all memory sizes to launch,
TT-big monitor support, and whatnot before I tackle
that. I have done many similar things to a 7.1 fix.

One thing to remember is I *never know*, going in,
how much baling wire and bubble gum is going to be needed
to make a new Apple System go. Believe me, I look back
nostalgically at the Finder 4.1 / System 2.0 days ...
the ZeroStore handler has gotten awfully "special-case"
to handle this stuff.

- TT LocalTalk/AppleTalk: We worked on this a LOT in 1990/1991,
and it failed because the TT bus was running the SCC chip
too fast. The 128K ROMs used timing loops (gack!)
to "time" Appletalk. We did get it to transmit, finally,
but could not work out the receive framing.
Localtalk is, uh, complex... check out the books on it.
I'd say this has a lower priority.

Of course, I have to remind ya'll that Spectre, Spectre GCR, and
Spectre 128 were/are? registered trademarks of Gadgets by Small, Inc.
(Legal stuff.)

Perhaps the thing to do is rework this into an FAQ for Spectre
owners.

In any event, I'm planning on hacking on it tonight; one memory
mode comes up fine in 640 x 400 ST High, but not in TT High. I missed
a subtract somewhere, more'n likely.

Please note that anything I write on the Net goes to the folks
Gadgets was sued by (for example, Jim Allen was one of their "expert
witnesses").

3.1 is not ready for prime time, but a lot works, and a lot is
very close to working. What I need to find is a way to get Beta versions
out to people who back up their hard disks (listen, no joke) for testing,
and a way to talk with them about how it works. The old Beta test team
has all bought Macs and sold their STs! (Shall I bill Apple for royalties? :-)
)

I've thought I should release 3.1 for the TT hard disk/XGM support,
then beat on Sys 7, TT RAM, and so forth, in a later version (3.2 or 3.7).
I would welcome any comments on that! I'd *prefer* to "code for the customer"
than to guess and hope I'm doing what people want and need.

Feel free to email me at dsmall@well.com or dsmall@well.sf.ba.us
and tell me your thoughts. Let's not use up USENET bandwidth volunteering
for Beta testing, okay? (And think real carefully on that. We have zapped
out partition tables and stuff before during testing, especially on
exotic hardware.)

As for actually getting the code out, I imagine I can find an
anon/FTP site ... it's around 275K right now for the main program.
I'd *hate* to send that UUencoded!

Anyway, that's where things are at. I haven't "burned out and
faded away" (Neil Young). But I do need to hear from you what you're looking
for.

Also bear in mind that Gadgets owned the name Spectre. I won't be
calling it Spectre.

-- many thanks for reading all this chatter,

Dave Small / ex of Gadgets

2740. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3p1b9f$c2b@lastactionhero.rs.itd.umich.edu>
Source record: 165631
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- molin 32822 May 4 16:24 ./Graphics/ximg.lzh
-rw-r--r-- molin 129161 May 6 23:00 ./0ls-lR.Z
-rw-r--r-- molin 130593 May 6 23:02 ./0ls-lRc.Z
-rw-r--r-- baldrick 12578 May 6 22:24 ./Falcon/0index
-rw------- molin 1388498 May 4 12:58 ./Falcon/Demos/illusion.zip
-rw-r--r-- molin 165398 May 6 22:59 ./0compind.Z
-rw-r--r-- molin 412216 May 6 22:58 ./0index
-rw-r--r-- baldrick 28840 May 12 10:09 ./Games/0index
-rw-r--r-- baldrick 91154 Apr 28 14:47 ./Games/Arcade/wcoltris.lzh
-rw-r--r-- baldrick 100845 Apr 28 14:48 ./Games/Cards/solitare.lzh
-rw-r--r-- baldrick 873648 May 12 10:37 ./Falcon/Games/diamonds.prg
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2741. For Sale "Mega 4 ST"

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: Rkobl@boulder.earthnet.net
Message-ID: <3p1c8e$q5i@boulder.earthnet.net>
Source record: 165632

I have a Mega 4 ST w/ monitor for sale.

requests for more info and offers can be EMailed to
rkobl@boulder.earthnet.net

2742. Re: Mega ste using tos 1-1.4

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: rgoolevi@news.etc.bc.ca
Message-ID: <1995May13.071317.28835@news.etc.bc.ca>
Source record: 165633

Gaven Miller (gmiller@inca.co.nz) wrote:

: As far as i can tell, loading a disc-based version of TOS would be
: possible. I frequently used both (not simultaneously, of course) on my
: Mega ST.

Do you know where I may obtain these disk-boot versions of 1.0/1.4? I
have a few programs that i would like to run that just REFUSE to work on
my MegaSTE 4..

___ _____ __ _ __ __
/ _ __ _____ ____ / ___/__ ___ / /__ _ __(_) /_____/ /
/ , _/ // / _ `/ _ \ / (_ / _ \/ _ \/ / -_) |/ / / __/ __/ _ \
/_/|_|_, /_,_/_//_/ ___/___/___/_/__/|___/_/__/__/_//_/
/___/ http://www.wimsey.com/~johng/ryan.html

2743. 4 meg Mega 2 ST system forsale

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: jaszcz@louie.EEAP.CWRU.Edu
Message-ID: <3p1o8l$49j@usenet.INS.CWRU.Edu>
Source record: 165634

```
4 megs of RAM
TOS 1.4 (rainbow tos) in ROM
Mono SC124 Monitor 640x400 rez
Tweety board installed, but soundchip is dead.
Supra HD controller + case/power supply (along with a dead 80 meg mechanism)
TONS upon TONS of disks/manuals/software (this we got to talk about)...
Will throw in PAK-usable CPU chips....

It would make a cool junior computer. I had it running with MiNT 1.2
with full net/development tools. Quite a classic.

Send offers/Inquires to:

bpj@po.cwru.edu
```

2744. Wanted: SM124 or mono monitor

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: scottd53@aol.com
Message-ID: <3p1im3$er7@newsbf02.news.aol.com>
Source record: 165635

Subject says it all. Please email:

scottd53@aol.com

2745. TOPLINK H/A PROBS

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <05131995.214339@empyr.dircon.co.uk>
Source record: 165636

Hi, I'm having trouble with a Gasteiner Top Link Host Adaptor I've just bought. There appears to be no power getting to it.

I presume it gets its power from pin 26 of the SCSI connector. (Terminator Power). My IBM 0661-371 drive is not providing this, so I hard-wired +5v to pin 26 (not into the drive of course), but I still have the same symptoms..wonky ST that is unable to read from drive A: correctly with the Toplink plugged in.

I know the drive is OK and the power supply is large enough to cope easily. The problem is still there even when the toplink is not connected to the drive (but still plugged into the DMA port).

Any ideas ? Also, does anyone know if and how I can get the IBM drive to provide terminator power so I don't have to hardwire it in.

Cheers,

Kev.

(Could you e-mail me too please : Kevan@empyr.dircon.co.uk)

* ReJoinDer v 1.0 *
* ReJoinDer v 1.0 *
VQWK 6.20 [Rev H - 04/04/94]

2746. Zip Drive Works On Atari!

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D8IEso.27n@news.hawaii.edu>
Source record: 165637

Well, I spoke with ICD today and the gentleman with whom I conversed has a Zip Drive attached to an Atari computer in front of him. He said he plugged it in and it worked on the first try. I was calling to determine whether SCSI Pro Utilities would drive the Zip. He said that ICD's software most certainly would, and that if there was sufficient interest in the Zip Drive on Atari computers, they would continue development to take advantage other features (and I believe, correct a problem with terminating power between the Link and Zip). There was mention that it may soon be possible to format over the protected cartridge which comes included with Mac and PC driver software. I think that means 2 carts will be usable for Atari users, assuming that a blank cart is included. In any event, I'll be picking one up for myself as soon as the local store re-stocks.

FYI: The Iomega Zip Drive is an external, removable media, data storage device. It is similar to a hard disk drive in capacity, allowing 100 megabytes of storage per 3.5 inch cartridge, which retail at around $20 each. Data transfer rate is reasonably fast (around 6-700kps), and I belive that the seek time is comparable to many CD-Roms (I don't know the numbers). At $200, the Zip drive offers a small portable high capacity storage solution. Equipped with SCSI-2, it is the perfect solution for Falcon/TT users (although not for digital audio recording) with teeny weeny internal hard disk drives. In addition, ICD engineers would like to provide a Link-SCSI interface, with terminating power so that it will operate between STs and Zip Drives.

If you are a Link/ST owner and have interest in using a Zip drive, contact them. If someone would be so kind as to post ICD's e-mail address, it would make it a lot easier to express our interest. Their phone number is (815) 968-2228, but try to use it sparingly, and only if you can't reach them in any other way (I'd hate for them to regret talking to a caller).

Aloha,
The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Falcon030 - STacy25 - Portfolio - 2600 - Lynx - Jaguar - 400/800 - 130 XE
----------Sorcery Computing Services----------

2747. Word Perfect

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <800402218_OASIS_@yeadontt.demon.co.uk>
Source record: 165683
Cross-posted to: ,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

Does anybody know if a version of Word Perfect was ever released for
the Atari.
If it was could you please let me know where I could get hold of a
copy.

Thanks in advance.

--


```
================================================================================

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
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============ Phil Yeadon ===== phil@yeadontt.demon.co.uk ============
```

2748. Re: Word Perfect

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3p3g9n$l6l@ccshst05.cs.uoguelph.ca>
Source record: 165684
Cross-posted to: ,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

```
: Does anybody know if a version of Word Perfect was ever released for
: the Atari.

"The Atari" is a broad term. It could mean:

The Atari 400/800/XL/XE line
The Atari ST/STe/TT/Falcon030 line
The Atari 2600
The Atari 5200
The Atari 7800
The Atari Lynx
The Atari Jaguar
The Atari Portfolio
The Atari ABC PC line

If you mean the Atari ST line, then yes. Word Perfect 4.1 was
released.

>> Mark <<
```

2749. Need help with Mega ST prices!

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: pgl@draco.bison.mb.ca
Message-ID: <3p2861$aa4@draco.bison.mb.ca>
Source record: 165685

I've been looking at getting a Mega ST. There are a couple for sale here, and I'm just wondering what the going rate for one is?

One system is a Mega ST4 with a 60 MB Megafile and both monitors. It also has an upgraded mouse and software.

The other system is another Mega ST4 with mono monitor. $500.

So what's a fair price for these systems? I think $500 is a bit high. I was thinking of offering $400 for the first system. Keep in mind that they are in Canadian funds. So what do you think?

2750. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <17YZBGH@moacs.indiv.nl.net>
Source record: 165686

Michael Park (mpark@u.washington.edu) wrote:

> gmiller@inca.co.nz (Gaven Miller) writes:
>
> >"auto-detect" (use a real 68881, I/o 68881 or the standard no-fpu software).
[...]
> Also, does gcc have a similar "auto-detect" feature?

It's not a compiler feature, it's a library feature. Gcc is not a
library, it's a compiler (actually three or four compilers in one).

I also doubt whether auto-detect should be considered a feature,
the detection code will take extra cycles, slowing down a system
with real coproc (the overhead is relativly large).

Regards,
Waldi

2751. Re: Need help getting Linux-ised.

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <K8YZBLJ@moacs.indiv.nl.net>
Source record: 165687

Troy Carpenter (troyc@bnr.ca) wrote:

> The Amiga Installation guide is sufficient. You need all the files you
> mention here. Make sure the kernel you get does not come from tsx-11, but
> from another place line ftp.phil.uni-sb.de/pub/atari/linux. Also look for
> the ram filesys called new-file or something like that.
> [...]
> 5. Make the mount point for the new system. It might already be there. Then
> mount your new Linux filesystem:
> mkdir /mnt
> mnt -t ext2 /dev/hda2 /mnt
> [...]
> 7. Decompress the root.tgz which you put in the Linux directory in step 2:
> cd /

cd /mnt

> tar -xzvf /tos/linux/root.tgz
>
> 8. Decompress the usr.tgz file which you put in the Linux directory in 2:
> cd /usr

cd /mnt/usr

> tar -xzvf /tos/linux/usr.tgz

> 9. Edit the new /etc/fstab file. THE ONE YOU WANT IS IN /mnt/etc/fstab RIGHT
> NOW!
> vi /mnt/etc/fstab

PATH=/mnt/usr/bin:$PATH vi /mnt/etc/fstab # vi is not part of the ram-fs

> 11. When the Falcon comes back up, run ataboot again, but give these
> parameters instead:
>
> -k vmlinux.95 root=/dev/hda2

-k vmlinux.95 root=/dev/hda2 ro

The `ro' (read-only) at the end should always be there, in fact it should
have been the default to mount / read-only (as it is under NetBSD/Atari).

Regards,
Waldi

2752. Re: atari to pc transfer...

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HQGIMDVU8I8Y57W9@SNYONEVA.CC.ONEONTA.EDU>
Source record: 165688

There are literally dozens of ST programs that can format MS-DOS
compatible 720kb disks. However, be careful about formatting disks
with extended formats (i.e. 10 sectors, 82 tracks, etc.) as MS-DOS
compatible! Simply put, some versions of MS-DOS aren't compatible with
such disks. In other cases, the PC's BIOS might not support these
formats or the PC's 3.5" drive might not be able to access more than
80 tracks. Extended disk formats ARE definately possible on the PC but
almost always MS-DOS will need a special device driver to patch the BIOS
disk-tables to read these formats.

As long as you stick with standard 720kb disks with no funny stuff, you'll
be able to transfer files between the PC and the ST just fine...

As for which formatter to use? Well, take your pick:

DC-Format 3.2
IBM Format
FloorMat!

Hope this helps...

Ari

Alcohol is toxic to your body and incites violence - yet its legal...
Ganja is non-toxic and incites peace - yet its illegal...xcepy
Go figure...

2753. WTB Hard Drive for 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: widenmai@herald.usask.ca
Message-ID: <3p30dl$jr5@tribune.usask.ca>
Source record: 165689

Hi.

I'm posting this for a friend, but I can handle the email requests...

He's looking for a hard drive for his 1040ST (upgraded from a 520ST, I think,
if that makes a difference..)

Thanks.

-Darren

2754. Re: XTRA RAM board for 520ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: pitchfsj@aston.ac.uk
Message-ID: <D8IAzn.AAp@aston.ac.uk>
Source record: 165690

In article 9pA@world.std.com, epp@world.std.com (Edward P. Piecewicz) writes:
>Toad Computers here in the U.S. sells a product called the XTRA RAM board,
>which will allow the RAM inside a 520ST to be upgraded to 4 Mb of RAM. The
>description states that this board is "solderless", which is good for people
>who do not know how to utilize a soldering iron. From what I can recall
>when I last looked at the motherboard, I don't remember seeing anything on the
>520ST motherboard as to where this XTRA RAM board could be plugged into.
>
>Does anyone have this board, and could they explain how it is installed?
>
>Thanks!
>

Well, I'm not sure if I have the same board, but I bought a "solderless" 4mb board from ST review about 18 months ago. The one that I have requires you to (I think - I'm speaking from memory) un-plug the video chip, and press in a board into the socket, then replug the chip onto the new board. There is another board which needs to plug into the mmu socket, over the chip. There is Then some wire-cutting to be done on the legs of some resistors (on the ST motherboard) and then some croc-clips are attached to other parts of the motherboard. I ended up soldering these in, for peace of mind. I had a few problems getting the ST to work after installing the board, but after a few splodges of glue here and there, a bit of un-bending of chip legs, a couple of broken needles stuck into the right places, and a great big fan wired up to the PSU, the computer works great. I paid 100 quid for my board, and I'm happy with it, however I wouldn't describe the upgrade as easy, and I'd reccomend you got someone to install it who knows what they are doing, Also on some ST's soldering is still necessary.

Steve.

___ ___ ___ _ _ ___ All opinions are my own!
M__ M M_ M M M_ pitchfsj@aston.ac.uk
__M M M__ M M__ WWW: http://www.aston.ac.uk/~pitchfsj/atari/

2755. Re: Open letter on Spectre GCR version 3.?

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3p1ufm$889@osiris.wu-wien.ac.at>
Source record: 165691

David Small (dsmall@well.sf.ca.us) wrote:
: One problem with "3.1" is it's a different thing to different people.
: To some, it's a s/w fix for a h/w problem, namely the latching bug on TT
: cartridge ports. To some, it's System 7. To some, it's SCSI HD support
: on TT's. To some, it's color support on TT's and Falcon's. Finally, to
: some, it's eternal youth, eternal life, and a spot on "90210".

True. This is what I liked Spectre for, and why I wanted to buy it. I
did not understand why you did not answer any querries about the 3.1
version, I gues this had sth . to do with Apple. Anyway, this should be
resolved with thatposting. I have to apologize for harsh comments I made
before (sincerely).

: I personally own the Mac Emulator code which Gadgets by Small
: marketed under a revocable, non-exclusive license. Similarly, Sandy owns
: what she did. Hence, it isn't a question of 3.1 never being able to be
: released because Gadgets by Small died last November; it is a question
: of what I want to do with 3.1.

GO ahead. :-)

: And I have to say, I'm not entirely sure yet. Sure, I'd like to
: see it out in the world, going through school, getting married, raising
: a family. On the other hand, there are significant steps to go through
: in getting it out there.

In terms of MagicMac, an improced Mac emulatior for Ataris would mean
that Atari/Mac would become one plattform.

: * Beta Testing. Someone has to hammer on 3.1 *hard* and make sure
: it doesn't break.

Here I am. :-)

: * New Stuff: We have to test things like 040 boxes and 48 Mhz TT's
: for speed problems. Spectre 3.0 was susceptible to cache problems in its
: opening menus, if I remember correctly. Extensive work has been done on
: speed problems; it is rather hard to bullet-proof something for the TT
: without slowing it down too much for the ST. I found a way. (I think).

I will be posting that request on the MausNet, as there are, IMHO, more
"powerusers" in Germany with eagles, falcons, 040 cards etc. as in the US

: * At the moment, here's the status of the UNRELEASED product:

: - HDX 3-6 support is in, for BGM and XGM partitions. So you can
: have REALLY big partitions and lots of them. Good thing
: with hard disk prices at $200 for 540 megabytes.

: - TT SCSI is up. The system will boot and run fine with SCSI and
: ACSI partitions (although I don't trust ACSI on the TT...
: I got burned that way.) You can have up to 16
: partitions. If you need more... uh....

This is great news. Please, please, get it released.

: - Use of TT RAM has been extensively worked on, and portions are
: in the code in MMU stuff, but is NOT up. I can't get it
: working in GEM mode (TT mode) to debug it, either. There
: is obviously something I don't know biting me.

: - Color ROMS (256K, 512K, 512K-32-bit-clean) have been looked over.
: This is a "Hmmmmmm...." project. The EMPLANT guys did it
: with the Amiga. Can't say much more now,
: but it will NOT be in 3.1.

: - System 7.1/7.5: I know where 7.1 crashes and why (it really does
: look to me like code to kill emulators). I can fix it, too.
: I have been focusing on getting all memory sizes to launch,
: TT-big monitor support, and whatnot before I tackle
: that. I have done many similar things to a 7.1 fix.

: One thing to remember is I *never know*, going in,
: how much baling wire and bubble gum is going to be needed
: to make a new Apple System go. Believe me, I look back
: nostalgically at the Finder 4.1 / System 2.0 days ...
: the ZeroStore handler has gotten awfully "special-case"
: to handle this stuff.

: - TT LocalTalk/AppleTalk: We worked on this a LOT in 1990/1991,
: and it failed because the TT bus was running the SCC chip
: too fast. The 128K ROMs used timing loops (gack!)
: to "time" Appletalk. We did get it to transmit, finally,
: but could not work out the receive framing.
: Localtalk is, uh, complex... check out the books on it.
: I'd say this has a lower priority.

: Of course, I have to remind ya'll that Spectre, Spectre GCR, and
: Spectre 128 were/are? registered trademarks of Gadgets by Small, Inc.
: (Legal stuff.)

: Perhaps the thing to do is rework this into an FAQ for Spectre
: owners.

: In any event, I'm planning on hacking on it tonight; one memory
: mode comes up fine in 640 x 400 ST High, but not in TT High. I missed
: a subtract somewhere, more'n likely.

: Please note that anything I write on the Net goes to the folks
: Gadgets was sued by (for example, Jim Allen was one of their "expert
: witnesses").

Who is Jim Allen? Never heard of thies guy. So it was legal issues that
hindered Spectre 3.1 to be released.

: 3.1 is not ready for prime time, but a lot works, and a lot is
: very close to working. What I need to find is a way to get Beta versions
: out to people who back up their hard disks (listen, no joke) for testing,
: and a way to talk with them about how it works. The old Beta test team
: has all bought Macs and sold their STs! (Shall I bill Apple for royalties? :-)
:)

As I said, I theink there are ebough MausNET useres who would be willing
to do so.

: I've thought I should release 3.1 for the TT hard disk/XGM support,
: then beat on Sys 7, TT RAM, and so forth, in a later version (3.2 or 3.7).
: I would welcome any comments on that! I'd *prefer* to "code for the customer"
: than to guess and hope I'm doing what people want and need.

I would prefer exactly the same way. Howver, do include HD disk drive
support in the first version.

Regards,

Alfred

2756. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D8IFr5.K2x@cix.compulink.co.uk>
Source record: 165692

And it is writ in <3oqmmt$73v@prime.mdata.fi> that contacts@mits.mdata.fi sayeth:

> We'll have to gather there some Silicon Graphics or Cray users! :-)
> Seriously, I truly wonder why these Mac-lovers subscribe this
> newsgroup at all? Are they paid by some multinational companies to
> confuse Atari users? Is this conspiracy against freedom of choice?

No, no its much, much more worrying than that. They are modern day missionaries but rather than trying to convert you to the one true god they are trying to make us all worship the unholy trilogy of Apple/Intel/Gates.

We are, in their eyes, heretics and savages who know no better. However by giving in to them will simply make the world of computing a bland place to be.

Steve

2757. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D8IFr6.K3L@cix.compulink.co.uk>
Source record: 165693

And it is writ in <1995May10.200102.43217@cobra.uni.edu> that
sinclap2954@cobra.uni.edu sayeth:

> > By the way, it's only the PowerMacs that actually are fast enough
> > to do some realtime signal processing.
> > 040 Macs aren't.
> >
>
> And the 68000 ST can?
>
You're sodding doing it again aren't you? You CANNOT compare a Powermac/040
Mac with an 8Mhz 68000 ST. It's like saying that a Maclaren F1 out
accelerates a Mini.
And the answer to your question is yes. I could do realtime frequency
shifting of audio on my ST.

Steve

2758. Re: Transfer from mac to atari??

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D8IFr7.K46@cix.compulink.co.uk>
Source record: 165694

And it is writ in <3ojss6$qc2@ruby.ucc.nau.edu> that pnf@dana.ucc.nau.edu
sayeth:

> my ste for that purpose.The problem is that the only com programs
> i know of for the atari are on the net and i don't know how to do
> a transer.I don't know if it matters or not but i'm using mac kermit.
> Thanks,

If you can get access to DOS mounter for the Mac then format a MSDOS disk
(720k), dump the software onto it on the Mac and then load it onto the
Atari.

Steve

2759. Re: TOWERS GAME...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D8IFr8.K4y@cix.compulink.co.uk>
Source record: 165695

I noticed that in <D85KtF.4vI@news.hawaii.edu> that
jperez@uhunix3.uhcc.Hawaii.Edu said :

> I may never be able to find anyone to buy my Falcon - but why would
> I want to? If it meets my needs, or serves some purpose - why be
> concerned about anything else. The bottom line is that if the machine
> can help me to be creative, have fun, and make money, then it will
> have been worth every penny.
> My only regret is that I didn't buy a Falcon sooner.

AT LAST!! Somebody else who shares my attitude to life (or at least
computing) I use my Falcon for Net access and C programming and WP. It
suits my needs perfectly OK so its not a top notch whizzo multi-media all
singing all dancing microsoft compatable box but its FUN.

Like my car (a 10 year old Vauxhall Cavalier with 135,000 on the clock)
I'll use my Falcon till it finally gets to old to carry on but until then
its fun,fun,fun all the way.

Steve (writing under the influence of Saki and Sushi)

2760. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D8IFr9.K5J@cix.compulink.co.uk>
Source record: 165696

I noticed that in <3oll7p$4dk@sphinx.Gsu.EDU> that gs01tph@panther.Gsu.EDU
said :
> If you judge Falcon as an "improved STE", it really doesn't impress
> anyone. But if I told you the following:
>
> - Dramatically improved desktop and OS (e.g. networking capabilities,
> very nice new 3-D look of GEM, color icons, fully customizable desktop
> and keyboard shortcuts, etc..)
>
> - DSP digital signal processor, capable of recording, playing and

------ CUT CUT CUT ------------

>
> - Memory can be upgraded to over 128 Mb, using a Fast-RAM card.
>
> And so on.
>
I always knew there was some reason why I bought one!!

Steve

2761. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D8IFrB.K6F@cix.compulink.co.uk>
Source record: 165697

I noticed that in <maury-0805951151290001@edwarda.interlog.com> that
maury@softarc.com said :

> Where are these published? I never saw such a document, and we were
> Atari developers.
>
Two places :
Modern Atari System Software (HiSoft 1993)
Atari Falcon030 Developer Documentation (Atari 1993)

Steve

2762. Re: MagiCMac demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D8IFrD.K74@cix.compulink.co.uk>
Source record: 165698

I noticed that in <wongck.158.000E9E62@ti.com> that wongck@ti.com said :

> Don't be daff, HendriK, emulating an ST on an ST which is emulating
> Mac? I was using an DOS machine, emulating an Mac to emulate an ST.
>

I've run DOS software using an emulator for the Sinclair QL which was
running on SMS2 (QL OS clone) on an ST. Got a Norton rating of about 0.5!

Steve

2763. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3p1vq6$121@ccpnws.in2p3.fr>
Source record: 165699

Michael Park (mpark@u.washington.edu) wrote:
> gmiller@inca.co.nz (Gaven Miller) writes:

> >The "Use a 68881 FPU" option became available in Lattice C 5 (released in
> >1990). The compiler offered IIRC three options : use it directly, use the
> >I/O based one in the Mega STE (or as the SFP004 card for the Mega ST), or
> >"auto-detect" (use a real 68881, I/o 68881 or the standard no-fpu software).

> I'm curious about the "auto-detect" case. Let us consider the case
> of a floating-point multiply. Does the library multiply routine
> have a three-way branch (depending on the type of FPU) to a line-F
> call, an I/O operation, or a pure software multiply? If not, how
> is it implemented? Just wondering.

> Also, does gcc have a similar "auto-detect" feature?

The startup code chooses which FPU is used (soft, I/O mapped, coprocessor).
I have built a SFP004 card and programs compiled with Pure C (or Turbo C)
detected the FPU. When I have put a PAK3 board (68020+68882), the same
programs continued to work (MiNT uses a FPU and it is compiled with GCC)

--
+---+
| ACOUNIS Stephane Laboratoire de Physique Nucleaire et des |
| Hautes Energies - Universite PARIS 6 |
| Tel: (1) 44-27-43-62 Fax: (1) 44-27-46-38 |
+---+
I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

2764. niko down.

Newsgroup: comp.sys.atari.st
Date: 1995-05-13 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1496dbrewood@nest.demon.co.uk>
Source record: 165700

Msg #8 / 1-8 Time: 13 May 95 07:34:26
From: Robert Darling
To : All
Subj: Nickelodeon BBS closure.
Excerpt from netmail received at my system.....
Msg #146 / 1-153 Time: 10 May 95 20:36:10
From: Mark Williams on 90:104/130
To : Robert Darling on 90:104/0
Subj: Nickelodeon is Closing

I am having to close Nickelodeon down immediately as I have been offered
the chance of a lifetime to live & work in Australia.

Contracts have been signed and I am off tomorrow for a few weeks to sort
things out.

I am sorry this is such short notice but I didn't want to say anything
until everything had been signed and that all happened within a day!

John Richardson should be in touch with you soon about WeirdNet and maybe
you might even get some of my nodes for NeST.
I'd like to personally thank you for your help and support and much more
your friendship and I hope, very soon, to be communicating with you again
from the other side of the world.

All the very best,

MARK.

Please note that mail to any systems under Mark's hub will not be able to
receive any mail now.

If any nodes/points off of Mark's system are reading this somehow and you
wish to connect to my system then please crashmail me a netmail and I'll
set
you up asap.

BeST Regards - Robert.

-!- JetMail 0.99beta18
! Origin: FolkeSTone QBBS [01303-249306] (NeST 90:104/0)

--

2765. MegaST2 Floppy replacement?

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: csmith@callamer.com
Message-ID: <3p4qe1$25tb@pinot.callamer.com>
Source record: 165551

I've got a MegaST with a dead internal floppy.. Pretty damn dead, actually.

Now, since it's a 720k drive, is there any way I could replace this with
a much cheaper IBM 720k drive? Only problem I see is that freaky eject button.
Would it this work on any of the other ST's?

Thanks..
Chris

--
Sic gorgiamus allos subjectatos nunc.

2766. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: csmith@callamer.com
Message-ID: <3p4req$tjp@pinot.callamer.com>
Source record: 165552

> Even more important - extended disk
>formats - especially those that use extra tracks aren't very safe.
>There's less data integrity associated with the inner-most tracks of a
>disk. Sure, you might not encounter any problems with your 1.8meg disk
>now but eventually you will and when you least expect it.

Now, is the Falcon 1.8 format using extra tracks, or extra -sectors-??

You realize, of course, that HD disks are -rated- by their manufacturers at
2.0MB?

And then there's the Amiga HD 1.76MB format that's been around for quite some
time.

Can you say, paranoia? Why would Microsoft ship their new software on 1.7MB
disks if was so wild & crazy? It's not as if they don't have -enough- bugs
to deal with. :->

cds
--
Sic gorgiamus allos subjectatos nunc.

2767. Re: Falcon 030 Cache

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D8KHyD.32v@cix.compulink.co.uk>
Source record: 165553

In message <848_9505121921@genesplicer.org>, Terry.May@rebel.genesplicer.org said:

Hi Terry,

>I'm having a problem on my Falcon with the 030 cache going off and on at
>random. This is confirmed with at least three different programs, and is easy
>to detect by eye (and then confirm with a CPX) by how slow screen drawing
>becomes.

This is actually happening while you're actually using a program (Desktop included)?

>What is the likely cause and how do I fix it? And is there potential danger of
>corrupting data? So far I've not had any problems at all with data.

I've no real idea, but I suspect that if the data cache is switched off
while data is in it, then the data will be written out to RAM since the
cache can be switched off at any time by the user.

Phil.

2768. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D8KHyE.33L@cix.compulink.co.uk>
Source record: 165554

In message <3otutm$2ls@inca01.inca.co.nz>, gmiller@inca.co.nz said:

>The prime reason almost no-one uses FPU options when compiling a program
>is : "Just how many people actually have an FPU?". Among Atari owners, the
>list is short : TT owners, ST owners with some of the early 68030
>accelerators, Mega ST owners with the SFP004 card (rare!), Mega STE,
>Falcon owners who spent the extra to get one.

I've not written anything that requires an FPU yet - I do have one in my
Falcon, but when'if I do I'd set Lattice to auto-detect and use the most
appropriate method for the hardware.

The auto detect routine is in the start up stubs with 'aut' in the
filename. I believe that Pure C can also auto detect the presence of a
FPU.

Exactly how this is done and how it affects the speed of using fp maths, I
don't know.

Phil.

2769. Re: Atari history

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: csmith@callamer.com
Message-ID: <3p4s5l$1ahr@pinot.callamer.com>
Source record: 165555

In article <RC6c78u.edward1@delphi.com>,
Edward Piecewicz <edward1@delphi.com> wrote:
>
>
>Atari did not go under. COMMODORE did.
>
...and on April 28th, it rose from the ashes, and came back!
Hey, wait!

Would Phoenix be too close to Falcon? :-> It'd keep that nice parallel
universe going on that C= & Atari were always in, going.. now that they,
too have become sucked up & bankrolled by a larger parent co.

cds
--
Sic gorgiamus allos subjectatos nunc.

2770. Re: TOWERS GAME...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: nj1@ukc.ac.uk
Message-ID: <11484@falcon.ukc.ac.uk>
Source record: 165556

In article <D8IFr8.K4y@cix.compulink.co.uk> satty@cix.compulink.co.uk ("Stephen Atty") writes:
>AT LAST!! Somebody else who shares my attitude to life (or at least
>computing) I use my Falcon for Net access and C programming and WP. It
>suits my needs perfectly OK so its not a top notch whizzo multi-media all
>singing all dancing microsoft compatable box but its FUN.
>
>Like my car (a 10 year old Vauxhall Cavalier with 135,000 on the clock)
>I'll use my Falcon till it finally gets to old to carry on but until then
>its fun,fun,fun all the way.

Precisely.. When I was about to buy my Falcon, I had a lot of people (mostly PC spods, incidentally) saying about the low resale value. I was just amazed.. I wasn't buying the machine to simply sell it on, as far as I was concerned I was going to keep the thing until it finally breaks down on me.

I still get a lot of stick over my choice, but then I seem to do a lot more on my Falcon than some of my PC friends do on their 486's... Most of them only play Doom or F1GP, whereas I play LlamaZap, do all my WP and DTP stuff, mess about with Apex Media, do a little bit of programming, and more....

I was reminded of why I didn't like PC's the other day - I was at a friends house and they were struggling to set up a network of 3 PC's for a networked game of Doom... I left them to it after two hours! (IRQ's?? DMA??) On my Falcon I can do what I want a LOT simpler than with a PC. I *enjoy* using my Falcon, and that's what a lot of my friends just can't understand...

Neil.
--
Neil Jones-Rodway Keep the boy spinning in their
University Of Kent own litlle world.....
So afraid he'll be what they never were
-- Tori Amos (Flying Dutchman)

2771. Re: Installing MiNT and X windows

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.800465580@news.cwi.nl>
Source record: 165557

"Craig. Graham" <Craig.Graham@ncl.ac.uk> writes:

>In article <avg.799755845@news.cwi.nl>, avg@cwi.nl (Annius Groenink) writes:
>|> (I'd do it if I had the time... but many MiNT fans really do have the
>|> time---considering the loads of UNIX rubbish they spend their time
>|> porting on a daily basis)

>'Unix rubbish' - Annius, I'm surprised at you (considering ZFC's major
>dev. effort is now for Unix...)

Not entirely a surprise, is it? If I were totally happy with what
is available on UNIX boxes I wouldn't be porting a good text editor
to UNIX...

From the point of view of an average computer _user_, UNIX is a large
collection of useless rubbish. For the average UNIX program, one needs
to know how it could be written in C before one can really understand how
to use it.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

2772. Re: Mega ste using tos 1-1.4

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3p5dhamlk3@mhade.production.compuserve.com>
Source record: 165558

Darek Mihocka, the author of the STXformer emulators and QuickST wrote a
menu-driven disk based TOS loader some time ago for just these situations..
(an older program doesn't run on a newer version of TOS).

Unfortunately I don't remember the name of the program, but it's probably
still floating around the atari ftp archives at umich or hensa.

You might want to mail him at darekm@microsoft.com and ask him the name...

BobR

2773. FS: Atari 1040STFM $75+shipping

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: "Daniel D. Marsalone" <marsalone@delphi.com>
Message-ID: <Jg9e7Y2.marsalone@delphi.com>
Source record: 165559

```
Well the title says it all.
Atari 1040STFM in Great condition with original box and an
A/V cable for $75+shipping. Comes with mouse and manual and
all that other stuff that came with the 1040.

$75+shipping.....
```

2774. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FEOOAGCTUP@cabal.shnet.org>
Source record: 165560

In <D8Foov.MyE@ecf.toronto.edu> wrote:
>In article <3osj92$drj@prime.mdata.fi>,
>Pekka Saarinen <contacts@mits.mdata.fi> wrote:
>>>Please check your facts. The Quadra 840AV and Quadra 660AV came with DSP's
>>>built in. You can get DSP boards for any NuBus-equipped Mac.
>>>Apple's workgroup servers have the option of coming with DAT drives.
>>
>>Yep, and in AV-Quadra's there's only route to/from DSP is a stereo
>>in/out connector.
>
>Uh, no.... You're still wrong.
>
>The AV Quadras have a 40-pin connector called the "Digital Audio/Video"
>port, which connects directly to the DSP, independently of the CPU.

Really? Both machines, also the 660 AV? And, is this port syncable to
48 kHz and 44.1 kHz?

Nope, I don't consider buying a 660 AV, it only has a maximum of 1 meg
VRAM.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

2775. Re: www.tecnation.com/tecnation/sonovista.html/

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: t94patsa@ida.liu.se
Message-ID: <D8KyCy.2EG@ida.liu.se>
Source record: 165561

I'm going to include this site in my ever growing list. I have already
"stolen" the very nice picture of a _black_ Falcon. :-)

/Patrik

--
Patrik Sanfridsson 1st year student in Computer Engineering
t94patsa@und.ida.liu.se Linkoping Institute of Technology, Sweden
z94patsa@isy.liu.se URL: http://www.edu.isy.liu.se/~z94patsa

2776. Re: SubStation Demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.68.00144F73@cam.ac.uk>
Source record: 165562

In article <Pine.A32.3.90.950512203816.40027A-100000@srv1.freenet.calgary.ab.ca> Conan Ford <ford@freenet.calgary.ab.ca> writes:
>In anycase the program is sluggish to respond. Also, when you turn
>around near a wall, unlike in some games you cannot really tell how fast
>you are turning, since the pattern on the wall is determined by how close
>you are (and if you're real close, it is just solid white).

Quite true, but I have never found it to be "sluggish", especially when compared to Doom on anything less than 486DX33 with 4MB ram on a largish level. (A hellofa lot more horsepower than the ST).
>One more problem: the X key doesn't slide left on my US keyboard.
>Hopefully there is a wy to select your keys in the real game.

In the docs it says z=slide left, x=slide right. This is wrong, \ (key to left of z) = slide left, z= slide right, also ins/clr (on cursor pad) slide to left and right.

Adrian

2777. Re: ST Emulator4Macintosh

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: Huey@mediafrg.demon.co.uk
Message-ID: <3p5mc5$8h0@imp.demon.co.uk>
Source record: 165563

wongck@ti.com (William Wong) wrote:
>In article <3oremv$djl@news.compulink.forthnet.gr> BABIS
<elgato@athena.compulink.forthnet.gr> writes:
>>Does anyone know of an ATARI EMULATOR for the Macintosh.
>>If such a thing exists Iwould like to know more details.
>>I think I've seen something out there but (how stupid!) I can remember
>>where...
>>Please help if you can.
>
> Try looking at Toad's www page at http://www.charm.net/~toad/
>
>William
>
>
>,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`\\_//-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
>William Wong --- ST user in Singapore <o o> 520ST 4Mb Tos2.06 44M HDD
>Internet Email: wongck@ti.com ===O=== 486DX33 8Mb 210M HDD
> "I can't quite make a PC sing, but roll over and play dead is easy!"
>,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

Hi there William,

Do you know of an ST emulator for a PC? My 520STFM has been crunching
to a halt for some years now, and I'd love to get some of my old stuff running again.

Thanks, ... Huey

| |
| |
|HUEY|
| |
| |

2778. Re: XTRA RAM board installation for 520ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: Huey@mediafrg.demon.co.uk
Message-ID: <3p5n8l$8t7@imp.demon.co.uk>
Source record: 165564

jives@ozemail.com.au (Jennifer Ives) wrote:
>Edward Piecewicz (edward1@delphi.com) wrote:
>:
>: Does anyone have the XTRA RAM board installed in a 520ST? This board is
>: currently being sold by Toad Computers in the U.S.
>:
>: The description states that the board is solderless, but I do not recall
>: seeing anything on the motherboard as to where this would connect to.
>
>I have one of these boards in my STfm, it IS solderless to an extent,
>uses clips and such, also requires you to CUT some connections and if
>your video shifter chip is solered in will require you to do some
>solering there too...
>
>
I think it depends on what type, make, sex and date of your ST,

I put one in some time ago which did not take TOO much effort. Luckily my video shifter chip was
in a socket, and I did not have to do any major alterations, but as I said, that depends on your ST.

Unfortunately my case does 'curve' outward alond the F-keys a bit now! OH WELL, the extra memory is
worth it!

Good luck!

| |
| |
|HUEY|
| |
| |

2779. Re: 040 Accelerators (Was

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D8L449.H2q@ridgecrest.ca.us>
Source record: 165565

jondinga@io.org (Jon Dinga) wrote:
>
> On 05-07-95 gert@ttgk.nextjk.stuyts.n wrote to ALL...
> > Currently I'm running 800x600x256 @ 70 Hz on a home made VME-VGA
> > adapter, in contrary to the Falcon this doesn't hog up the processor
> > bus...
>
> Are the plans & sw for this available on the net? It would be much
> appreciated!
>
> Thanks,
> Jon
>
> * (QW|{ 2.6 *

I'm interested with soldering iron hot.

Thanks,
Mike
mgrove@owens.ridgecrest.ca.us

2780. Upgrading

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Message-ID: <Pine.SUN.3.91.950514134655.9450B-100000@nic.cerf.net>
Source record: 165566

Hi All,

I have some upgrade questions. I'm transforming my Falcon into a Linux box, and I've come to the conclusion that my 4 megs RAM and 84-meg hard drive is not enough. I started looking at upgrade kits, and have a few questions:

* 14 megs of RAM sounds nice. I see here that Toad Computers sells a "14MB board" for $599. Is this the board, and not the RAM? I've never upgraded before, so I don't know. What does the RAM cost? And what does SIMM have to do with it?

* Compared to other upgrade options, the $99 PowerUp 32MHz is cheap. This is only cache, though, and really is not guaranteed to double my processor speed. Does anyone have this, who can say good things about it?

* I was thinking of getting BlowUp '030, but this won't do any good with Linux, right? Does anyone have this, who can say great things about this running with Linux?

* Now for the hard drive. Options, options, options! Toad also sells a 1.1GB HD for $619 (external) 8ms. I figure I'll get something like that, but has anyone seen a better price for one? Oh, and this is a SCSI drive. OTOH, I've seen a SyQuest removable external for $429, which reads/writes to 270MB carts. Good? Bad? Does anyone have one? It sounds convenient, but the carts effectively limit me to 270 MB, where as the gig allows access to a fill gig at a time.

* What's the diff between IDE and SCSI? I see a gig IDE HD for $399. SCSI is better, I think.

Well, that's it. Does anyone have better prices than what I listed? If so, let me know :)

Ben Allfree
shadow@iris.yolo.com

2781. Re: Mega ST questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3p5nk4$g0u@golem.wcc.govt.nz>
Source record: 165567

In article <cc4_9505130116@flight.org>, CALLUM.LERWICK@flight.org (CALLUM LERWICK) writes:
>In message #910, FOLKERT JANSSEN writes:
>
>> Yes, the Mega has a cartrige port. The difference to the old 1040 is that
>> the FM-modulator is missing and that the mega has an additional Blitter u
>
>Don't forget, the Mega uses a switchable 16mhz/8mhz 68000 chip...

Sorry you are wrong...!!!

Its the MEGA STE that does, Please read the post before putting
your foot into it....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2782. Roger, the Sad Sheppard

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <84f_9505141520@tor250.org>
Source record: 165568

Cue Rod Serling:

"Submitted for your approval - Roger Sheppard, a man who can't even remember who he posted to or what he was wibbling about, who mistakenly flamed at Maury:"

> Twit what facts that I posted that were not Correct...??

It was me who posted that comment, Roger...

And it was in response to someone who posted just what the MindSet computer was - a brilliant design, but flawed with a high price tag and poor DOS compatability.

This was the machine you said "that Atari should've released instead of that loser ST" (or words to that effect). Which would've been commercial suicide for Atari.

Which makes it ANOTHER thing to add in the text file called "Things Roger W. Sheppard is wrong about" - which is now approaching close to two megabytes :).

As for you calling anyone a "twit" - POT/KETTLE/BLACK.

"....but now, as you will see, as Mr. Sheppard continues in his one-man war against reason, against common sense, against proper spelling, he will soon come face to face to another reality - a reality that he will soon appear in alt.net.loon as their "Kook of the Month" - a reality found in - the Twilight Zone........."

... "Your brain is not on file!" - Doc Zimmerman
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

2783. Re: Zip Drive Software?

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D8L8CD.EBv@cix.compulink.co.uk>
Source record: 165569

.com>
X-Newsreader: CixRead/CixComm

In message <3otshm$10vg@usenetw1.news.prodigy.com>, RLSA99A@prodigy.com
said:
> The Zip drive doesn't work with the Atari as is. Our usual SCSI
> adapters do not work with it either. I comes with PC and mac software
> only.

It should work with the TT or Falcon SCSI adaptors - even if it doesn't
like DMA host adaptors much.

The software shouldn't matter too much. The drive *should* be implemented
as a proper SCSI device - so Atari driver software should be able to treat
it as an ordinary HD. Might need to reboot to change disks though.

> Even if the interface worked you would need to format the disk on a
> PC.

Quite possibly.

> The best hope is that someone will write a driver so we can use it
> on our parallel (?) port.

This is unlikely to work. The Atari doesn't implement the full parallel
port as found on the PC. This is why pocket LAN adaptors can't be used on
Ataris. Its going to be SCSI or nothing at all AFAIC.

Roland.

@CiX

2784. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D8L8CE.ECH@cix.compulink.co.uk>
Source record: 165570

In message <D8KHyE.33L@cix.compulink.co.uk>, phodgkins@cix.compulink.co.uk said:

> I've not written anything that requires an FPU yet - I do have one
> in my Falcon, but when'if I do I'd set Lattice to auto-detect and
> use the most appropriate method for the hardware.

> Exactly how this is done and how it affects the speed of using fp
> maths, I don't know.

The checking is done 'on the fly' and has a noticable performance hit. It can be a useful feature - but for programs the *really* need the maths speed - then seperate binaries are a better bet.

:-)

Roland.

@CiX

2785. Re: Mega ST questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D8L8CG.ED6@cix.compulink.co.uk>
Source record: 165571

In message <cc4_9505130116@flight.org>, CALLUM.LERWICK@flight.org said:
> In message #910, FOLKERT JANSSEN writes:
>
> > Yes, the Mega has a cartrige port. The difference to the old 1040
> > is that the FM-modulator is missing and that the mega has an
> > additional Blitter u
>
> Don't forget, the Mega uses a switchable 16mhz/8mhz 68000 chip...

Nope - this is the Mega STE.

The Mega ST is strictly 8Mhz only.

Roland.

@CiX

2786. Re: 040 Accelerators (Was: Magic for Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D8L8sC.Fp9@cix.compulink.co.uk>
Source record: 165572

In message <FEGXDDYGUP@dksoft.ping.dk>, kim@dksoft.ping.dk said:
>In <D834H7.2Gx@cix.compulink.co.uk> "Ofir Gal" wrote:

>>>There are about 150.000 Falcons around, now (German information). Let's

>>Divide by 10...

>Get real Ofir. Nobody would continue developing a computer if it only sold
>15.000 in three years. That makes no sense at all. Perhaps if we asked
>C-Lab we would get a better picture of how big the Falcon market really
>is. 15.000 is way out of hand.

How would C-Lab know how many Falcons Atari sold?

I think Ofir is a bit on the high side.

Barry

2787. Re: Give it Up Sinclap!

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D8LAAp.J4I@cix.compulink.co.uk>
Source record: 165573

In message <abf_9505110252@tor250.org>, Dan.Dreibelbis@balmybeach.gryn.org
said:

>
> Folks, don't be fooled - the majority of Mac owners aren't as pushy,
> rude, or downright abusive as this loser - in fact, Mac people in
> my neck of the woods have a pretty good regard for the ST's
> capabilities. Obviously this guy has mistaken his computer for his
> manhood - or suffers from a very bad inferiority complex to want to
> come here and call us all idiots because we're getting things done
> with our computers that aren't the same as his platform.
>

I too work with Mac users (we have a very big system running on Macs [which
was co-incidentaly a follow on from a system than ran on Mega 4s] which
frankly knocks the shit out of anything a PC can do) and they are, on the
whole Damned Fine Blokes. In the UK (or at least part of it) people would
say that sinclap was using his Mac as a PC (Penis Compensator)

> There's no room for bullies like you or Roger in this conference. So
> SHOVE OFF! And don't slam the door as you leave.

Well said that man! The only worry I have is that you pitched it too high
for them to understand!

Steve - who despite sinclaps accusation that he is an angry ST owner is,
in fact, a mellow, cool, laid back Falcon owner

2788. Re: Games: Substation

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: popemerlin@delphi.com
Message-ID: <JS-9rW-.popemerlin@delphi.com>
Source record: 165574

Substation

Storyline
In 1996, Mitushi Industries, a small Japanese industrial group, is researching alternative energy sources. What they come up with is so unbelievable it might just be possible.

Three years later, Mitushi's 'IEE' (Inside Earth Energy) base Substation at 2500 metres below sea-level provides Japan's two largest cities with all their power needs.

June 6th 2004, 11.15am: Contact with Substation is lost. In panic, Mitushi's Board of Directors pay the U.S. government an unknown amount of money to lease an 'M.E.M' (Multi-Environment Marine) to find out what has happened.

Visuals
SubStation is an incredible action game in which the player moves freely in an extremelyfast real-time gouraud-shaded 3D world. The screen refresh rate for the 3D world alone is an amazing 25fps (frames per second) in a resolution of 320*160 using 3 bitplanes.

The 3D system is a state of the art development solution written by Mikael Emtinger and Oskar Burman, and will make Substation one of the most technically advanced games ever to appear on the STE or Falcon.

Gameplay
Substation runs on any Atari STE 1Mb or Falcon with RGB or VGA monitor. Your cha
racter is controlled either using the keyboard or Jaguar PowerPad. You can run, walk, strafe, pick up items, choose between a great number of weapons, open doors, access elevators between the different sublevels and even strafe, rotate, run and fire your gun at the same time, giving you total control of your actions!

DD Audio
To further increase the horrifying atmosphere in Substation, Tord Jansson (responsible for the amazing sound routines in Obsession) developed a special sound effect system called DD Audio (Distance & Direction) which enables you to hear where monsters are lurking. The combined effect of foggy colours and pit-pat of tiny monster feet from the far left will give you nightmares....

MIDI-Link
By utilizing the link capabilities of Substation, you can play against other humans in special combat levels using the MIDI ports. Up to four players can take part in a game, either by forming two teams, or every man for himself... In MIDI-Link Mode you gain credits for which you can buy extra ammo, first-aid kits, food or new weaponry.

Scheduled Release Date : May 1st 1995
Price : 24.95GBP (UK)
26.95GBP (Europe)
29.95GBP (Rest of the World)

Available from : MERLIN
PO Box 77
Stroud
Glos
GL6 9YD
U.K.
Telephone : 01452 770133
Fax: 01452 770133

or EMAIL orders : POPEMERLIN@DELPHI.COM
Credit Cards only. Cheques/Cash/Postal Orders must be sent.
All Payment must be in Sterling.

2789. Atari ST games for sale!

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: jorge@sfsu.edu
Message-ID: <3p63oh$rdf@news.csus.edu>
Source record: 165575

```
Atari ST games for sale! Everything in good
shape (box, disk, manual)

a) Deep Space.............................$5

b) Obliterator............................$5

c) Terrorpods.............................$5

d) Wanderer...............................$5

e) Forgotten Worlds.......................$5

f) Mr. Heli...............................$5

g) Ghouls 'n' Ghosts......................$5

h) Triad 2 (compilation) of:
Menace, Tetris, & Baal (all 3 games)...$9

i) Triad 3 (compilation) of:
Speedball, Blood Money & Rocket Ranger.$9

j) 3 brand new PELIKAN multistrike replacement
ribbon for these printers:
-Atari SMM804, XMM801
-Blue Chip Electr M120-10, M150-10
-BMC International BX80, 80PLUS, 130
-Commodore 1516, 1521, 1526, 4023, MPS802
-Legend 800, 808, 880, 1080, 1380
-Tally Spirit 80
------------------>each ribbon.........$10

Prices don't include s/h...($2/item)
```

2790. Re: copying LARGE files on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199505141009.a49746@m4.maus.de>
Source record: 165576

>Well, errrr, I tried to use the Maxtor 340 on my ST with two other
>devices and never had any luck getting the ST with a Link to "see" all
>the drives,

Bad luck for you - with non-faulty hardware and correct SCSI setup, this
combination does definitely work. One of my customers even has this running
like this:

ST -> Atari Laserprinter Controller -> The Link I -> Syquest SQ3270S -> Quantum
LP105S -> Maxtor 7345S.

Works and has ever been working absolutely reliable.
Of course, the Maxtor 7345S and its smaller brothers also work as the only
drive on The Link (_if_ you have it terminated and the "Termination power" and
"Parity disable" jumpers set.)

bye, Peter

2791. HDDriver

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <7a0_9505142230@genesplicer.org>
Source record: 165577

Re: _Help needed! F030 + Quantum E1080 SCSI_, Graham Irvine wrote to All on 09 May 95:

GI> HDDRIVER is by a long shot the best driver for the Falcon.

Why? What does it have over, say, ICD Pro?

2792. re: towers game...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1511rcain@nest.demon.co.uk>
Source record: 165578

On 14 May 95 N.Jones-rodway wrote::

N> Precisely.. When I was about to buy my Falcon, I had a lot of people
N> (mostly PC spods, incidentally) saying about the low resale value. I
N> was just amazed..

Especially if you look at the resale value of PCs!

Roger

--

2793. re: falcon 030 cache

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1519dlittle@nest.demon.co.uk>
Source record: 165579

General! We have intercepted a coded Imperial message from the Hodgkins system!

>> What is the likely cause and how do I fix it? And is there potential
>> danger of corrupting data? So far I've not had any problems at all
>> with data.
PH>
PH> I've no real idea, but I suspect that if the data cache is switched
PH> off while data is in it, then the data will be written out to RAM
PH> since the cache can be switched off at any time by the user.

It doesn't need to flush the cache - the 68030 always writes 'through' the cache directly to RAM. Only the 68040 & 68060 chips have a write-cache capability and these do need occasional (partial) flushing, although the bus snooping feature takes care of this automatically.

On the 68030, the real damage occurs when the datacache-enable flag is set and the write-allocate flag is clear - this means the cache is not updated properly during writes and this causes lots of errors.

If something is messing with the cache, then there is a _slim_ chance this write-allocate flag could be changed, but the effects would be immediately obvious - CRAAAAASH!

:)

Doug.

--

2794. Re: BEWARE OF Q TEK/Q LOGIC UK!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3p5a21$lpt@dux.dundee.ac.uk>
Source record: 165580

Guido Caliandro (clna18l1@bologna.nettuno.it) wrote:

: BEWARE OF Q TEK/Q LOGIC UK!!!
: Let me tell you something...

: On 7th September, 1994 my friend ordered an MM1 FRIENDCHIP MIDI
: MULTIPORT FOR ATARI FALCON, and payed immediately through his
: Credit Card . 229. He waited weeks an weeks hoping to have
: what he had bought. Everytime he phoned or faxed Q TEK/Q LOGIC
: found silly explanations for that delay. At the beginning of
: this year they refuse to answer to my friend's faxes and
: messages he left on their answering machine : now he can with
: no doubt say HE's BEEN ROBBED!!.

: Don't buy everything at Q TEK/Q LOGIC UK!!!!
: (99 Douglas Street DUNDEE UK)
: IF YOU DON'T WANT TO MAKE THE SAME EXPERIENCE!!!
:

I'm going to look into this when I have time, as I live in Dundee
and have never heard of them!!

Rod

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

2795. Atari bits FOR SALE.....

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: Adam Reeve <acr2@doc.ic.ac.uk>
Message-ID: <3p5p59$nsn@mordred.cc.jyu.fi>
Source record: 165581

I have the following items for (hopefully quick!) sale...I am open to any offers on either item...contact me directly plz., by email.

1) Microdeal Stereo Replay, 8-bit stereo@44khz sample record/playback. Complete with software (VERY good!), but no manuals or box :(
A bargin for only 20gbp!!

2) NeoDesk v3 - unregistered - complete with box/disks/manual etc. IMHO the best replacement desktop....and at this price certainly the cheapest! Yours for 15gbp!!

Buyer pays postage (from London, England). You can collect if you live nearby. I am open to offers...lets do a deal.

Adam Reeve <acr2@doc.ic.ac.uk>

2796. HP Quietjet + and SpeedoGDOS

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3p4gf2$32d@status.gen.nz>
Source record: 165638

A member of our Tariland Computer Club has a Hwlett Packard Quietjet plus printer. It can support Epson and HP emulation. It is a couple of years old, so it may only be PCL4 HP emulation.

Unfortunately, this printer will not work with any of the drivers supplied with SpeedoGDOS 4.2 (or was 4.1? the version taht is supplied with Falcon030s anyhow.)

This is running on a 4meg Falcon030 with TOS 4.04.

Thanks a lot for any help!
-Mario Becroft (mbecroft@iconz.co.nz)

2797. FS:ST software (and some hardware)

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: rmartin615@aol.com
Message-ID: <3p4l38$4hi@newsbf02.news.aol.com>
Source record: 165639

SOFTWARE: (all have original boxes & disks)

Programs
A-Ram (ram disk) $5
Alycon C compiler $5
AssemPro (68000 assembly language) $20
Copy II ST $5
Degas (drawing program) $5
Final Word (word processor) $20
H&D Base (DBase III clone) $10
Hippo Disk Utilities $5
Interlink ST (telecommunications software) $20
Modula2 compiler $10
PC-Ditto (xt clone) $10
PowerPro (spreadsheet) $5
Publishing Partner (publishing program) $10
Thunder! (spelling checker) $10
Various PD software disks $2 ea

Games
Alien Syndrome $5
Altered Beast $10
Anarchy $5
Barbarian II $5
Blood Money $10
Bratacus $5
Gauntlet II (disk may have errors) $5
Goldrunner $5
Infestation $5
Menace $5
Phantasie III $10
Robocop $5
Robotron:2029 $5
Shadow of the Beast $5
Silent Service $10
Starglider $5
Starglider 2 $15
The Pawn $5
Trinity $5

HARDWARE:

1 single-sided floppy drive (360k) with power supply
1 double-sided floppy drive (720k) with power supply
2 joysticks

1 printer scanner

2798. WTB: DA's Layout CD - English

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: mtaylor@perth.DIALix.oz.au
Message-ID: <3p4mhi$bm1$1@perth.DIALix.oz.au>
Source record: 165640

Hello to all,

Well if anyone has the latest version of Digital Arts Layout CD DTP software with English menus etc for sale I am interested. I have been trying to upgrade my Didot Pro B&W for quite sometime to this but DA's Germany give me the complete runaround for the last 12 months or so. I do not need a manual so any German users might be able to help. I beleive the version released in Germany has various languages available from a pop up menu to convert the menus and help messages. This software is very good but the support offered by the UK distributor CGS Computerbild and the author company Digital Arts in Germany could only be fairly described as abysmal. So be warned if dealing with these companies as I have got the runaround from them for the last 12 months or so promising upgrades and it has cost me several thousands of dollars in lost work and costly delays to my customers.

Well if you can help me out please let me know. If there are any other disgruntled users of DA's software out there then how about letting us all know

and we might save everybody else a lot of heartache.

Regards from OZ
Mark

--
****
* Mark Taylor || INDELIBLE DESIGN - Print & Design *
* Western Australia || InterNet: mtaylor@perth.dialix.oz.au *
****

2799. Re: Page 6 Magazine

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D8JMsx.5M9@cix.compulink.co.uk>
Source record: 165641

In response to rmccall@mcs.dundee.ac.uk's message:
> Our of curiousity does Page 6 New Atari User still exist? I subscribed
> to it until about 2 1/2 years ago.
>
> Rod

You lasted longer than me then Rod. I gave up after WHS stopped stocking
it.

It does still exist. I believe there's a bit of controversy surrounding
it since it's gone to an A5 size. I can't help with an address or phone
number though - sorry.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/143.0@nest.ftn #

2800. Re: Atari history

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3p3smcajg1@mhadg.production.compuserve.com>
Source record: 165642

> 1.) When did Atari go under... and why? What happened to them?

This is truely the #1 problem facing Atari today.

As we all (or almost all) know HERE, Atari never did go under... but..
most of the rest of the world DOES think it did..!

From clerks at K-Mart to Editors of industry periodicals, no one knows
Atari even still exists.

When I asked at K-Mart why they'd dropped the 8-bit computer line (this was
years ago, when the XE was still being manufactured), I was told, "Oh, they
went out of business."

A few years ago, right in the middle of Atari's "big" Direct To Press promotion,
Computer Shopper ran a cover story about DTP on "all" the current platforms,
including the Apple II, for God's sake.. but not a word about Atari.

We've all seen similar omissions in recent Wall Street Journal stories about
the video game industry, and other "mainstream" publications like Video Review.

Contrary to some stated opinions, I don't believe it's a "conspiracy" against
Atari... it's just that no one knows the company still exists.

The fans and fanatics know about Atari, but the rest of the world has the
same impression presented here by the original poster... that is, if they
even have an impression left of Atari at all.

Jack Tramiel does not believe in spending money on promotion, and Sam Tramiel
made a personal plea to Atari User Groups to be "Atari evangelists" and
"spread the word" about Atari.

That question, #1, right at the top of Ric's list of questions is the result.

Yes, Ric... Atari still exists, although you'd be hard pressed to prove it
to most of the world.

BobR

2801. Re: Give it Up Sinclap!

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3p3vmeajg3@mhadg.production.compuserve.com>
Source record: 165643

> Folks, don't be fooled - the majority of Mac owners aren't as pushy,
> rude, or downright abusive as this loser -

You probably know this already, but if no one wrote replies like this one,
Peter Sinclair would probably become bored and move on...

I've noticed that pattern to the messages here and in other Atari newsgroups..
it would be no fun for him to twit the Atari owners if none of them bothered
to reply, and he'd probably just drop these groups...

> So SHOVE OFF! And don't slam the door as you leave.

If you really want to get rid of him, just ignore him...

BobR

2802. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3p40mqajg4@mhadg.production.compuserve.com>
Source record: 165644

> Sometimes I wonder, where the FUN has disappeared from computing...

Oh, I think it's still there, but you find it in different places now.

It's not the same as when you'd figure out how to make a 300 baud cassette
tape storage system run at 1200 baud on an OSI Challenger 1P, or the time
your first machine code subroutine for moving Player/Missile graphics on
an Atari 400 actually worked...

But I've been having a blast playing with GFA BASIC on my PC.. (yes, good
old GFA). I'm writing a little database to keep my music CDs straight,
and it's definately "fun".

One day I was bored at work, so I made an old PDP-11 ring all the bells
on the terminals attached to it faster and faster, then slower and slower..
drove the operators nuts... that was "fun" too.

I haven't figured out how to have "fun" with a Motorola VME based communications
proccesor yet, although putting one together can be sort of "fun"...

I know the feeling though... back in the "good old days" the "fun" from
small computers was a lot more intense. The days of discovery and
experimentation, and getting right down into a computer's most basic innards
was a real blast. You just don't get that much anymore.

BobR

2803. Telnet on Atrai?

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: g_hoh@ath.shnet.org
Message-ID: <FEOEEGATUP@ath.shnet.org>
Source record: 165645

Hello to all,

is there any program to use telnet or ftp on Atari STE?

Guenther H.

2804. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D8Jzys.Is4@cix.compulink.co.uk>
Source record: 165646

```
>> Get a synth with MIDI port ;-)
>
>No, I'd rather use QuickTime!

Playing MIDI via QuickTime is like having soup with a fork.

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

2805. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: gjw@netcom.com
Message-ID: <gjwD8K4Kx.KFr@netcom.com>
Source record: 165647

In article <D8E00y.366@cix.compulink.co.uk>,
Roland Givan <rgivan@cix.compulink.co.uk> wrote:
>
>Don't use the ICD software to boot with - it won't work. Its fine for
>formating and partitioning though.

Yeah, I've already figured that out. :-p
>
>I've heard the kerenles from TSX-11 are broke. Mine was given to me - so
>I don't really know a lot about it.

Yup, confirmed that, too. Actually, the pl5 kernel built by Roman
Hodek has problems, too-- it corrupts my ext2 filesystems. I'm using
a pl4 kernel from a German ftp site. Running X Windows right now,
compiling "xv" in another window, and running "cu" to dial in to my
ISP. *Way* cool, even if it *did* take two weeks and two dozen trys
to set it up.

-Greg

2806. Re: Games: Substation

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: t94patsa@ida.liu.se
Message-ID: <D8Ky9E.2B2@ida.liu.se>
Source record: 165648
Cross-posted to: rec.games.video.atari,comp.sys.atari.st

Steve, I agree with your points about the graphics. They should have kept more to the style of the original Wolfenstein 3D. It looks very dull and grey and speed is not that important IMHO. The monsters are not very well drawn either but gameplay is good. I think this game could have used a couple of more months polishing before release, graphics wise.

/Patrik
--
Patrik Sanfridsson 1st year student in Computer Engineering
t94patsa@und.ida.liu.se Linkoping Institute of Technology, Sweden
z94patsa@isy.liu.se URL: http://www.edu.isy.liu.se/~z94patsa

2807. Re: Word Perfect

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FEOOAGCPUP@cabal.shnet.org>
Source record: 165649
Cross-posted to: ,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In <800402218_OASIS_@yeadontt.demon.co.uk> Phil Yeadon wrote:
> Does anybody know if a version of Word Perfect was ever released for
>the Atari.
> If it was could you please let me know where I could get hold of a
>copy.

I'd get hold of a copy of 'Papyrus' instead, for Wp 4.1. is somewhat
outdated and Tempus Word pro is not available in an English version.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

2808. Re: MagiCMac demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-14 00:00:00 UTC
From: csmith@callamer.com
Message-ID: <3p4pvj$2fa@pinot.callamer.com>
Source record: 165650

Okay, silly question time, don't hurt me. Where can I find this thing, and are there other PD Mac emulators? Anything that'd run decent on a MegaST2?

cds
--
Sic gorgiamus allos subjectatos nunc.

2809. English docs for MagiCMac demo?

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: mwasinge@nyx.cs.du.edu
Message-ID: <3p8gau$sis@nyx.cs.du.edu>
Source record: 165501

Is there an english version of the MagiCMac demo available? Or perhaps an english translation of the many german dialog box and menu text items?

I have the german demo, and one or two programs work. Some other programs that should work don't, and I think it is b/c I am not setting some of the many german options correctly.

Thanks.
Mike Wasinger (mwasinge@nyx.cs.du.edu)

2810. Re: Atari ST emulators?

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: heathen@innotts.co.uk
Message-ID: <ABDD8B5D9668FE977@seriala01.innotts.co.uk>
Source record: 165502

In article <3p764a$rgc@news.rrz.uni-koeln.de>,
a2233495@athena.rrz.uni-koeln.de (Joerg Bleimann) wrote:

>Hi Atarians!
>
>Does anywhere in the Internet a usable ST emulator for MS-DOS PCs exist? Be-
>fore I entered the PC scene I had been an ST user for several years, therefore
>I'm familiar with the graphic user surface and some software. I'm also inter-
>ested in TT and Falcon emulators. Who can give me detailed information about
>them? Furthermore, are there any "nostalgia clubs" for old-fashioned 8- and
>16-bitters in the Net?
>
There are, I believe, two ST emulators for the PC; one is the Gemulator,
and the other is Janus. Both are hardware + software combinations,
comprising a circuit board and program. I think they are both still
current; if not, I daresay someone will advise.
I'm pretty sure that there is not an emulator for TT or Falcon; something
to do with too much processing power needed to get the speed.

As for "nostalgia clubs" I'd stand clear if I were you. The ST and the 8bit
are still both heavily supported by their userbase, and a very vocal lot
they are when anyone suggests that their pets are past it :-)

This is the regular ST/TT/Falcon group, similarly comp.sys.atari.8bit for
the various 8-bit models.

2811. Re: Telnet on Atrai?

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: heathen@innotts.co.uk
Message-ID: <ABDD8B609668FEA2B@seriala01.innotts.co.uk>
Source record: 165503

In article <3p74ij$qk7@epsilon.qmw.ac.uk>,
efac001@alpha.qmw.ac.uk (D.Bhabuta) wrote:

>Guenther Hohenstein (g_hoh@ath.shnet.org) wrote:
>: is there any program to use telnet or ftp on Atari STE?
>
>Yup, there are... you will need to set up MiNT forst, then Mintnet,
>then the ftp, and telnet programs. Alternatively, you may use DemonNOS
>software, but I am not sure if you need to have an account with Demon
>to use that...someone?
>
>Regards
>Danny

I think I've said this once already. NOS (and now Oasis, an alternative
shell for KA9Q) will do the job. And no, you don't need a Demon account;
just modify a couple of scripts (they need custom setting anyway).
However, as NOS cum KA9Q is set up for a PPP system, I don't know how well
they cope with a dynamic SLIP connection; if anyone else can help with
that, I'd like to know too.

Thanks a bunch

2812. UK Need HELP! dialing into Demon (longish)

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: Rod <Rod@ivecoft.demon.co.uk>
Message-ID: <800532024snz@ivecoft.demon.co.uk>
Source record: 165504

Hello all,

Is there someone out there that can HELP ME!?
I've been trying to get a net connection going at home using my Atari / NOS.
I have been struggling for about 4 weeks (on & off) and have spent quite a
while on the phone to fellow Atarians comparing setups and files.
Last night I spent about 45 mins (ish) talking to Simon Moore who suggested
that I ask you for help. I'm not looking forward to the phone bill!

My setup is:- 1040STe with 4M RAM
Atari SM124 High res & TV monitors
127Mb hard disc
14400 US Robotics modem
TOS 1.62
MagiC 2.01
EASE 3.1
Fujitsu Inkjet
RTC clock module
NOS 0.41 (installed on E: in \nos)
Errors:- On selecting item A from the main menu (logon to Demon) the
program runs to the NET > prompt. press F10 and enter and AT is displayed &
OK on the next line but no dialing takes place. In fact the status lights on
the modem do not change at all.
I have used Connect to logon to BBS & similar services and even dialed into
the Luton VPoP without problems. So you can see I have something wrong in my
setup somewhere.
I have appended a copy of my dial.txt, startup.nos. tomshell.bat & mailer.rc
files.
I have been trying also to grab 0.42 nos but I seem to be missing some files
from the ftp dl. Lots of .c & .h files but nothing executable!?

Can anybody see what I'm doing wrong?
Thanks for any help that you can give

Files follow. The password has been changed to protect the guilty
start of DIAL.TXT
DIALER script for login to Demon Internet Services
this one for Oasis at Rods place
Configuration
configure:
init "AT\r"
dial_cmd "ATDT"
ld_code ""
number "01582644848\r"
retries 999

```
#
execute:
init
cwait 10000 "OK"
cwait 45000 "CONNECT" "BUSY" "NO CARRIER"
cwait 20000 "gin:" "NO CARRIER"
wait 1000
send "ivecoft\r"
wait 60000 "word:"
wait 1000
send "passwd\r"
wait 60000 "ocol:"
wait 1000
send "ppp mru=1500 idle=300\r"
wait 60000 "HELLO"
***end of DIAL.TXT***

***start of STARTUP.NOS***
# STARTUP file for KA9Q-NOS ST (DIS Version)
# replace chaos.demon.co.uk and 158.152.9.250 with your own site
# name and ip address
#
hostname ivecoft.demon.co.uk
ip addr [158.152.36.119]
# Attach the SLIP driver to the serial port
# if port 0 slip dev buff mru baud
# --- ---- - ---- --- ---- --- ----
attach asy AUX: 0 ppp sl0 32767 1500 19200
# how many hops before a packet is discarded (Time To Live)
ip ttl 64

# tcp parameters can be tuned. tcp mss 1460
tcp window 11680
tcp irtt 3000
tcp syn on

ppp sl0 lcp local mru 1500
ppp sl0 lcp remote mru 1500
ppp sl0 lcp local accm 0x000a0000
ppp sl0 lcp local pfc on
ppp sl0 lcp local acfc on
ppp sl0 ipcp local compress tcp 16 1 ppp sl0 lcp open active
ppp sl0 ipcp open active
ppp sl0 idle 600 exit

# Setup Simple Mail Transfer Protocol parameters
smtp timer 600
smtp wait 20
smtp trace 0
smtp maxclients 10
smtp beep on
```

```
smtp gateway [158.152.1.65]
smtp verbose on
smtp delay 600
smtp batch off

nntp groups demon.announce demon.ip.support demon.ip.support.pc
nntp addserver news.demon.co.uk 600 nntp dir \nos\spool\articles
nntp trace 1
nntp verbose off
nntp batch on 16
nntp safety off
nntp newgroups on
nntp rnews on

# function keys F1-10 59-68 (do not use 68)
# sh F1-f10 84-93
# ct f1-f10 94-103
# at f1-f10 104-113
# help 98

fkey 59 "[command]ftp ftp.demon.co.uk\n"

echo refuse

# Start the servers start smtp
#start ftp
#start echo
start discard
start finger
#start telnet
start ttylink

domain addserver [158.152.1.65]
domain addserver [158.152.1.71]
domain addserver [158.152.1.193]
domain suffix demon.co.uk
domain cache clean on
domain cache size 100
domain cache wait 300
#domain trace on

icmp echo on
icmp trace off

#route add default sl0
route add default sl0 158.152.1.65 1

log \nos\spool\nos.log

#time min 10
#time max 3900

time server 158.152.1.65
#time server ntp.demon.co.uk
```

```
time auto on

dial sl0 dial.txt
***end of STARTUP.NOS***

***start of MAILER.RC***
# configuration file for 'mailer', G B Judd's simple mailer for ka9q
#
# host = this_host_name
# user = this_user_name
# name = your full name for mail headers
# reply = your reply address
# mail = path to directory containing 'mail' and 'mqueue'
# directories
# edit = path your editor
# sig = path to your signature file [optional]
# log = name of your ougoing mail log, this must reside
# in the 'mail' directory.
# alias = path to your mail alias file [optional]
#
# The format must be <keyword>=<value>
# There must be no space around the '=' sign
# Comments can be included and are indicated by a '#' as the
# very first character of a line. You can also have completely
# blank lines.

host=ivecoft.demon.co.uk
user=Rod
name=Rod Keen
reply=Rod@ivecoft.demon.co.uk
mail=\nos\spool
edit=\nos\gnome.ttp
sig=\nos\spool\news\Rod.sig
log=outmail.txt
alias=\nos\alias
***end of MAILER.RC***

***start of TOMSHELL.BAT***
set SNEWS E:\NOS\SPOOL\NEWS
set NOS_ROOT E:\NOS
set anygem=on

cd $NOS_ROOT
cls
echo Demon Internet Access Software for the Atari ST v1.00
echo ============================================================
echo
echo Compilation done by Stuart Coates (scoates@filesys.demon.co.uk)
echo
echo Thanks go to Graham Judd (gjudd@siward.demon.co.uk) for his
echo valuable advice in configuring SNEWS/KA9Q, and to all the
echo people who continue to support the ST.
```

```
echo
echo For details of the programs included in this compilation see
echo the relevent document files included within the archives
echo in the \NOS\NETARCS directory.
echo
anykey
cls
:loop

cd $NOS_ROOT
nosmenu
cls

if $status == 12 then goto reindex
if $status == 11 then goto expire
if $status == 10 then goto unbatch
if $status == 4 then goto shell
if $status == 3 then goto mailer
if $status == 2 then goto snews
if $status == 1 then goto nos
if $status == 0 then goto exit

echo
echo ERROR: Invalid status in tomshell.bat
echo Report to scoates@filesys.demon.co.uk
echo
anykey
goto loop

:reindex
cd $NOS_ROOT
reindex
goto loop

:expire
cd $NOS_ROOT
expire
anykey
goto loop

:unbatch
cd $NOS_ROOT
unbatch
anykey
goto loop

:mailer
cd $NOS_ROOT
mailer
goto loop

:snews
cd $NOS_ROOT
```

```
snews
goto loop

:nos
cd $NOS_ROOT
nos
goto unbatch

:shell
echo Entering shell.......
echo
echo Type 'exit' to return
echo
echo
interact
goto loop

:exit
system
***end of TOMSHELL.BAT***
```


```
|~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|
| Rod Keen. Akela of the Apache Pack. Std disclaimer applies |
| 3rd Harpenden. United Kingdom. to all comments made above |
| HR Systems. Iveco Ford Truck Ltd. |
| e-mail to Rod@ivecoft.demon.co.uk |
| Nothing is forgotten, nothing is ever forgotten. Except when you're up |
| against a tight time schedule! |
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

2813. Re: Atari history

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D8M837.9zw@cix.compulink.co.uk>
Source record: 165505

In response to edward1@delphi.com's message:
> Laciakr <laciakr@aol.com> writes:
>
> > 1.) When did Atari go under... and why? What happened to them?
>
> Atari did not go under. COMMODORE did.

Unless you believe Sam Tramiel in which case it went under in 1989...

You pays your money and... rely on third party developers B^{<

> > 2.) What FTP site can I download software... I know I can down load
> > it to my PC and save it to 720k formatted disks with no problems
> > for my ST (with DS DD drive)...
>
> One large site is: atari.archive.umich.edu however it limits the
> number of anonymous FTP connects. If it disconnects you, you can
> try connecting to: amiga.archive.umich.edu and don't forget: cd
> atari to get to the Atari directories. The Umich site is also
> mirrored around the world, so the files are rather easy to access.

Also:

micros.hensa.ac.uk cd micros/atari/tos

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/143.0@nest.ftn #

2814. Re: 040 Accelerators (Was: Magic for Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D8M838.A0o@cix.compulink.co.uk>
Source record: 165506

In response to kim@dksoft.ping.dk's message:
> In <D834H7.2Gx@cix.compulink.co.uk> "Ofir Gal" wrote:
>
> > > There are about 150.000 Falcons around, now (German information).
> > >
> > Divide by 10...
>
> Get real Ofir. Nobody would continue developing a computer if it only
> sold 15.000 in three years. That makes no sense at all. Perhaps if
> we asked C-Lab we would get a better picture of how big the Falcon
> market really is. 15.000 is way out of hand.

ISTR asking Doug Little a question about how many Falcons he thought were
in circulation - it's his market after all. He said it was very difficult
to estimate. When his hand was forced he guessed at 12,000.

Was that right, Doug - coo-ee!

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/143.0@nest.ftn #

2815. FS: 1040STf w/3.5 DD

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: drozycki@marge.cs.mcgill.ca
Message-ID: <3p8nsm$pjh@homer.cs.mcgill.ca>
Source record: 165507

```
Email if interested.
```

2816. New Falcon model out in June?

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: ma2ljg@bath.ac.uk
Message-ID: <D8M8HB.EDt@bath.ac.uk>
Source record: 165508

I thought that you all might like to read this email I got
from digital Awareness (C-lab's UK distributor).
NB for those of you not familiar with UK slang a 'grand'
is 1000 UKPS or 1570 us dollars or 2270 german marks.

Date: Fri, 5 May 95 13:23 BST-1
From: Digital Awareness <digit_aware@cix.compulink.co.uk>
Subject: Re: Are plans to produce cheap Falcons?
To: ma2ljg@bath.ac.uk
Reply-To: digit_aware@cix.compulink.co.uk
X-Mailer: Cixread v3.5

C-Lab's license with Atari prevents them from selling direct competitors to
existing Atari models while they are still available. However, the Atari
machines are nearly exhausted now. I am going over to Germany on the 18/5
to spec out a cheaper machine which I hope we can show at the Spotlight
show in June. It will definately be under a grand. Watch this space (CIX)
for further details!

2817. Re: Truth about the "Truth"

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3p7b2uE8ud@uni-erlangen.de>
Source record: 165509

After Tramiel saying things like that, a kind of 'confirmation'
from other ATARI employees would be very interesting. Because, if that
were correct, if surely would never buy anything with the name 'ATARI'
on it...

Well, I already do: I didn't buy a Jaguar!

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

2818. Atari ST emulators?

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: a2233495@athena.rrz.uni-koeln.de
Message-ID: <3p764a$rgc@news.rrz.uni-koeln.de>
Source record: 165510

Hi Atarians!

Does anywhere in the Internet a usable ST emulator for MS-DOS PCs exist? Before I entered the PC scene I had been an ST user for several years, therefore I'm familiar with the graphic user surface and some software. I'm also interested in TT and Falcon emulators. Who can give me detailed information about them? Furthermore, are there any "nostalgia clubs" for old-fashioned 8- and 16-bitters in the Net?

Joerg "Yadgar Achakzai" Bleimann

(The Data Surfing Would-Be Afghan)

2819. Re: Falcon News Group?

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3p68m2$jv1@golem.wcc.govt.nz>
Source record: 165511

] Is there a Falcon news group? Should there be one? I would like to see
] it happen...

There isn't, there probably never will be, there's no need for one.

Under 100 messages a day in a group, only a small percentage of which
are Falcon specific doesn't warrant a new group.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

2820. 1040ST For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: ppowers@wellsfargo.com
Message-ID: <ppowers.3.000D2F8D@wellsfargo.com>
Source record: 165512

I've got an Atari 1040ST for sale. Includes a couple of C compilers,
WordPerfect, desktop publishing software, books, manuals, disk storage.
Best offer.

Send email to: ppowers@wellsfargo.com

2821. Eagle

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: m9174@abc.se
Message-ID: <3p7sq7$bfe@oden.abc.se>
Source record: 165513

Question time...

As most of us up-to-date-with-Atari-and-TOS-guys, know of GE-Softs Eagle computer. However, there are some things about it that I can't get any grip of.

1) AFAIK there will be at least one DSP card for it. Will it be Falcon030 compatible?

2) I've heard from several sources that a PPC card is under development. How will this card work, and what OS will it run? Will it be possible to run Atari programs on this card?
To put it short. I don't get it.

Carl.Lofgren@abc.se

---
* Kivi 1.37 *

2822. Re: 040 Accelerators (Was: Magic for Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: ma2ljg@bath.ac.uk
Message-ID: <D8MAzx.37M@bath.ac.uk>
Source record: 165514

>ISTR asking Doug Little a question about how many Falcons he thought were
>in circulation - it's his market after all. He said it was very difficult
>to estimate. When his hand was forced he guessed at 12,000.
>
>Was that right, Doug - coo-ee!

In the 1994 march issue? of ST Review there is an interview
with Bob Gleadow where he 'claims' Atari had sold 80,000
Falcons in Europe by that time.

LEs

2823. Re: 3 button mice and German keyboards

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3p7u1i$cfu@whitbeck.ncl.ac.uk>
Source record: 165515

In article <avg.799430514@news.cwi.nl>, avg@cwi.nl (Annius Groenink) writes:
|> 2. X11R5 for MiNT. Are there any xmodmap files available for a UK
|> keyboard?

I did one - it's on phelm.ph.kcl.ac.uk as UKXKDB.LZH.

|> Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:

Craig Graham

__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

2824. Re: Telnet on Atrai?

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3p7uk3$cfu@whitbeck.ncl.ac.uk>
Source record: 165516

In article <FEOEEGATUP@ath.shnet.org>, g_hoh@ath.shnet.org (Guenther Hohenstein) writes:
|> Hello to all,
|>
|> is there any program to use telnet or ftp on Atari STE?
|>
|> Guenther H.

KA9Q / NOS or MiNT-net with Unix Telnet & Ftp.

(I use the latter)

Craig.

```
__ _
| \ | | / | Makers of CLA Logic
|_/ A T A \/| N C E R T A I N / - ECAD for the Atari.
-------------------------------- o ----------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

2825. Re: www.tecnation.com/tecnation/sonovista.html/

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-1505951813340001@tdw.vip.best.com>
Source record: 165517

In article <D8LwF6.KAE@ida.liu.se>, t94patsa@ida.liu.se (Patrik
Sanfridsson) wrote:

> Netscape won't let me connect to this address...
>
> Try http://www.batnet.com:80/tecnation/sonovista.html instead. It works!
>
>
>
> --
> Patrik Sanfridsson 1st year student in Computer Engineering
> t94patsa@und.ida.liu.se Linkoping Institute of Technology, Sweden
> z94patsa@isy.liu.se URL: http://www.edu.isy.liu.se/~z94patsa

Patrick,

NOTICE TO THOSE TRYING TO ACCESS THE TECNATION AND STARBOX WEB SITES:

We are currently moving our site to another server. During this process,
you may experience problems accessing particular areas or all of our site.
If you do get access, some buttons or images may be missing.

Until further notice, please access our sites as follows:

www.batnet.com/tecnation/

www.batnet.com/starbox/

We have kept your Email address on file, and will notify you when our
sites have been successfully moved to their new location.

webmaster@tecnation.com

--
Something wonderful IS happening!

TECNATION DIGITAL WORLD
236 Hamilton Avenue, Level 2
Palo Alto, California 94301, U.S.A.
Tel: (415) 327-4332 Fax: (415) 327-1910
e-mail: hello@tecnation.com
http://www.tecnation.com/tecnation/
http://www.starbox.com/starbox/

2826. FS/T: Atari 1040STf & SM124

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: ebattalio@tamu.edu
Message-ID: <15MAY199520480910@vms2.tamu.edu>
Source record: 165518

All:

I have a 1040STf (sn: A1 69C 1011406) and a SM124 monitor
(sn N1581017736, manufactured August 1985) for trade or
sale. It works...played a Lode Runner clone on it yesterday.

I'd like to trade for 8bit Atari stuff, but will accept Apple
// and /// hardware and/or software or cash.

Trades will have priority, and shipping is negotiable.

Oh, it has the mouse and power cord. Both work.

Eric B.
ebattalio@tamu.edu

2827. Re: Atari history

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: laciakr@aol.com
Message-ID: <3p911j$1tt@newsbf02.news.aol.com>
Source record: 165519

Well now I know Atari is still with us...

I like Atari very much. Had an Apple, like them too. Have a PC, like that as well. Atari was my first computer, and I am glad that this newsgroups is here... now that I have a few ST's here now.

thanks

Ric

2828. FOR SALE: Atari 1040 ST + a whole lot more!

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: tmw@phoenix.sas.muohio.edu
Message-ID: <1995May15.195702.45334@miavx1>
Source record: 165520

```
FOR SALE:
Atari 1040 ST
Upgraded to 2.5 Megs of Ram
Built-in Double Sided Floppy Drive -- $200
Atari Color Monitor (SC1224) -- $75
Atari Monochrome Monitor (SM124) -- $75
Atari Megafile 30 Hard Drive -- $150
Spectre GCR (Mac+ Emulator that reads and writes Mac format disks) -- $150
Cordless Mouse -- $40
Forget Me Clock -- $20
2 WICO Joysticks -- $10
WICO Trackball -- $10
Timeworks DTP -- $20
Hard Disk Trubo Kit (Optimizer and Backup) -- $10
Replay 4 (Sound Digitizer cartridge) -- $20
Monitor Switch (Switches between Mono and Color and has Composite Video
and Sound out) -- $10
Word Up (Word Processor) -- $15
Gram Slam (Grammar Checker) -- $10
Lots of STart Disks (No Magazines)

Prices above assume I pay for packaging and you pay for whatever kind of
shipping you want (within reason). Prices are negotiable...I will accept
the best offer I receive.

Also, if anybody wants it all, the asking price is $600. Make me an offer.

You can respond here if you want, but it might be best just to send me
E-Mail....to conserve bandwith.

--
+-=-=-=-=-=-=-=-=-=-=-=-+-=-=-=-=-=-=-=-=-=-=-=-=-=-=+=-=-=-=-=-=-=-=-=-=-=+
|"She's amazing! She | |"The wages of sin |
|makes the women I dream|tmw@phoenix.sas.muohio.edu| are death, but by |
|about look like short, | | the time taxes are |
|fat, bald men!" | TWhitehead@aol.com | taken out, it's |
| --Chandler from | | just kind of a |
| "Friends"| | tired feeling." |
+-=-=-=-=-=-=-=-=-=-=-=-+-=-=-=-=-=-=-=-=-=-=-=-=-=-=+=-=-=-=-=-=-=-=-=-=-=+
```

2829. Re: 040 accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_2fb7a454_Magnus.Kollberg@p11.straight.ct.se>
Source record: 165521

In a message sinclap2954 wrote to All

s> Tos/Gem is a pathetic JOKE! GET OVER IT! System 7 has more features
s> and functionality and is constantly being improved on. When was the last
s> time Atari updated the OS? Oh, Atari is out of the computer market. Real
s> users value apps and the Atari OS is not impressive.

Is this not in the wrong area?

I'm starting to get tired of hearing your stupied nonsense talk!!

Shut up!

Magnus Kollberg

(UUCP Dialup connection)

2830. Re: Who has the most sexy AUTO folder?

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: alpldbia@w355zrz.zrz.TU-Berlin.DE
Message-ID: <3p8hlb$a3h@brachio.zrz.TU-Berlin.DE>
Source record: 165522

In article <3p02ci$m15@bs33n.staffs.ac.uk>,
Requiem <cm3hirjd@bs47c.staffs.ac.uk> wrote:
>
>So enough of this.. who else has some nice and nifty AUTO prgs or ACC's?
>The more fun the better...

auto progs:-

xboot.prg -- boot selector,
nvdi.prg -- nvdi 3 (sometimes 2.5) with 40 spd-fonts,
sb_auto.prg -- screenblaster 3,
gemram.prg and winx.prg -- for wonderful window handling,
letemfly.prg -- for flying dialogues and alerts, nicelines in menus,
chk_ofls.prg -- this is for use with Kobold,
ckbd.prg -- best keyboard driver ever seen for TOS,
dawnauto.prg -- Before Dawn screen saver,
drvin.prg and scc.prg -- serial drivers (HSMODA),
selectric.prg -- file selector (still my favourite - probably only until
freedom becomes an eCPX),

ACCs:-

XControl -- to be replaced with Space (hopefully soon),
1stGuide -- file viewer/player, understands VA protocol,
Before Dawn -- screen saver,
Clock21 -- analogue and/or digital clock in a window,
TakeOff2 -- popup menu for launching programs (VA protocol compatible
desktop replacement required),

auto start GEM application:- Gemini 1.a

When my Falcon has booted only 1,7 MB are left free... which is enough in
most cases.

Andre

--
Andre Leistner
UseNet: alpldbia@w255zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

2831. Re: 040 accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FEPSFADLUP@cabal.shnet.org>
Source record: 165523

In <1995May13.191529.43326@cobra.uni.edu> sinclap2954@cobra.uni.edu wrote:
>Tos/Gem is a pathetic JOKE! GET OVER IT! System 7 has more features and
>functionality and is constantly being improved on.

...andf getting slower and slower and slower during the process. Have you
bothere installing System _6_ on an 840AV?

>When was the last time
>Atari updated the OS?

Last month or so. MiNT 1.12h3 is the recent version, AFAIK.

>Oh, Atari is out of the computer market. Real users
>value apps and the Atari OS is not impressive.

It's preemptive, close to POSIX standards and much faster than MacOS.

>Which Performa are you talking about? The Performa PowerMac makes your Atari
>look like the Atari 8 bit OS and Geos!!GET OVER IT!

Yes? My 8 meg TT w/WinX in ROM and 1 meg video board beats every Performa
in terms of operability. Not to mention that the only WYSIWYG DTP program
runs on Atari compatible OSes.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
--- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

2832. Re: Zip Drive Software?

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FEPSFADOUP@cabal.shnet.org>
Source record: 165524

In <D8L8CD.EBv@cix.compulink.co.uk> "Roland Givan" wrote:
>In message <3otshm$10vg@usenetw1.news.prodigy.com>, RLSA99A@prodigy.com
>said:
> > The Zip drive doesn't work with the Atari as is. Our usual SCSI
> > adapters do not work with it either. I comes with PC and mac software
> > only.
>
>It should work with the TT or Falcon SCSI adaptors - even if it doesn't
>like DMA host adaptors much.

Yes, but there is special software supplied for write protect/write enable
changes and (AFAIK) some other things.

>The software shouldn't matter too much. The drive *should* be implemented
>as a proper SCSI device - so Atari driver software should be able to treat
>it as an ordinary HD. Might need to reboot to change disks though.

As Julian Reschke stated in Mausnet, the drivers currently available have
to be enhanced to control these critters. We'll see who is first to solve
this problem.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

2833. Re: Falcon Developers List

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3p7ut6$162@dux.dundee.ac.uk>
Source record: 165525
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Falcon developers list 27/4/95

Developers list 14/5/95

==========

Name: Computerinsel GmbH

address:

Zur Limestherme 4
D-93333 Bad Goegging Germany
Tel. 49-9445-953140
Fax 49-9445-953169
BBS 49-9445-953149

Product information: NOVA Falcon, colour graphic card
NOVA Tablett, graphic tablets from Wacom and Genius
NOVA Scannerdriver, driver for Mustek 600/1200, HP-
Scanjet IICX

Discount rates & min order: no

restrictions on discounts: no

==========

Company Name: HiSoft Systems

email: hisoft@cix.compulink.co.uk

Company Address: HiSoft,
The Old School,
Greenfield,
Bedford,
MK45 5DE, UK

Telephone: 1525 718181
Fax : 1525 713716

Product Information: Papyrus 4, Document processor (NC)
Twist 3, Relational Database (AR)
Diamond Edge 2, Disk repair utilities (AR)

Date of post: 25/04/95

==========

Company Name: TEAM Software

email: mlake@dgs.dgsys.com

Company Address: POB 7332
Washington, DC
USA
20044-7332

Telephone: +703-533-2132
Fax : +703-538-4598

Product Information: A Day at the Races
unnamed gambling simulation (ES)
3 Days at Gettysburg (ES)
Date of post: 19/04/95

==========
Company Name: Gribnif Software

email: gribnif@genie.geis.com

Company Address: Gribnif Software
PO Box 779
Northampton, MA 01061-0779
USA

Telephone: 413-247-5620
Fax: 413-247-5622

Product Information: Geneva, Multitasking Environment
NeoDesk 4, Desktop Replacement
NeoDesk CLI, Commandline Interpreter
STalker 3, Telecommunications
STeno 2, Text Editor
CardFile 4, PIM
XBoot 3, Boot Manager

All products listed are available now, and compatible with all TOS versions,
including the Falcon.

Date of post: 20/04/95

==========

Company Name: Toad Computers / NewSTar Technology Management

email: toad@charm.net, ChasSmeton@aol.com
www: http://www.charm.net/~toad/

Company Address: Toad Computers
570 Ritchie Highway
Severna Park, MD 21146-2925

Telephone: 410-544-6943
Fax : 410-544-1329

Product Information: STraight FAX! Atari FAX Software

Date of post: 28/04/95

==========

Company Name: chro_MAGIC Software Innovations

email: jimcollins@delphi.com

Company Address: chro_MAGIC Software Innovations
516 North Jackson
Joplin, MO 64801-2755
USA

Telephone: +1-417-623-7393
Fax: +1-417-624-0700

Product Information:

Falcon030 Specific Hardware
~~~~~~~~~~~~~~~~~~~~~~~~~~
RAM Gizmo, Falcon030 SIMM upgrade board
MultiSync Gizmo, Falcon030 MultiSync Monitor Adapter
ST/STe/Falcon030 Hardware
~~~~~~~~~~~~~~~~~~~~~~~~
Keyboard Gizmo, IBM Keyboard/Serial Mouse Adapter

ST/STe/TT/Falcon030 Software
~~~~~~~~~~~~~~~~~~~~~~~~~~
Guitaristics, Music/Education Software
Pianistics, Music/Education Software
Math Quiz Machine, Math/Education Software

STe/Falcon030 Software
~~~~~~~~~~~~~~~~~~~~
*Obsession, STe/Falcon Pinball Game
*SubStation, STe/Falcon Game

ST/STe/TT/Falcon030 CD ROM Products
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Crawly Crypt Collection Volume 1, PD/Shareware CD ROM
Crawly Crypt Collection Volume 2, PD/Shareware CD ROM

All products listed are available now.

* Note: chro_MAGIC is the exclusive North American representative for
Unique Development Sweden's Substation and Obsession games.
Date of post: 05/05/95

==========

Developer Name: Attila Mezei
e-mail: ethami@duna.ericsson.se
Developer Address: H-1141 Budapest
Zsalya u. 29.
HUNGARY
Telephone: (+36) 1 2657 333
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Product Information: ObjecTop (NC), an object-oriented desktop for
all Atari computers.
Date of post: 04/05/1995

==========

Company Name: Floppyshop

email: sdelaney@steil.demon.co.uk

Company Address: Floppyshop,
PO Box 273,
Aberdeen,
AB9 8SJ,
Scotland, UK.

Telephone: +44 1224 586208 (Tues-Thurs 9am-4pm)
Fax : +44 1224 586208 (24 hours)

Product Information: Positive Image - Image processing package handling 24-bit
True Colour work on ANY Atari but
enhanced for the Falcon and TT. I'll be
posting full details in
comp.sys.atari.announce later this month.
(NC)
Date of post: 03/05/95

==========

Holland Game Design
's Gravelandseweg 127
1217 ER Hilversum
The Netherlands.

Product: PING 2000, Falcon 030 only game. $29.90, 19.90 pound sterling.

1 copy, no dicount
2-9 copies, 30% discount
10 or more copies, 50% discount

Markets closed: USA (North CoaST Software), UK (Merlin) and France (Turtle Bay).

==========
Name: JV Enterprises

Address:
JV Enterprises
P.O. Box 97455
Las Vegas , Nevada 89193
1-800-252-0194
(702) 734-9689
E-Mail v.valenti@genie.geis.com

Product information:
Towers II -- Plight Of The Stargazer

Date of post: 5/1/95

==========

Lexicor and Radiance Software
Copley R. Building
36 Queensberry Street, Suite 6
Boston, MA 02215
U.S.A.
Tel: (617) 437 0414 Fax: (617) 437 9413
email: info@lexicor.com

Graphics and Animation Software (as well as DTP)

Products: Phoenix 2.0, Raystart, Prism Paint, CHronos-3D, Metamorphosis 24, Phase 4 ANimation Software, ANM-Link, 3D System for Atari

Distribute in the USA: Outside, Medusa040, DIgital Arts Products such as DA Picture and Vector, Apex Media, NOVA Gfx board and Falcon Games from 16/32

==========

NAME: Missionware Software
ADDRESS: 354 N. Winston Drive
Palatine, IL 60067
USA
TEL: 708-359-9565 (24 hours)
EMAIL: j.trautschol@genie.geis.com

PRODUCT INFORMATION: Flash II (advanced telecommunications utility)
LottOdds (lottery oddsmaker and numbers manager)
PrinterInitializer (printer managment utility)
CyberDrome (hoverjet simulator arcade game)
Crossword Creator II (create crossword puzzles)
Word Search Creator (create word search puzzles)
Puzzle Pack (combo pack of both above puzzle utilities)
The Cryptographer (experiment with codes and ciphers)

DISCOUNT RATES: Some discounts may be available for quantity orders or user group purchases. Contact Missionware Software directly for details.

RESTRICTIONS: None.

DATE OF POST: 15 March 1995

==========

TECNATION DIGITAL WORLD
236 Hamilton Avenue, Level 2
Palo Alto, California 94301, U.S.A.
Tel: (415) 327-4332 Fax: (415) 327-1910
e-mail: hello@tecnation.com
http://www.tecnation.com/tecnation/

http://www.starbox.com/starbox/
We have been Falcon developers since 1992.

Our details on in the signature above.

You can read all about our product on our web site at:

www.tecnation.com/tecnation/

Click on PRODUCTS and then on SONOVISTA.

Best use Netscape.

We require Falcon 030 4/x. So if you can get them for us, I will be greatful.
(Ideally with internal hard drives.)

```
////////////////////////////////////////////////////////////
>
> Key ES= early stages of development.
> NC= nearly complete release due in next three months.
> AR= complete awaiting release, in next month.
>
============================================================
```

No responsibility is accepted for any information contained above.
You should contact the developer for any further information.

Developers:

If you wish to appear on the list please email me in the format
used in the above articles.

Distribution:

This list may be copied freely provided NO charge is made and it
remain complete. It must also contain the words "Compiled by
Rod McCall email:rmccall@mcs.dundee.ac.uk"

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

2834. SM125 Advice Saught

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3p7uai$162@dux.dundee.ac.uk>
Source record: 165526

Someone recently offered me an Sm125. I believe it is monochrome, but
is it better than the SM124? Also he offered it to me for 75 (ukp) this
sounds a bit expensive!!

Rod

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

2835. Re: falcon owners list

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3p7udd$162@dux.dundee.ac.uk>
Source record: 165527

To add your name to the list please complete the following and email it
to me:

Name:
Email Address:
I use my Falcon For:

(you can add hardware details if you want but it isnt essential)

Rod
--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

2836. Re: Telnet on Atrai?

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3p8bvt$d1i@dux.dundee.ac.uk>
Source record: 165528

Craig. Graham (Craig.Graham@ncl.ac.uk) wrote:
: In article <FEOEEGATUP@ath.shnet.org>, g_hoh@ath.shnet.org (Guenther Hohenstein) writes:
: |> Hello to all,
: |>
: |> is there any program to use telnet or ftp on Atari STE?
: |>
: |> Guenther H.

: KA9Q / NOS or MiNT-net with Unix Telnet & Ftp.

CAn I use MiNT-net from inside GEM or do I have ot set up MiNT + X?

Rod

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

2837. Re: Atari history

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3p8c36$d1i@dux.dundee.ac.uk>
Source record: 165529

BobR (76702.1466@CompuServe.COM) wrote:
: > 1.) When did Atari go under... and why? What happened to them?

: This is truely the #1 problem facing Atari today.

: As we all (or almost all) know HERE, Atari never did go under... but..
: most of the rest of the world DOES think it did..!

: From clerks at K-Mart to Editors of industry periodicals, no one knows
: Atari even still exists.

This is indeed true, most people I have spoken to thought they went bust
about 2 years ago.

Rod

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

2838. Demos and compiles needed!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: avengero@mail.freenet.hut.fi
Message-ID: <3p7e7m$fk8@freenet.hut.fi>
Source record: 165530

Hi!!!! Does anyone have lot of STAX intro compiles or
Persistence of Vision intro compiles?????

If so, then give me an address where i can get them!!!!!

Yours,

Avenger/Fast Swap/TBB

--

2839. (no subject)

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3p7icr$2ii@macondo.dmu.ac.uk>
Source record: 165582
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

I have a friend at Compo and he is considering working on a 486 hardware emulator for the Falcon. He needs as much info about the 486 series of chips as possible. I have posted to most of the ibm groups, but the backlog is unbelievable. There is a technician at Compo who is pretty in the know about the Falcon, but doesn't know much about the 486. If anyone can point me in the right direction I'd be very grateful.

Just to re-iterate, he reqiures full technical details.

Thanks.

Alan.

--
/--\
| From: Alan Parker |
| E-mail: se2ap@dmu.ac.uk |
| WWW: http://www.cms.dmu.ac.uk/~se2ap/ |
| System: Falcon030 4mb/170mb FPU |
\--/

2840. Intel 486 details

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3p7nt4$78f@macondo.dmu.ac.uk>
Source record: 165583
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

```
The previous post of mine, subject (no subject)
should have the above subject!

--
/-------------------------------------------\
| From: Alan Parker |
| E-mail: se2ap@dmu.ac.uk |
| WWW: http://www.cms.dmu.ac.uk/~se2ap/ |
| System: Falcon030 4mb/170mb FPU |
\-------------------------------------------/
```

2841. Re: MED/LOW RES emulator wanted...

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: st39@bton.ac.uk
Message-ID: <D8Lyn9.8BJ@bton.ac.uk>
Source record: 165584

FELDAK79@SNYONEVA.CC.ONEONTA.EDU wrote:
: Hi.

: There are a number of medium and low-res emulators available for the ST...
How about BIGCOLOR - a shareware package that emulates both low and med
res, using the whole high res screen area instead of just putting the
screen in a little box. You can find it in any good ftp site.

This makes me think, how about someone writting such an emulator tha
would emulate the screen in a window, so you could stay in high res but
have low res running at the same time. Is this technicaly imposesable?
--

Stephen Ticehurst /\
s.ticehurst@bton.ac.uk \/ Atari STe + Mag!x + Ease = a happy user!
=-

2842. Re: Okami_how2SOUP_OUT?

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <3p72sj$1jfk@rs18.hrz.th-darmstadt.de>
Source record: 165585

Hi!

In article <3ovdji$jib@tron.sci.fi>, miqco@sci.fi (Veikko Vanamo) writes:
> [...]
> When I'm creating replys with Okami and Oexport
> it creates files ex. 23456789.H 23456789.X and
> message.dat to MQUEUE folder.
Well, are you sure you supplied the correct parameters to oexport? There's
an option that makes it create SOUP-packages, but the filenames you mention
above are _not_ SOUP-files.

I don't know the correct options right now, but I suggest you take another
look at the oexport-manpage and try again.

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein	ignorance, prejudice and
Germany	fear walk hand in hand."
Email: binder@rbg.informatik.th-darmstadt.de	Source unknown
\--/

2843. Re: Truth about the "Truth"

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: npetep@hasler.ascom.ch
Message-ID: <1995May15.125245.21922@hasler.ascom.ch>
Source record: 165586

In article 3p7b2uE8ud@uni-erlangen.de, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
> After Tramiel saying things like that, a kind of 'confirmation'

sorry, i think i missed that, what did Mr.Tramiel say?

> from other ATARI employees would be very interesting. Because, if that
> were correct, if surely would never buy anything with the name 'ATARI'
> on it...
>
> Well, I already do: I didn't buy a Jaguar!

Well done, we need a Computer and not a toy !!!!!!!!!!!!!!!!!!!!!!!!!!!!

2844. Re: ST ahead of its time? (1.8meg format)

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HQI5NHRPRM8Y58SM@SNYONEVA.CC.ONEONTA.EDU>
Source record: 165587

Hi.

Ok, regarding the Falcon's 1.8 meg disk format...

If you formatted a HD disk with 20 sectors and NO additional tracks
it seems that you would get a disk with 1.6megs of space:

80x20x512x2=1,638,400 bytes

From this it seems pretty obvious that you would have to use extra
disk tracks to get 1.8megs of space...

I agree with you (and others) that there's no problem with formatting disks
this way. Like you said, even Microsoft does it. And, like you said,
most disk vendors certify the unformatted capacity of a HD disk.

However, there ARE definate problems when you start formatting disks with
extra tracks. Among other things, data integrity is reduced due to the
weaker magnetic signature of these inner tracks. Even more important is
the fact that most HD disk drives found in today's PCs aren't tested or
don't reliably support tracks above 80, so a disk you create in your PC82
with 82 tracks might not be readable on a friend's PC, etc.
Another problem is that *some* HD disks, especially real cheap ones bought
in bulk might have some quality control problems that might cause
errors when extended formats are used. Finally, such extended formats
ARE NOT directly supported by MS-DOS and/or many PC BIOS's. Withouts
using a special device driver (as I'm sure Microsoft uses for their own
extended disk format) or patch to the DOS/BIOS disk tables, extended
disk formats can't be reliably used - hence, your friend's PC won't be
able to read your Falcon's 1.8meg floppy.

It may even be possible to get extra space on a floppy without using
extra tracks by using additional sectors. However, once you go above
20 sectors per a track, you start running out of available track space
not to mention problems with access speed and other track control structures
like GAPs, etc.

If you want to get more space on a Floppy without resorting to extra tracks,
how about finding a formatting program that will let you reduce the number
of directory sectors? You should be able to get around

Now, regarding my paronoia...maybe its because I smoke *way* too much pot! ;)

Seriously, I wasn't trying to say that extended formats were bad, rather I
was trying to point out some of the potential hazrds of doing so - ESPECIALLY
since the main reason of giving the Falcon a HD drive was to allow Falcon
users to easily exchange data with MS-DOS based computers...

Extended disk formats are certainly handy - I used them extensively when I
had an ST and no hard drive. However, I used them on cheap disks and
in some cases I had problems like not being able to use them on another ST,
a PC, or the disks just went bad...

Ari

Budwiser is the opiate of the Blue-Collar masses...

2845. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <3p7k21$ahc@newshost.uni-koblenz.de>
Source record: 165588

In article <3p4t84$hi3@lirmm.lirmm.fr>, dietz@lirmm.fr (Andreas DIETZ) writes:
|>
|> In article <maury-1205951708380001@edwarda.interlog.com>, maury@softarc.com
|> (Maury Markowitz) wrote:

...

|> MM> > Well okay it's not for kids and newage hippies like ClarisWorks, but
|> MM> > LaTEX has so many possibilities almost beyond imagination.
|> MM>
|> MM> Really? Try editing a TIFF with it.
|>
|> You seem to misunderstand what LaTeX is about. LaTeX is a macro package for the
|> *typesetting* system TeX. You may include pictures provided from other sources.

I wonder if there really was a standard to include pictures in LaTeX
which are NOT in postscript format. Creating a document that includes
pixel graphics (e.g. screen shots for a software documentation) in
LaTeX is an awful task!

|> I really can't believe that there exists a "silver bullet" program that does
|> everything perfectly. I am happy if I have a good typesetting system which
|> allows to include pictures prepared with a good drawing program...

The way to include pictures in LaTeX is one of the system's biggest
disadvantage.

|> Besides, on
|> UNIX systems you can run several processes in parallel, so you can type your
|> text in one window and draw your pictures in another. Why should I need a
|> single program that is (only supposed to be) able "to do everything?

Under MagiC, you can run several processes in parallel as well. This makes
it possible to use e.g. papyrus and X-Act Draw "simultaneously" to create a
document. The striking difference to LaTeX is that you don't have to recompile
the text when you want to change the layout and that you can see what you're
doing. Especially when it comes to including graphics, an interactive word
processor/drawing program is much easier to handle than LaTeX.

|> Yet another point in favor of LaTeX and TeX (besides the excellent quality of
|> their output): they are free!

The current implementations of LaTeX on the ATARI computer line are cheap
(shareware), but NOT free (MultiTex is 75 DM, LindnerTeX about the same).

|> And yet another one: I have seen many people who
|> would not use LaTeX/TeX "because it is so hard to use" spending hours reading

|> the manuals of their word processor, e.g. in order to find out how they could
|> produce a table according to certain layout idea. They never succeeded...

If you had ever seen how easy it is to create and to _change_ a table with
papyrus, you would perhaps wouldn't have said this. I haven't spent more than
30 minutes to find out _everything_ about tables with this program. You can
create them within seconds, alter them and change their contents _interactively_, which is
a far better solution than recompiling the document. Tables were one
of the main aspects why I changed the system.
I have worked a long time with LaTeX and found it to be a powerful tool but
sometimes really awful to use, although I've been used to programming languages
since several years now. LaTeX is all but user friendly, especially in comparison
to a program like papyrus.
The only thing that really convinced me about LaTeX was the ability to handle
a mathematical formula. An important feature, but only for some of the users.

|> may suppose that their IQ is not that low, I could come to the conclusion that
|> what is called "user friendliness" of a program is not necessarily related to
|> "mouse driven".

This is right, but it also doesn't mean that "not mouse driven" is
a feature from which you can conclude user friendliness! LaTeX is
NOT user friendly, especially if you don't have the money to buy
a fast workstation to compile your documents!

|> If you spend the same amount of time on reading a wordprocessor
|> manual and reading a good book on LaTeX, you will be able to do much more
|> sophisticated things in the latter case.

Which "sophisticated things"? My opinion is that this is absolutely not true.
Talking about special features: LaTeX doesn't offer you scalable vector fonts.
papyrus and comparable WPs _can_ do this via NVDI3/Speedo5.

|> Oh, I forgot one last point: If there is something that LaTeX is not able to do,
|> you are free to add your own macros written in TeX. Am I right when I say that
|> if you are using a "normal" wordprocessor, you are limited to those features
|> that its developers have implemented?

How many average users are there who'd really spend the time to deal
with TeX and to write macros in TeX. Hardly anyone. LaTeX itself already
is complex enough.

|>
|> Regards
|>
|> Andreas

Some people say that common wordprocessors and typesetting systems like LaTeX
cannot be compared with each other. This is true, if you only regard the way
the system is built up. It is not true, if you ask what people are actually
doing with it: They write documents.

Christoph

2846. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D8MGss.Gvn@sci.kun.nl>
Source record: 165589

In <maury-1205951708380001@edwarda.interlog.com> maury@softarc.com (Maury Markowitz) writes:

>In article <3osudu$fpq@news.iesd.auc.dk>, chainxor@kom.auc.dk wrote:

>> Agreed. LaTEX RULEZ!!!!

> Let me guess, you like Unix too?

I do. That has nothing to do with it.

>> Well okay it's not for kids and newage hippies like ClarisWorks, but
>> LaTEX has so many possibilities almost beyond imagination.

> Really? Try editing a TIFF with it.

And you try knitting a spencer with that ClarisWorks of yours. See?
Why don't people use programs doing what they *should*? Geez, People
want a wordprocessor to draw pictures with, and a drawing package to
edit texts with. Sick.

>> And formulas look PERFECT with LaTEX, NOTHING abolutely NOTHING can
>> cope with LaTEX in formulas.

> Many other programs can.

I guess *your* formulas. Real life physics or mathematics has a bit
more complicated stuff than " 1 + 1 = 2 ". Do you trust the marketing
bullshit or do you trust an university full of mathematicians and
physicists (and even computer scientists :-) all using TeX?

>> Everybody at a university with healthy minds

> And the OTHER guy has a Mac...

> Joke!!! :-)

... I'll give you the benefit of the doubt on this one.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

2847. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D8MJ8n.J5t@sci.kun.nl>
Source record: 165590

In <3p7k21$ahc@newshost.uni-koblenz.de> oberle@informatik.uni-koblenz.de (Christoph Oberle) writes:

>In article <3p4t84$hi3@lirmm.lirmm.fr>, dietz@lirmm.fr (Andreas DIETZ) writes:
>|>
>|> In article <maury-1205951708380001@edwarda.interlog.com>, maury@softarc.com
>|> (Maury Markowitz) wrote:

>...

>|> MM> > Well okay it's not for kids and newage hippies like ClarisWorks, but
>|> MM> > LaTEX has so many possibilities almost beyond imagination.
>|> MM>
>|> MM> Really? Try editing a TIFF with it.
>|>
>|> You seem to misunderstand what LaTeX is about. LaTeX is a macro package for the
>|> *typesetting* system TeX. You may include pictures provided from other sources.

>I wonder if there really was a standard to include pictures in LaTeX
>which are NOT in postscript format. Creating a document that includes
>_pixel_ graphics (e.g. screen shots for a software documentation) in
>LaTeX is an awful task!

There's BM2FONT, which converts all the pixel graphics you can name to
a PK font. Works great. And is portable to non-postscript printers.

>|> I really can't believe that there exists a "silver bullet" program that does
>|> everything perfectly. I am happy if I have a good typesetting system which
>|> allows to include pictures prepared with a good drawing program...

>The way to include pictures in LaTeX is one of the system's biggest
>disadvantage.

Granted.

>|> Besides, on
>|> UNIX systems you can run several processes in parallel, so you can type your
>|> text in one window and draw your pictures in another. Why should I need a
>|> single program that is (only supposed to be) able "to do everything?

>Under MagiC, you can run several processes in parallel as well. This makes
>it possible to use e.g. papyrus and X-Act Draw "simultaneously" to create a
>document. The striking difference to LaTeX is that you don't have to recompile
>the text when you want to change the layout and that you can see what you're
>doing. Especially when it comes to including graphics, an interactive word
>processor/drawing program is much easier to handle than LaTeX.

But it is the whole *essence* of TeX that you don't have to worry
about the way it comes out on the paper. Trust it --- probably don't
know half as much about typography as that program does. But I admit
that trying to include pictures is sometimes a bit of a pain. But
once you've figured it out for one picture, the rest is similar. I
never use anything else but LaTeX when I get the chance, and have
compiled some pretty complex documents with it. It's only in the
final stage that I regularly recompile and preview --- Just as it
should be. When typing a document, I'm an author, not a typrographer.

>|> Yet another point in favor of LaTeX and TeX (besides the excellent quality of
>|> their output): they are free!

>The current implementations of LaTeX on the ATARI computer line are cheap
>(shareware), but NOT free (MultiTex is 75 DM, LindnerTeX about the same).

Use CS-TeX. That's pretty free.

>|> And yet another one: I have seen many people who
>|> would not use LaTeX/TeX "because it is so hard to use" spending hours reading
>|> the manuals of their word processor, e.g. in order to find out how they could
>|> produce a table according to certain layout idea. They never succeeded...

[tables are easier in Papyrus]

I can't comment on this, as I've never worked with Papyrus. Tables
are pretty simple in LaTeX too, though. Even complex ones.

>The only thing that really convinced me about LaTeX was the ability to handle
>a mathematical formula. An important feature, but only for some of the users.

Including me.

>|> may suppose that their IQ is not that low, I could come to the conclusion that
>|> what is called "user friendliness" of a program is not necessarily related to
>|> "mouse driven".

>This is right, but it also doesn't mean that "not mouse driven" is
>a feature from which you can conclude user friendliness! LaTeX is
>NOT user friendly, especially if you don't have the money to buy
>a fast workstation to compile your documents!

Then don't. Type it in, and wait for the final stage to compile it.
If your docs aren't too complicated, two or three times usually
suffices. The whole *point* about LaTeX is that you don't have to
worry about the visual part.

>|> If you spend the same amount of time on reading a wordprocessor
>|> manual and reading a good book on LaTeX, you will be able to do much more
>|> sophisticated things in the latter case.

>Which "sophisticated things"? My opinion is that this is absolutely not true.
>Talking about special features: LaTeX doesn't offer you scalable vector fonts.
>papyrus and comparable WPs _can_ do this via NVDI3/Speedo5.

METAFONT rings a bell? The fonts TeX uses are generated from vector
fonts.

Regards,
--
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
/K%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */

2848. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995May15.161959.302@genrad.co.uk>
Source record: 165591

In article <D8KHyE.33L@cix.compulink.co.uk>,
phodgkins@cix.compulink.co.uk ("Phil Hodgkins") writes:

>The auto detect routine is in the start up stubs with 'aut' in the
>filename. I believe that Pure C can also auto detect the presence of a
>FPU.
>
>Exactly how this is done and how it affects the speed of using fp maths, I
>don't know.

I don't know either, but I would imagine (the most sensible way)
would be to put the detection routine at the very start of the compiled
program, and set a flag. Whenever a floating point calculation is attempted,
the flag is examined and the appropriate action taken. This would involve
minimal overhead, since the time taken by the floating point instruction
itself, whether emulated or done on the 68882, would be much longer. I think.

Does anyone know for sure? (Does anyone have the time to compile
a program and disassemble it? :-))

Paul

2849. Screen grab program

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995May15.162404.303@genrad.co.uk>
Source record: 165592

What is the best program for doing screen grabs? Thanks.

Paul

2850. Re: Page 6 Magazine

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: heathen@innotts.co.uk
Message-ID: <ABDD5B2696684959D@seriala07.innotts.co.uk>
Source record: 165593

In article <D8JMsx.5M9@cix.compulink.co.uk>,
sidcelery@cix.compulink.co.uk ("Harry Sideras") wrote:

>In response to rmccall@mcs.dundee.ac.uk's message:
> > Our of curiousity does Page 6 New Atari User still exist? I subscribed
> > to it until about 2 1/2 years ago.
> >
> > Rod
>
>You lasted longer than me then Rod. I gave up after WHS stopped stocking
>it.
>
>It does still exist. I believe there's a bit of controversy surrounding
>it since it's gone to an A5 size. I can't help with an address or phone
>number though - sorry.
>
I gave it up about a couple of years ago.
They were at:
PO Box 54,
STAFFORD
ST16 1DR
UK
Tel: 01785 213928

I can't promise the address is still current, though their PD library was
still listed by ST Format not too long ago. You could try asking on
comp.sys.atari.8bit

hope this helps

2851. Re: Telnet on Atrai?

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: heathen@innotts.co.uk
Message-ID: <ABDD5B28966849601@serialа07.innotts.co.uk>
Source record: 165594

In article <FEOEEGATUP@ath.shnet.org>,
g_hoh@ath.shnet.org (Guenther Hohenstein) wrote:

>Hello to all,
>
>is there any program to use telnet or ftp on Atari STE?
>

It depends on whether you are working through a host or a direct
connection. I you are on a direct dial-in, there's no reason why you
shouldn't use either NOS or Oasis; both are available from ftp.demon.co.uk
in the /pub/atari directory
They both use the KA9Q core, so should be ok. Certainly they work for ftp,
and the only time I've telnetted was to change a password.

2852. Re: Give it Up Sinclap!

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D8Mw9v.3xE@cix.compulink.co.uk>
Source record: 165595

In message <1995May12.023543.43263@cobra.uni.edu>, sinclap2954@cobra.uni.edu said:

> St users want it.. Do you speak for the dwindling number? Do you
> run Groiler 95 with extensive graphics and video? Nope is the
> answer...GET OVER IT!

Actually Yep is the answer!

--------------- CUT ------------------
> Jeff Minter is pathetic and has his face shoved up Tramiels ass. GET
> OVER IT!

Hey lets hope that Jeff is feeling in a slightly abrasive mood and has good access to a solictor - that could solve this problem quite quickly : you know how nasty US law can be about libel.

>
> Hickup...Hickup
--------------- CUT ------------------
> Godd for you.. Can't accept the truth can you?
--------------- CUT ------------------

Yes I can - the PC and Mac are, from a support point of view from major companies, better machines than the Ataris.
But _we_ are quite happy to carry on using our machines so how about giving up on your System 7 bible bashing and leaving us pathetic savages grubbing round in the dirt - We don't want converting thank you very much.

> Nope, you cannot accept the fact that the once beloved ST is no more.
> The ST has lost the price/performance for years as well as a decent
> software base.. GET OVER IT!

Have you _anything_ of use to put into this newsgroup or are you continually going to post messages designed purely to start a flame war. And before you say that all your messages are of use I mean messages giving advice to Atari users on Ataris (and not "Give up and by a Mac"). There are newsgroups specifically for having flame wars so how about going over there and getting on your soap box.

Just as an aside I see you are at a university : student or lecturer and what subjects.

Steve

2853. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D8Mx30.5HI@ecf.toronto.edu>
Source record: 165596

In article <3oth2f$rso@sphinx.gsu.edu>,
Tommi Pekka Hietavuo <gs01tph@panther.Gsu.EDU> wrote:
>You put it right, can't disagree!
>
>I think, many Mac-users feel the "a)" -way. They think they do us a
>favour, because they can't understand how anybody can be happy with
>computers like Ataris.. They really don't understand ;-) ...

I couldn't care less what machine you use. If you want to use an Atari,
why should I care?

I simply was responding to a post which contained some slight inaccuracies
regarding the original ST. I posted a few messages which mentioned the
benefits of standard human interface guidelines, and the Mac came up in the
conversation. I simply wanted to clear up some misconceptions about the Mac.
What computer you use is of no concern to me.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

2854. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D8MxBo.5rr@ecf.toronto.edu>
Source record: 165597

In article <FEOOAGCTUP@cabal.shnet.org>,
Thorsten Guenther <guenther@cabal.shnet.org> wrote:
>>The AV Quadras have a 40-pin connector called the "Digital Audio/Video"
>>port, which connects directly to the DSP, independently of the CPU.
>
>Really? Both machines, also the 660 AV? And, is this port syncable to
>48 kHz and 44.1 kHz?

Yes, both the 660AV and the 840AV have this port.
I believe the DAV port can be synced to 44.1kHz and 48kHz, but I can't
confirm that off the top of my head.

In addition, the AV macs and the PowerMacs also have the "GeoPort" serial
connector, which is a special serial port. You can connect the GeoPort
Telecom Adaptor to it. It provides A/D and D/A converter circuits and
phone-line interface circuitry.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
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|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

2855. for sale: Atari STe

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: yoda@neuromancer.ucr.edu
Message-ID: <3p8fgv$nmg@galaxy.ucr.edu>
Source record: 165598

For sale:
Atari 520STe with 2mb of ram and 200 commerical
games and applications. Entire collection!
$350 plus shipping

Future systems 100GTS 3 1/2" disk drive. Great
condition. $50 plus shipping.

No trades. All offers considered.
email to: yoda@neuromancer.ucr.edu

Paul Hruby

2856. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: pischke@ecf.toronto.edu
Message-ID: <D8MxJp.63x@ecf.toronto.edu>
Source record: 165599

In article <D8LuKv.2Hp@cix.compulink.co.uk>,
Ofir Gal <ogal@cix.compulink.co.uk> wrote:
>>The point I was making was not that replacement file selectors don't exist,
>>but that the fact that they're so much rarer on the Mac shows that Mac users
>>are satisifed with their file selector. I am.
>
>I have no idea why, it's almost as bad as the Atari one.

Of course you realise that it's a matter of opinion. My argument still holds.
The Macintosh file selector (or the Atari file selector) may not be your dream
file selector, but that doesn't mean everyone doesn't like it.

My argument against replacement file selectors was based only on interface
considerations.

--
Dave "Bear" Pischke (pischke@ecf.toronto.edu)
___ _____ Engineering is the art of moulding materials we do not fully
|__ |) | | | understand into shapes we cannot fully analyse and preventing
|__ |\ | |/\| the public from realising the full extent of our ignorance.

2857. Re: Zip Drive Software?

Newsgroup: comp.sys.atari.st
Date: 1995-05-15 00:00:00 UTC
From: RLSA99A@prodigy.com
Message-ID: <3p8epo$o88@usenetp1.news.prodigy.com>
Source record: 165600

Roland,

2858. Re: Atari history

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3pas70$n4n$3@mhafa.production.compuserve.com>
Source record: 165451

> Would Phoenix be too close to Falcon? :-> It'd keep that nice parallel
> universe going on that C= & Atari were always in, going.. now that they,
> too have become sucked up & bankrolled by a larger parent co.

Umm.. what "larger parent co." did Atari get sucked up and bankrolled by..?

BobR

2859. Re: SubStation Demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: popemerlin@delphi.com
Message-ID: <Z86dzTJ.popemerlin@delphi.com>
Source record: 165452

Hi,

No, It needs a 1mb STE or Falcon, and that's about it.

Phin

2860. Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: Alan Gauton <ag@spd.eee.strath.ac.uk>
Message-ID: <Pine.SOL.3.91.950516121020.1570A-100000@humpback>
Source record: 165453

I got the second copy of AW yesterday. I haven't had a proper chance to look at it in depth, but initial looks suggest this mag is just going to get better and better.

They say they had 1000+ survey replies in the first two weeks which shows some enthusiasm for the mag.

The main title feature is the Eagle, which gets a Buy Me rating.

BTW, have any subscribers got their prizes for being part of the "nifty-fifty" yet?

AG

Alan Gauton | Tel +44-(0)141-552 4400 x.2686
Signal Processing Division | Fax +44-(0)141-552 2487
Dept. of Electronic and Electrical Eng. | E-Mail ag@spd.eee.strath.ac.uk
University of Strathclyde, Glasgow G1 1XQ.| http://www.eee.strath.ac.uk/~ag/

2861. Re: The Mindset PC...

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HQKYKL7CRM8Y5CG5@SNYONEVA.CC.ONEONTA.EDU>
Source record: 165454

A couple of weeks ago I posted some info regarding the Mindset PC that was incorrect...

While in my college's library where I *should* have been studying for finals, my eyes happen to stray and find an old back issue of BYTE magazine which featured a review of the Mindset PC.

The Mindset was an MS-DOS computer that had impressive graphics capabilities but basically these capabilities were limited to 640x400x2 and 320x200x16 plus all IBM CGA video modes. The machine also had a strange PCjr like architecture that featured, among other things, two cartridge slots.

The Mindset was built by a small company in Sunnyvale, California and due to this fact and other similarities in the design to the ST, I believe some Mindset engineers were involved in the ST's development.

Well, this thread might not be all that interesting but it sure beats studying for my Stats final!

Regards,

Ari

Generation X with an extra Y chromosome...

2862. Re: Who has the most sexy AUTO folder?

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <fdd_9505161447@genesplicer.org>
Source record: 165455

Re: _Who has the most sexy AUTO folder?_, Andre Leistner wrote to All on 15 May 95:

AL> ckbd.prg -- best keyboard driver ever seen for TOS,

Please explain what this does and where do you get it?

2863. ST stuff for sale...

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: clive@netmag.cityscape.co.uk
Message-ID: <clive-160595110603@cparker.futurenet.co.uk>
Source record: 165456

I've been sorting through my storage area and I've found a heap of
Atari software and hardware I no longer need.

XtraRam Deluxe with 512K RAM for STFM - 20 ukp
XtraRam +8 card for MegaST, unpopulated, needs TOS 2,06 and 4Mb RAM - 40
ukp
HiSoft Basic 2.10 with 68030 libraries - 40 ukp
Maxon Crazy Sounds, German version - 20 ukp
Maxifile 3 - 15 ukp
Steno text editor - 10 ukp
Datalite 2 disk compression - 25 ukp
Hotwire - 15 ukp
Lookit & Popit - 15 ukp
Protext 6 - 40 ukp
Zydec hand scanner with Daatascan Pro software - 50 ukp
Vortex ATOnce 286 PC emulator for STFM or MegaST, tested - 40 ukp
TV Eyes digitiser, all resolutions - 25 ukp

Clive

--
Clive "Jurassic" Parker
Alternative e-mail addresses
cparker@futurenet.co.uk
parkerc@cix.compulink.co.uk

2864. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: clausb@hpbbn.bbn.hp.com
Message-ID: <3pa0n3$5qr@hpscit.sc.hp.com>
Source record: 165457

Maury Markowitz (maury@softarc.com) wrote:
: In article <3okcrk$ha8@hpscit.sc.hp.com>, clausb@hpbbn.bbn.hp.com (Claus
: Brod) wrote:

: > Hmm, please define "local bus" then.

: Certainly.

: LocalBus, or to be exact, VESA LocalBus is an adaptor style for PC's
: that supports good throughput and allows reasonable graphics rates over
: the bus.

OK, so you're talking about the specific implementation of a general
local bus concept on the PC. Of course, the ST doesn't have a PCI or
a VL bus, but its own system bus. The graphics chip, however,
connects directly to the system bus. You can't get more local than
that!

--clausb@bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Have you hugged your manager today?
--#include <std_disclaimer>---

2865. Re: Okami_how2SOUP_OUT?

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: lando5@iii.net
Message-ID: <RiBYDyTuiDVziool06b@iii.net>
Source record: 165458

In article <3ovdji$jib@tron.sci.fi>, Veikko Vanamo wrote:
>
> I'm testing Okami newsreader and it works wery well
> untill I want to send replys.
> When I'm creating replys with Okami and Oexport
> it creates files ex. 23456789.H 23456789.X and
> message.dat to MQUEUE folder.
>
> Whats going wrong ?

When you run OEXPORT, remember to invoke the -S switch to create
a SOUP packet. Without the switch, O's output is in UUCP format.
--
==========*Opinions expressed are mine and mine alone.*==========
David Anderson, Producer-type Guy | "No, I'm from Iowa. I only WORK in
"Addams and Doyle" | in outer space."
WBCS-FM (Country 96.9)/Boston | --James T. Kirk
===MSTie #46961 * I also enjoy Duckman, Friends, Sliders and Voyager===

2866. Re: 040 Accelerators (Was: Magic for Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D8o4BI.JqI@cix.compulink.co.uk>
Source record: 165459

```
>In the 1994 march issue? of ST Review there is an interview
>with Bob Gleadow where he 'claims' Atari had sold 80,000
>Falcons in Europe by that time.

Since when do you believe Atari?

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

2867. Setting up MiNT

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Message-ID: <Pine.SUN.3.91.950516190347.3596A-100000@nic.cerf.net>
Source record: 165460

Hi all,

I've tried my best to asnwer my own questions about this, but I just
can't make heads or tails of half the stuff I have on my HDD now :(

I got those 9 (!) MiNT installation disks from fpt.phil.uni-sb.de,
and found that the installation process does not work on my Falcon. I
had to manually un-zoo everything, and hack the .sys files to figure out
where things went. So now, I have \bin, \etc, \usr, and some others, and
thousands of programs in each.

The only problem is, I don't have many docs (they were't too good
about that part). So, I don't know how to set anything up.

I figure that I need tcsh, becase everyone says it's the best CLI
shell. I don't know the _first_ thing about tcsh, and my 'man' program
doesn't work (yet). Does anyone know where the docs are for this?

MGR also looked big, so I figured that was important. Do I want
that if I'm going to install X11R5? And, will X allow me to run GEM
programs? I'm not not sure of anything any more ;(BTW, I know I need
MiNTOS to run X (or do I!). MiNTOS scares me right now, though :)

Where is the 'official' documentation for MiNT? Not the
programmer's docs, (I have those), but the docs that tell me all the
great options I can put in my mint.cnf file?

Once I figure out where MiNT stops, and tcsh begins, and what X has
to do with it all, I'm sure I can figure out the rest of my thousands of
programs ;) Thanks for any help! How many other people are trying to
get this stuff set up?

Ben allfree
shadow@iris.yolo.com

2868. Re: Give it Up Sinclap!

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D8o3A3.F1L@crash.cts.com>
Source record: 165461

Listen folks, I have a unique position when it comes to computer platforms. I happen to own a 2.5 meg ST, a 4 meg Falcon030, a 16 meg PowerMac, and I constantly "troubleshoot" PC clone problems for others.

I like my PowerMac for the simple reason it is fast, however, it is actually depressingly slow on file and directory operations in System 7.5. From what I understand, the PowerMac's OS is mostly in 68020+ code and is running under emulation with the PPC 601 RISC processor. I have waited over five minutes for Sys 7 to get its thumb out of its butt when openning a "suitcase" of fonts to just show the directory! Granted, the suitcase had a couple hundred fonts, but come on! I have noticed other extremely inefficient coding with regard to file copying. This doesn't matter whether I have my extensions on or off, it's still SLOW for most OS operations. Sure, PPC coded software blows everyone away in speed, but it lacks significantly when accessing the OS.

I have found that my measly 8MHz ST can read and sort a directory, copy files, and read and sort again long before the PowerMac has even started to read just one file! Keep in mind I do use MagiC on it. Window operations and all GUI related operations are much faster even with TOS 1.0 than on my PowerMac. Heck, my PowerMac only has cooperative multitasking, which uses emulated 68K code for task switching (SLOW!). My ST, with MagiC, is pre-emptively multitasked and runs extremely fast, and definitely task switches more efficiently than my PowerMac.

Sure, the Mac's have some nice hardware, but they do not have an OS that does them any justice. It is too inefficently coded. Also, I have not seen any software running on a Mac that could not just as easily by converted to run on an ST or even a Falcon. The GUI's are almost identical (with some exceptions). I have seen features on both platforms that are better than the other's.

The differences between a Mac and an ST are that business writes the software to get the job done and has many people hired to finish it as soon as possible for the Mac. On the ST, I have found talent and pride being put into software. ST programmers write programs that work very efficiently in as little space as possible, with as much speed as possible. Mac programmers put code segments together, with the segments (object programming) being very large and inefficient, to form a program that is sloppy, slow, and space hungry. No care or enjoyment is put into programming for the Mac. There's no time or desire.

Why? Well, any programmer that wishes to put out a particular piece of software for whatever purpose is usually stomped on by big business with their assembly-line programmers and advertising. It's the "why bother" syndrome. It doesn't encourage creativity. I have always found that ST

programmers have been the most creative and definitly show a love for what they do.

Sure, the lemmings of the world think they have it good with their fancy machines, but they have no understanding of what makes a great machine. Frankly, my favorite machine is my Falcon030. It's the most used.

That's my opinion

Rich

P.S. I "Solicitor" here in the U.S.A. is called a "Lawyer". Mr. Sinclair might not know what a solicitor is judging from his adolescent rantings.

2869. POV for Falcon w/display

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D8o3FF.FFv@crash.cts.com>
Source record: 165462

Does anyone know of a version of POV that displays as it traces for the Falcon??

Rich

2870. Re: HAS STARDUST BEEN RELEASED YET IN ENGLAND?

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3p9usp$fg7@m1.cs.man.ac.uk>
Source record: 165463

In article <3oohp3$b3c@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>amez1@monash.edu.au wrote:
>: I have sent away for it and it is taking ages to arrive. Has it been released?
>
>It's *still* not out on the UK yet. This is getting a bit ridiculous really
>and frankly I'm wondering if it will EVER get released.

I hope they do soon... Future Publishing have already cashed my cheque...

Anthony
--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap
---

2871. Trying for a MiNTy fresh feeling

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <800679872.0@mettav.exnet>
Source record: 165464

```
It was none other than -Unknown- who did write on 9 May 95 that ....
-> everything is fine. Then, I run: mfsconf D:, and it says, "Path D:
-> is not a minix partition." Crazy computers! Go figure! Any help?
-> I have the minix.xfs in my root directory on C: (my boot drive). I
-> have the latest version of MiNTNP. My mint.cnf file reads:
-> INIT=C:\multitos\gem.sys
-> NOS_ROOT=C:\nos

Put the minix.xfs file in the c:\multitos\ folder and not on the root dir. as
sometimes stated in the dox. The same will be the case with the MintNet device
drivers as well when you get round to that.

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)
```

2872. Re: Zip Drive Software?

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199505160703.a39697@ms.maus.de>
Source record: 165465

In article <199505141109.a64788@hh2.maus.de>, Volker_Ricke@HH2.maus.de
wrote:
>
>RK>Our usual SCSI adapters do not work with it either.
>
>Why that? ZIP uses simple SCSI-1-commands so it won't be a problem using it
>with TT, Falcon or SCSI-interfaced STs.
>I believe there will come SCSI Tools support (Julian Reschke) or HDDRIVER
>support (Uwe Seimet) soon...

For us it depends on a test device and documentation being made
available to us. Then it will probably be a matter of minutes.

2873. www.tecnation.com/sonovista.html/

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-1605952159580001@tdw.vip.best.com>
Source record: 165466

www.tecnation.com/sonovista.html/

The above site may be of interest to Atari Falcon 030 owners or enthusiasts.

(Our previous posting is now obsolete - this IS the new working URL!)

--
Something wonderful IS happening!

TECNATION DIGITAL WORLD
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2874. Re: Mega ST questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fb8ea90_Tom.Thomason@fpc.ct.se>
Source record: 165467

To: CALLUM.LERWICK@flight.org

On 12 May 95, CALLUM LERWICK shot this through the ether to All ...

>> Yes, the Mega has a cartrige port. The difference to the old 1040 is
>> that the FM-modulator is missing and that the mega has an additional
>> Blitter u
CL>
CL> Don't forget, the Mega uses a switchable 16mhz/8mhz 68000 chip...

Aren't you thinking of the Mega STe rather than the Mega ST mentioned in the subject line? Not the same machine, you know. The Mega ST is 8MHz only!

ATB,
Tom

(UUCP Dialup connection)

2875. Re: Atari history

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fb90be4_Tom.Thomason@fpc.ct.se>
Source record: 165468

To: 76702.1466@CompuServe.COM

From: tom_thomason@fpc.ct.se

On 14 May 95, BobR shot this through the ether to All ...

B> Jack Tramiel does not believe in spending money on promotion, and Sam
B> Tramiel made a personal plea to Atari User Groups to be "Atari
B> evangelists" and "spread the word" about Atari.
B>
B> That question, #1, right at the top of Ric's list of questions is the
B> result.

Here in Europe, the continent that has given Atari it's greatest support throughout it's history, they usually don't even include tha Jaguar in their roundups of the "latest and greatest" in the games consoles reviews. They're all talking about how great it's going to be when Sega (or is it Nintendo) come out with "the world's first 64 bit games machine. The national distributor for Atari here in Sweden won't even let go of review machines so those publications and television programs covering this sector of the electronics industry don't ever write anything about it. I'm not much of a console player myself (my business partner and I share a Jaguar which doesn't get used very often) being satisfied with the games available for my Falcon, but I certainly think the Jaguar deserves more attention than it's presently getting.

Needless to say, the computer side of the business is 100% neglected!! I run one of about 8-9 companies in Sweden that try to support the Atari computer platform and the ONLY support we've been offered by the distributor was a display stand for Lynx!! This despite that the name of my company is the Falcon Pro Center and that we're one of the (if not THE) biggest distributor in the country.

Lack of marketing support has *always* been Atari's weak point. If proper support had been given from the very start the Atari market wouldn't be in the state that it is today. Despite the snide comments made by two-bit idiots like SincLap in this area, the Falcon is a perfectly good computer that CAN do almost anything the Mac's can do and does SOME things better! Lack of support from Atari Corps(e) (or whatever name they're using these days scared a large number of developers away from the platform on the lame excuse that there was too much pirate activity. IMHO there is procentually less pirating done on Atari than on any of the major platforms it's just that there are so many more of the opposition machines out in the marketplace that it doesn't make as much of a dent in the publisher's profits. Thank God (or whomever) for independent developers that are continuing to provide us with high quality software both as commercial and shareware products. These are the people that ensure that there will be a following for our platform for a number of years to come.

The other thing that will keep us alive is the recent entry of third party hardware developers that are now beginning to introduce TOS compatible machines with higher specs than those Atari gave us. Ironically, it may be the Tramiel's exit from the stage that may save Atari for us.

Cheers,
Tom

(UUCP Dialup connection)

2876. Re: 040 accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fb90db9_Tom.Thomason@fpc.ct.se>
Source record: 165469

To: sinclap2954@cobra.uni.edu

From: tom_thomason@fpc.ct.se

On 14 May 95, sinclap2954 shot this through the ether to All ...

s> Which Performa are you talking about? The Performa PowerMac makes your
s> Atari look like the Atari 8 bit OS and Geos!!GET OVER IT!
>> Dan
>> : TH

I don't usually bother to write replies to these idiotic flame messages
but there are a couple of points to be made here.

Since this area is intended for Atari users who are perfectly satisfied
with
their machines (as you make it abundantly obvious as you are with your Mac,
which I might point out I'm not overly fond of) why the hell do you bother to
come in here to brag about your machine. WE AREN'T INTERESTED in your juvenile
comments. If you want to discuss the pro's and con's in a polite manner, I'd
assume you're welcome to stay but, if you haven't got anything _constructive_
to add to the conversation why don't you ride off into the sunset.

I've been quietly following your thread for a while now and it sounds to
me like you're trying to overcompensate for some feeling of inadequacy. Please
do this somewhere else. Why don't you wander over into that big cornfield next
to your school, pick a nice fresh ear of corn, sit and contemplate where you
can stick it!!

That's the last you'll hear from me.

Tom

(UUCP Dialup connection)

2877. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <a75_9505170106@flight.org>
Source record: 165470

In message #759, C. Deforrest Smith writes:

> You realize, of course, that HD disks are -rated- by their manufacturers
> 2.0MB?

Most of that 2 megs is taken up by FAT/Directory tables, sector headers,
etc, so you only end up with 1.44 megs of actual storage.
--- -//- ---
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
--- -//- ---

2878. FS:ST software (and some

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <a76_9505170106@flight.org>
Source record: 165471

In message #766, RMartin615 writes:

> 1 double-sided floppy drive (720k) with power supply

I want that drive, $30?
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2879. Re: MagiCMac demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <a77_9505170106@flight.org>
Source record: 165472

In message #770, C. Deforrest Smith writes:

> Okay, silly question time, don't hurt me. Where can I find this thing, an
> are there other PD Mac emulators? Anything that'd run decent on a MegaST

I think your confused. MagiCMac is an Atari emulator for Macs. And its not
PD, its a demo of a commercial product. (or is it a PD demo of a
commercial product?)

--- -//- ---
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
--- -//- ---

2880. MegaST2 Floppy replacemen

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <a78_9505170106@flight.org>
Source record: 165473

In message #771, C. Deforrest Smith writes:

> I've got a MegaST with a dead internal floppy.. Pretty damn dead, actuall
>
> Now, since it's a 720k drive, is there any way I could replace this with
> a much cheaper IBM 720k drive? Only problem I see is that freaky eject
> button.
> Would it this work on any of the other ST's?

Yep, it should work just fine, other than the custom faceplate. Actually,
you could find an external floppy cheap and just swap the drive modules...
--------------------------- -//- ---------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
--------------------------- -//- ---------------------------

2881. Re: Mega ST questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <a79_9505170106@flight.org>
Source record: 165474

In message #778, "Roland Givan" writes:

> Nope - this is the Mega STE.
>
> The Mega ST is strictly 8Mhz only.

I stand corrected...

--------------------------- -//- ---------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
--------------------------- -//- ---------------------------

2882. Re: Mega ST questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <a7a_9505170106@flight.org>
Source record: 165475

In message #775, Roger Sheppard.. writes:

> the
> Mega
> uses
> a
> switchable
> 16mhz/8mhz
> 68000
> chip...
>
> Sorry
> you
> are
> wrong...!!!
>
>
> Its
> the
> MEGA
> STE
> that
> does,
> Please
> read
> the
> post
> before
> putting
> your
> foot
> into
> it....

I've always thought the MegaST had a 16mhz, ???

And.. I dunno why, but certain messages are comeing through with each word
on a seperate line, i think its the QWK door on Flightline BBS doing it
though...
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2883. FS/T: Atari 1040STf & SM1

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <a7b_9505170106@flight.org>
Source record: 165476

In message #859, ebattalio@tamu.edu writes:

> I have a 1040STf (sn: A1 69C 1011406) and a SM124 monitor
> (sn N1581017736, manufactured August 1985) for trade or
> sale. It works...played a Lode Runner clone on it yesterday.
>
> I'd like to trade for 8bit Atari stuff, but will accept Apple
> // and /// hardware and/or software or cash.
>
> Trades will have priority, and shipping is negotiable.
>
> Oh, it has the mouse and power cord. Both work.

Want a 600XL? I kinda want that monitor....

---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2884. Re: 040 accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <a7c_9505170106@flight.org>
Source record: 165477

In message #863, Thorsten Guenther writes:

> ...andf getting slower and slower and slower during the process. Have you
> bothere installing System _6_ on an 840AV?

You can't, all new machines require* system 7!
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

2885. Re: TOS upgrade

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <800591058.0@mettav.exnet>
Source record: 165478

It was none other than Keith Sunderland who did write on 13 May 95 that ....
GI>>> GEMRAM(or ROSMPSEED) and WinX work perfectly well with 2.06 in
GI>>> fact there are some features of WinX that are only possible with
GI>>> the version of the AES that is within TOS2.06 ..i.e 3.40 IIRC.
KS> I am trying to use Terminate ATM as my power unit on the Atari is
KS> dead. When I revive it can I download TOS2.6 from somewhere and load
KS> it in with GEMRAM then? It looks like this is what you are saying?
KS> Thanks

I don't know if that is possible but I was refering to the fact that a machine
with TOS2.06 in chip ROM would be able to accept the WinX patch
and that some of the features of WinX require that TOS (the version of GEM
shipped with TOS2.06 to be more precise) or greater to work.

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

2886. Re: ST Emulator4Macintosh

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.168.000B1B2B@ti.com>
Source record: 165479

In article <3p5mc5$8h0@imp.demon.co.uk> Huey@mediafrg.demon.co.uk (Huey) writes:
> Do you know of an ST emulator for a PC? My 520STFM has been crunching
>to a halt for some years now, and I'd love to get some of my old stuff running
>again.

Try Gemulator 3.02, you can get from Toad. It's an ST emulator, an STE version
will be out soon.

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`\\_//-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore <o o> 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com ===O=== 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

2887. Syncing 50/60Hz (was Ease and NeoDesk]

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.169.000B2E19@ti.com>
Source record: 165480

You can try INSYNC 1.0 which is a TSR that auto sync your monitor to 50/60Hz.

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`\\_//-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore <o o> 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com ===O=== 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

2888. Re: Give it Up Sinclap!

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950516025517.15048A-100000@mars>
Source record: 165481

On 12 May 1995 sinclap2954@cobra.uni.edu wrote:

> > My, what a very intelligent piece of conversation.
=BF=BF eh ??=20
=20
> > S > How is Doom II on the St?
Shouldn't that be Jaguar (Ataris Home Entertainment Console)

Who is this Pea Sinclair ?? What is he noizing about here ??? Can't he=20
impress the chaps in his own newsgroup? OK Pea, buy a color magazine and=20
amuse yourself, but get out of here! Go to rec.mac.wanking. =20

period.

// Jens M Andreasen
=20

2889. Some GEM Programming Questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: ee11cd@surrey.ac.uk
Message-ID: <3pb6ar$fb6@info-server.surrey.ac.uk>
Source record: 165482

Hi,

I'm a final year degree student and I'm writing a D2D package for the Atari Falcon. So far I've managed to implement the record & playback sections (I'm writing the editing part at the moment), however I have a few queries:

1. When I 'm playing/recording a sound file I display a model dialogue box to prevent the user from accessing any other part of the system. The reason for this is that during simultaneous playback/record, the timing is very critical - therefore I cannot allow the user to perform any other actions. I display the dialogue using the normal calls, except I use evnt_multi() and not form_do() for user input. The reason for this is that I want to stop playback/record whenever ANY key or mouse button is pressed (anywhere). Unfortunatley if another program's window is open (such as XControl) when this dialogue is displayed and the mouse is clicked on top of the open window, then that window is topped, and my program doesn't receive the event. How do I prevent this - i.e. how can I display a system modal dialoguebox that waits for multiple events?

2. Also, how can I detect if either mouse button (or both) is pressed using evnt_multi() - If I use the value 3 for the mouse parameter it still doesn't work.

3. How do I implement cycling of windows (i.e. using the CTRL-W keyboard short cut)? How do I know which window is the one that should be topped?

4. This isn't a programming question, as I've finished the record/playback section (apart from the niggles above) - I was thinking of uploading it to an FTP site so that I could get feedback from potential users (this would look good in my final report). How do I go about this - I've never actually uploaded anything - however I do have full internet access. Secondly, which FTP sites would be the best to upload it to?

Please send any replies to : ee11cd@surrey.ac.uk
- or - Craig.Drummond@ee.surrey.ac.uk

Thanks for any assistance.

Craig.

p.s. When I've finished the whole project I may upload the thing (executable, C-Source code, and -maybe- my actual report) - is anyone interested in this?

2890. BBS Software For The Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <800763900.0@mettav.exnet>
Source record: 165483

It was none other than -Unknown- who did write on 15 May 95 that ....
-> Anyway, I couldn't find a BBS program that would work correctly on
-> the Falcon. Has anything been put out to run on the Falcon?

most certainly has ... Octopus is really nice BBS package ,arguably the best
one around for ST or Falcon ATM and certainly works very nicely on the Falcon.

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

2891. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3pa7k5$g26@dux.dundee.ac.uk>
Source record: 165484

Alan Gauton (ag@spd.eee.strath.ac.uk) wrote:
: I got the second copy of AW yesterday. I haven't had a proper chance to look
: at it in depth, but initial looks suggest this mag is just going to get
: better and better.

: They say they had 1000+ survey replies in the first two weeks which shows
: some enthusiasm for the mag.

: The main title feature is the Eagle, which gets a Buy Me rating.

: BTW, have any subscribers got their prizes for being part of the
: "nifty-fifty" yet?

When will they announce who won the Falcon? :) That had to rank amoung one
of the best prizes I have seen in ANY computer MAG.

I ordered issue 2 last monday from the newsagent, but it wasn't in last
Friday. He said 'Atari World doesn't exist', I eventually managed to
persuade him it did and go another exucse that 'they are running late'.

When exactly did issue 2 come out?

Rod

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

2892. Re: High Speed Modem on F

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: Richard.Guziewicz@p18.f107.n320.z2.fidonet.org
Message-ID: <8A97273.00AD002AD9.uuout@genesis8.frmug.fr.net>
Source record: 165485

Greetings from sunny Corbarieu, Rich,
I'm using an Alto V34 with a standard Falcon TOs 4.02, and a
Semper/jetmail/LED package without any problems. (HSMODEM 6 as well)
I average about 2500 cps and 24000 baud rates with 115800 DTE rates. No
problems encountered. Of course, I have to keep the modem's auto-answer mode on
all the time, as the Falcon's serial port "incoming call" wire is inactive.

--- JetMail 0.99beta18 [JetMail 0.99beta18]
* Origin: Walden Pond, France (FidoNet 2:320/107.18)

2893. Re: (no subject)

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3packu$orj@epsilon.qmw.ac.uk>
Source record: 165531
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On se2ap@dmu.ac.uk, Alan Parker (se2ap@dmu.ac.uk) typed away:
: I have a friend at Compo and he is considering working on a 486 hardware

Not Simon, by any chance, is it. ;-)

--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

2894. Re: 040 accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: Christer Gustavsson <d2cg@dtek.chalmers.se>
Message-ID: <Pine.SV4.3.91.950516122831.26812A-100000@varoom.dtek.chalmers.se>
Source record: 165532

On 16 May 1995, David Stevenson wrote:

> guenther@cabal.shnet.org (Thorsten Guenther) writes:
>=20
> >Not to mention that the only WYSIWYG DTP program
> >runs on Atari compatible OSes.
> What the hell are you talking about?

It could be that when I write a document in Frame Maker at the=20
University, what I se on the screen is far from what I get when I make a=20
paper copy.

Regards, Christer.

Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H=D6N=D6	one failed."

2895. FOR SALE : Atari Soft/Hardware

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: acr2@doc.ic.ac.uk
Message-ID: <3p9snd$db0@oak46.doc.ic.ac.uk>
Source record: 165533
Cross-posted to: misc.forsale.computers.other.systems,comp.sys.atari.st

I have the following items available for (hopefully quick) sale. If you
dont like the price please feel free to make me an offer.

ALL REPLIES BY EMAIL ONLY PLEASE

1) Microdeal Stereo Replay - 8bit stereo sampling/playback @44khz.
Complete with software (very good).
Sorry, no manuals or box, but very easy to use.
Price - 20gbp

2) NeoDesk v3 Replacement Desktop Software - IMHO the best available
(without changing OS) - Unregistered, with disks, box, manual.
Price - 15gbp

All prices are in UK pound sterling, postage is not included, and is to
be paid by purchaser.
Please mail me for any information/or price negotiation!

I am in London, England.

Adam Reeve.

2896. Re: UK Need HELP! dialing into Demon (longish)

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: heathen@innotts.co.uk
Message-ID: <ABDD9E8196681468CF@seriala04.innotts.co.uk>
Source record: 165534

In article <800532024snz@ivecoft.demon.co.uk>,
Rod <Rod@ivecoft.demon.co.uk> wrote:

>Hello all,
>

> Can anybody see what I'm doing wrong?
>Thanks for any help that you can give
>
>Files follow. The password has been changed to protect the guilty
>***start of DIAL.TXT***
># DIALER script for login to Demon Internet Services
># this one for Oasis at Rods place
># Configuration
>configure:
>init "AT\r" <<--- look like this should read "ATZ/r" Try it.
>dial_cmd "ATDT"
>ld_code ""
>number "01582644848\r"
>retries 999
>#
>execute:
>init
>cwait 10000 "OK"
>cwait 45000 "CONNECT" "BUSY" "NO CARRIER"
>cwait 20000 "gin:" "NO CARRIER"
>wait 1000
>send "ivecoft\r"
>wait 60000 "word:"
>wait 1000
>send "passwd\r"
>wait 60000 "ocol:"
>wait 1000
>send "ppp mru=1500 idle=300\r"
>wait 60000 "HELLO"
>***end of DIAL.TXT***
>

If you'd like 0.42 ZIPped, UUcoded and mailed, e-mail me.
If you're really struggling, e-mail David Nash, the NOS maintainer at
<dnash@chaos.demon.co.uk>

Bugger; my new server's just done the "more included than new" trick on me.

While I'm here, you should be able to get 0.42 from Sounds Good BBS on
0115-955-4915; I think Paul should still have it on the system. If not, ask

him to call me and I'll reload it to him

I've been using 0.42 for a couple of months without problems (well, not dialling ones) <grin>. Once you get up and running, ftp to demon and get Oasis v1.1 if you can, else 1.04. It's 100% better than NOS despite using the KA9Q core.

best of luck

don't fret; this is to keep the server happy;

going

going

gone!

2897. Re: UK Need HELP! dialing into Demon (longish)

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: Stephen K Mulrine <robotron@moroder.demon.co.uk>
Message-ID: <199505160122.AA03685@moroder.demon.co.uk>
Source record: 165535

In a recent article, Rod <Rod@ivecoft.demon.co.uk> wrote:
[..]
>Errors:- On selecting item A from the main menu (logon to Demon) the
>program runs to the NET > prompt. press F10 and enter and AT is displayed &
>OK on the next line but no dialing takes place. In fact the status lights
>on the modem do not change at all.
>I have been trying also to grab 0.42 nos but I seem to be missing some
>files from the ftp dl. Lots of .c & .h files but nothing executable!?

That's the source code archive, "nos_042s.tos" or somesuch. If there's a
file called "nos_042e.tos", download that instead.

[..]
>***start of DIAL.TXT***
>configure:
>init "AT\r"
>dial_cmd "ATDT"
[..]
>#
>execute:
>init
>cwait 10000 "OK"
>cwait 45000 "CONNECT" "BUSY" "NO CARRIER"
>cwait 20000 "gin:" "NO CARRIER"

You're missing the command "dial", which should come immediately before the
line which begins "cwait 45000". You might still have problems with the
actual connection (or it may not be as good as it could be) - "AT" alone
isn't much of an initialisation string. Demon have a list of recommended
settings for US Robotics modems in the "modem.txt" file on their FTP site.

Stephen

2898. Korg Editor/Lib for STe

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: clark@ee.ualberta.ca
Message-ID: <3p8qud$1a40@rover.ucs.ualberta.ca>
Source record: 165536

Hey there kids!

I need a program editor/librarian program for my 1040 STe.
I have a Korg X5, and HATE editing sounds using a 2 line LCD
display! HELP ME!
A editor for the 05R/W will work, in a way, so that would be
nice too!
Any pointers or URLs to look at?
Thanks.
-clark

2899. Screen grab program

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2fb883e2_Sven.Bornemark@p56.dada.ct.se>
Source record: 165537

Hi Paul,

> What is the best program for doing screen grabs? Thanks.

Imagecopy! Contact FaST Club to get it.

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

2900. Re: MagiCMac demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3pa8nm$8i6@percy.cs.bham.ac.uk>
Source record: 165538

csmith@callamer.com (C. Deforrest Smith) writes:
>
>
>Okay, silly question time, don't hurt me. Where can I find this thing, and
>are there other PD Mac emulators? Anything that'd run decent on a MegaST2?

Try micros.hensa.ac.uk. MagiCMac is *not* Public Domain. It also is
not a Mac emulator - it is an operating system for the Macintosh
that lets it run Atari programs. It is related to the MagiC operating
system that you can get for STs/TTs/etc.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

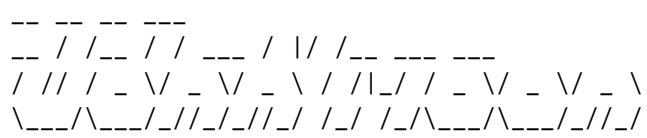
2901. Re: Elite or Elite II players out there?

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <3paa3b$36s@studioweb.com>
Source record: 165539

: Don't bother, it doesn't take very long to get the most powerful ship,

Don't believe him, it's a good game! Thousands of ST and Falcon users will
agree with me.

--



johnmoon@connexus.apana.org.au

2902. New Atari Dealer in Australia!

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <3pab59$36s@studioweb.com>
Source record: 165540

Just to let everybody know on this side of the world that a new Atari dealer here in Melbourne is now in operation.

Megatron Computer Industries
156 New Street
Ringwood, Vic., 3134.
61 3 9870 4017

They are selling FALCON, LYNX & JAGUAR. They also apparently have a large warehouse of spare parts as well.

In fact up until ATARI went belly up here in OZ, they were the official ATARI repairer here in Melbourne.

It looks as though they have resurfaced and now it makes them the THIRD Atari dealer here in Melbourne. 8-)

I hope Roger Shepherd is reading this!

--

```
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```

johnmoon@connexus.apana.org.au

2903. clip art

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: mus4ejs@leeds.ac.uk
Message-ID: <mus4ejs.1.000EEE5E@leeds.ac.uk>
Source record: 165541

can anyone recommend cheap and reliable clip art viewing/printing software for STe? Is it worth paying for Imagecopy 3, for example, or are cheaper programs as good for basic operations at least.....

2904. 1040ST For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: tcsmith@aplcomm.jhuapl.edu
Message-ID: <3paenq$mpu@aplcomm.jhuapl.edu>
Source record: 165542

I'd like to pass on the following Atari Hardware/Software system.

```
Item Date My Cost
-----------------------------------------------
Atari 1040ST/SC1224 color 12/86 925
Supra 2400 modem 4/90 135
Zram-440 4 MB 12/91 280
Supra 52 MB drive 12/91 400
200 3.5" DD/DS disks of software 400+
```

I invested $1740 plus into this system, but you can have it all
for just $200 plus shipping. The hard drive is worth that much!
Well ... maybe not, but this is still a good deal.

The processor is real flaky, good for parts.
Everything else is in good working order and in the original boxes
with manuals and stuff too.
The 200 disks contain both Commercial and PD software.

Total weight is about 40 pounds and contained in 4 boxes.

If you're interested, e-mail me at tcsmith@aplcomm.jhuapl.edu.

Thanks.

-tom


```
--------------------------------
Thomas C. Smith
Phone: (410)792-5000/(301)953-5000 x3442
E-mail: tcsmith@aplcomm.jhuapl.edu
--
--------------------------------
Thomas C. Smith
Phone: (410)792-5000/(301)953-5000 x7803
E-mail: tcsmith@aplcomm.jhuapl.edu
```

2905. Re: MED/LOW RES emulator wanted...

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: FELDAK79@SNYONEVA.CC.ONEONTA.EDU
Message-ID: <01HQKJ0M791U8Y5CEC@SNYONEVA.CC.ONEONTA.EDU>
Source record: 165543

Hi.

Technically, its impossible for an ST or a PC to simultanously display two different graphics resolutions on the screen at once (like 640x400 or 320x200, etc.). To my knowledge, only hi-end workstations and the Amiga have the hardware support to do this.

However, the EMULA emulator has a scrolling option that allows you to emulate a 640x400 mono screen while in 640x200 color mode. The screen will simply scroll the screen vertically in real-time (not in a window). If this is what you mean then yes, its been done and it is possible on an ST. Its not as useful and one might think because the fonts and screen gfx are also 'emulated' i.e. appear as though they would in mono, etc. This makes the screen difficult to handle and view not to mention this option takes up alot of RAM (to buffer the screens)...

Another reason why I recommend EMULA is because it is compatible with TOS 1.6 machines, relatively fast (faster than SEBRA), and HIGHLY conifigurable in that you can adust things such as mouse response, processor time %, screen scrolling, colors, and the accuracy of the emulation.

Actually, this emulation is less irritating that the Falcon's faster but flickering hardware interlace mode...

Hope this answers your question...

Ari

Budwiser & Coors are the opiates of the Blue-Collar masses...

2906. re: searching for pov-editor

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1517dlittle@nest.demon.co.uk>
Source record: 165544

General! We have intercepted a coded Imperial message from the Becroft system!

MB> From: mbecroft@iconz.co.nz (Mario Becroft)
MB> Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
MB> : Doug Little (dlittle@nest.demon.co.uk) wrote:
MB> : : cm3hirjd@bs47c.staffs.ac.uk (Requiem) wrote:

>>> : : I tried to do some work with it, but gave up due to the number
>>> of bugs and : : annoying 'traits' it seems to have - like selecting
>>> a popup menu and not : : being able to cancel without selecting one
>>> of the options - all of which : : have damaging consequences. That
>>> really is incredibly bad design!

MB> Just use the right button to exit
MB> popups.

Nope. Tried it. Has no effect.

MB> It has never crashed for me, is your EB ED POV set to
MB> reserve enough memory in the Parameters dialogue?

Yup. Tried it. Has no effect.

:)

Doug.

--

2907. re: 040 accelerators (was: magic for falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1516dlittle@nest.demon.co.uk>
Source record: 165545

General! We have intercepted a coded Imperial message from the Sideras
system!
HS> From: sidcelery@cix.compulink.co.uk ("Harry Sideras")
>> In <D834H7.2Gx@cix.compulink.co.uk> "Ofir Gal" wrote:
>>
>> There are about 150.000 Falcons around, now (German information).
>>
>> Divide by 10...
>>
>> Get real Ofir. Nobody would continue developing a computer if it
>> only sold 15.000 in three years. That makes no sense at all. Perhaps
>> if we asked C-Lab we would get a better picture of how big the
>> Falcon market really is. 15.000 is way out of hand.

HS> ISTR asking Doug Little a question about how many Falcons he thought
HS> were in circulation - it's his market after all. He said it was
HS> very difficult to estimate. When his hand was forced he guessed at
HS> 12,000.
HS> Was that right, Doug - coo-ee!

That was a while ago, but the figure is unlikely to have quadrupled in the
interval...

Actually, this WAS a GUESS - and nothing more. Purely based on sales
figures, mailing lists, correspondence from Atari UK & Atari US and a whole
lot of other vague stuff.

My adjusted guess would be anything between 15,000 and 30,000 in Europe
alone. And not many elsewhere (Atari never pushed them in the States or
Japan, so I wouldn't expect large numbers).

But then again, that could be rubbish.

Regards,

Doug.

--

2908. Don't knock DOOM II (was Re: Give it Up Sinclap!)

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950516.153007.91@powerslv.demon.co.uk>
Source record: 165546

In message <abf_9505110252@tor250.org> Dan Dreibelbis wrote:

> S > How is Doom II on the St?
>
> Now why would I want THAT garbage on my ST? We're better off
> without mindless brute-force-and-ignorance games played by guys with
> no life.

Now *that* was also a piece of uninformed and bigoted garbage. Go and stand in the corner and repeat ``I will not be like Roger and sinclap'' 100 times :-)

--
Cheers __
| /\ |\ | Powerslave Software: Official converters of Wolf3D
\/ \/ | \| and DOOM to Acorn RISC machines

2909. Re: Screen grab program

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3patfn$am2@bs33n.staffs.ac.uk>
Source record: 165547

Paul Hills (hillsp@genrad.co.uk) wrote:
: What is the best program for doing screen grabs? Thanks.

: Paul

For which computer?

The ST and STE (and to some extent Falcon) has the Supreme Screen Saver by Douglas Little (it was on a STF cover disk a while back) it works real well. Or the Ultimate Ripper cartridge.

For Falcon there isn't much choice aside from Image Copy 3.5, and that won't get you the more tricky or interesting screens either (ie from a demo or game).

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

2910. Re^2: SubStation Demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: christian.dahl@tnogobl.ct.se
Message-ID: <ftn_2.203.611.4_2fb8e1f4_Christian.Dahl@tnogobl.ct.se>
Source record: 165548

```
> Hey, what are the sys. req. on SubStaton? Will it work in a 1mb ST
> with Hard Drive?

Needs atleast STE with 1 Mb.

CD

( UUCP Dialup connection )
```

2911. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1605951425010001@edwarda.interlog.com>
Source record: 165549

In article <D8MGss.Gvn@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) wrote:

> And you try knitting a spencer with that ClarisWorks of yours.

You're obviously confused. I don't use ClarisWorks.

> Why don't people use programs doing what they *should*? Geez, People
> want a wordprocessor to draw pictures with, and a drawing package to
> edit texts with.

No, actually they don't. What the AVERAGE person wants is to make multimedia documents. LaTeX can't touch this, in this case I'll use your scarecrow and state that ClarisWorks can be used by a non-programmer/Unix hack and will do this far better thanm TeX could even consider. Don't bother trying to debate this, I used TeX to do my physics thesis.

The percentage of people for whom TeX is a better tool that Works because it does forumals can be counted on one hand.

> > Many other programs can.
>
> I guess *your* formulas.

No, I guess *my* _programs_ can. I've used FrameMaker, Mathematica and many other tools that are JUST as good TeX in terms of power and yet have a complete GUI. Anyone who thinks TeX is the best for formulas simply has NOT looked around the marker.

> more complicated stuff than " 1 + 1 = 2 ". Do you trust the marketing
> bullshit or do you trust an university full of mathematicians and
> physicists (and even computer scientists :-) all using TeX?

No, they all have large machine and think TeX is the only thing in the world. I know few physicists that even have anything more advanced than a 8088 on their desks in the office, and thus the ability to edit their files in pure text format to be fed into a TeX convertor is a useful feature.

On the other hand, the average user does not know how to program, and that's exactly what TeX is. For these users ClarisWorks and an add-on formula system does absolutely everything that TeX can do, much more, and it's all GUI based.

Maury

2912. Re: Telnet on Atrai?

Newsgroup: comp.sys.atari.st
Date: 1995-05-16 00:00:00 UTC
From: frank@tachyon.demon.co.uk
Message-ID: <800665610_OASIS_@tachyon.demon.co.uk>
Source record: 165550

In article <ABDD5B28966849601@seriala07.innotts.co.uk>
heathen@innotts.co.uk (Barry Heath) said:-

>They both use the KA9Q core, so should be ok. Certainly they work for ftp,
>and the only time I've telnetted was to change a password.

Yes, telnet works fine with ka9q/NOS. I use it all the time for IRC sessions
and the odd archie session.

Cheers,
Frank.

--

Frank Charlton : Reviews Editor, ST Format Magazine.
Tech Support (Atari), Demon Internet

2913. Re: BBS Software For The Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FERQBGUVUP@dksoft.ping.dk>
Source record: 165352

In <Pine.ULT.3.91.950515012337.26462A-100000@zeus.towson.edu> Mark McGowan wrote:

>Anyway, I couldn't find a BBS program that would work correctly on the
>Falcon. Has anything been put out to run on the Falcon?

Try Octopus. Probably the best available shareware BBS for any Atari computer.
Use it for free in a month before paying.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

2914. Re: SubStation Demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3pc661$pv4@golem.wcc.govt.nz>
Source record: 165401

] Hey, what are the sys. req. on SubStaton? Will it work in a 1mb ST with
] Hard Drive?

1meg ST*e* yes, ST, no. Most of the decent stuff coming out these days
seems to need an STe, or at least supports it (finally! :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

2915. Re: Atari "ResEdit" equiv?

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3pcakr$ajd@prime.mdata.fi>
Source record: 165402

In article <D8MHEq.Ey9@udcf.glasgow.ac.uk>,
Stephen D. Reid <sdreid@juno.music.gla.ac.uk> wrote:
>Is there an equivalent of the Mac ResEdit for Atari ST?
>Steve

Those are called "resource code editors".

ORCS (shareware -very good, but not for colour systems)
Interface (commercial, also colour)

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

2916. Re: Installing MiNT and X windows

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.800707028@gen-off-1>
Source record: 165403

ogal@cix.compulink.co.uk ("Ofir Gal") writes:

Someone said:
>>From the point of view of an average computer _user_, UNIX is a large
>>collection of useless rubbish. For the average UNIX program, one needs
>>to know how it could be written in C before one can really understand how
>>to use it.
>At last some sense.

Oh well, Ofir, we disagree again! I thought it was the biggest load of
cack I've read in ages. Why do I need to understand anything different
in order to run, say, POV under Unix or POV on the Atari?

PS Big binmail received, haven't got the right cable to play it yet,
other than through the internal speaker. I'll let you know :-)
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
"You're going to win nothing" - PessiMystic Meg.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

2917. FS: Atari ST HardWare: Listed!

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3pcl7g$8u5@kelly.teleport.com>
Source record: 165404

```
------------------------------------ --------------------------------------
1040STe, 1 Meg, ready to upgrade upto
4 Megs w/SIMMs, has Board for SIMMs.
More Ports than standard 1040ST. Brand
new, being sold for Atari store. Comes
with Built in DSDD Drive & Mouse. Some
Stores sell for $400. We sell, Brand
New for.................$300.00 U.S.

SF314 DSDD Drive w/Cable & Power
Supply. Brand New, being sold for
Atari Store. Some places sell New for
$175..We sell, Brand New,.$100.00 U.S.

SF354 Disk Drive upgraded to Double
Sided, with Cable & Power Supply
.........................$50.00 U.S.

SC1224 Color Monitor (January 1987)
.........................$75.00 U.S.

Mouse Master (ST/Amiga Compatible)Good
for Left or Right Handers..$25.00 U.S.

ComputerEyes Video Digitizer (Color or
Mono) Plugs into Cartridge Port,
digitizes off of any Video Source.
.........................$50.00 U.S.

All interested Parties Reply in E-Mail
to: bensmith@teleport.com or call
(503)256-9974 Anytime. Call for faster
service! Customer pays Shipping &
Handling.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)
```

2918. Re: Games: Substation

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <3pd3u3$gqg@studioweb.com>
Source record: 165405
Cross-posted to: rec.games.video.atari,comp.sys.atari.st

I downloaded the game yesterday, and I dont think it is up to par.
It looks really cheap and nasty......8-(

Not as good as their other stuff.

--

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@connexus.apana.org.au

2919. Re: 16 Mhz trouble

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950517125036.6502A-100000@zenita>
Source record: 165406
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

On 17 May 1995, S94 wrote:

> > 2. The CPU gets tooo hot after approx 4 hours of use. Glued some extra
> > metal arrangement (what I found in the kitchen) on top.
>
> Yes, after a few hours it gets hot enough to boil water (I put a few drops on it
> and they sizzled!) and burns to the touch, but I've left mine on for a month with
> no problems.
>
> S.Lai

It depends on the room temperature too. When I was down at 18 centigreedes
things worked allright, but at a more comfortable 21 centigreedes, dropdown
menus started to change if I was using a lot of midi interrupts. Proflight
just bailed out and crashed (no pun intended :-)

// Jens M Andreasen

2920. Re: Page 6 Magazine

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3pdh4q$i6l@dux.dundee.ac.uk>
Source record: 165407

: >You lasted longer than me then Rod. I gave up after WHS stopped stocking
: >it.
: >
: >It does still exist. I believe there's a bit of controversy surrounding
: >it since it's gone to an A5 size. I can't help with an address or phone
: >number though - sorry.
: >
: I gave it up about a couple of years ago.
: They were at:
: PO Box 54,
: STAFFORD
: ST16 1DR
: UK
: Tel: 01785 213928

: I can't promise the address is still current, though their PD library was
: still listed by ST Format not too long ago. You could try asking on
: comp.sys.atari.8bit

I'm more keen to know what sort of ST/Falcon coverage they have now.
Its a shame if its on its way out, it really was a good mag (for the
8 bit anyway.

Still all good things must come to an end, atleast I hope it wont happen
to them.

Rod
--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

2921. Re: Decision on MiNT?

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3pdhbh$i6l@dux.dundee.ac.uk>
Source record: 165408

Stephen Ticehurst (st39@bton.ac.uk) wrote:
: Lost (abstract@wam.umd.edu) wrote:
: : I'm considering downloading MiNT, but is it really all that?
: : Should I use it, is it worth my time? I'm not sure how to use it, but
: : it's the end of the semester, so I've got a little more time to spend
: : exploring now... Thanks for any comments, opinions, etc.

: : --LuNATIC

: IT all depends on your setup. I have managed to get it working on my
: 4meg STe with two disk drives - but it was only the minimum. You really
: need a harddisk to use it to its full advantage.

: One thing, it is a lot better/stable then it was a couple of years ago,
: I was quite surprised.
: --

As you pointed out it depends on the set up. I use it nearly all the
time on my Falcon. Once the initial AUTO folder .ACC problems were
solved its actually VERY stable. Indeed it crashes a fraction of the
number of times the WIN 3.1/NT machines crash here at the university.

"you need 16 megabytes or more for pre-emptive multitasking"
Bill Gates, Microshit

"Bollocks"
Rod McCall, Atari Owning Student

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

2922. Re: Installing MiNT and X windows

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3pdhi0$i6l@dux.dundee.ac.uk>
Source record: 165409

Can someone answer the following questions:

What do I need to run Linux on a F030?
How does it compare speedwise to TOS/GEM?

Rod
--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

2923. Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3pdi9n$i6l@dux.dundee.ac.uk>
Source record: 165410

Am I right in presuming that Atari World issue 2 is now available?
Well, my newsagent seems sceptical.

Rod

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

2924. Rainbow II Multimedia?

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3pdine$i6l@dux.dundee.ac.uk>
Source record: 165411

Can anyone tell me what this is?

Rod

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

2925. FS: Atari ST Games: Listed!

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3pclkf$90d@kelly.teleport.com>
Source record: 165412

```
U=Unopened=Brand New. Still Shrink
Wrapped. If U is shown then B-M-D
all apply and I won't open Box.
B=Box=Box or Original Packaging
M=Manuals/Docs. If # before M means
More than 1 piece Manual/Doc i.e. 2M
D=Disk/s # of Disks i.e. 4D. If just D
than only 1 Disk.

=--=Any Game $10=--=Any Game $10=--= =--=Any Game $10=--=Any Game $10=--=
Title: Make: Codes:|U-B-M-D|
------------------------------------ ----------------------------|-------|
A.L.C.O.N. Taito |U |
BoBo InfoGrames/Terrific SoftWare |U |
California Games Epyx | B M2D|
ChampionShip Wrestling Epyx |U |
Chess Champion 2175 ST The Oxford SoftWorks | B M D|
Crash Garret Metal Hurlant Logiciels |U |
Death Sword Epyx |U |
Dive Bomber Epyx | B M2D|
Dragon Scape Free Spirit SoftWare |U |
Final Assault Epyx |U |
Flight Simulator II SubLogic |U |
Flight Simulator II SubLogic | 4M D|
The Games / Winter Edition Epyx |U |
Gato Spectrum HoloByte | M D|
Gauntlet Mindscape | B M2D|
GFL Championship Football Gamestar |U |
Gold Runner II MicroDeal |U |
Golden Path FireBird |U |
Gunship Micro Prose | B3M2D|
The Hunt for Red October DataSoft | B2M D|
Jet SubLogic | B2M D|
Knight Orc Rainbird/Firebird |U |
L.E.D. Storm Capcom USA |U |
Man Hunter Sierra |U |
Mean 18 Famous Course Disk Volume II Accolade |U |
Metro Cross US Gold |U |
The Pawn RainBird/FireBird |U |
The Pawn RainBird/FireBird | B3M D|
Phantasm Exocet Software |U |
Prime Time First Row Software Publishing|U |
Project Neptune Epyx |U |
Renegade Taito |U |
```

S.D.I. Cinemaware | B M2D|
Space School Simulator (the Academy). CRL Group PLC |U |
Space Station Oblivion Epyx |U |
ST Karate Paradox/ElderSoft SoftWare | M D|
ST Mega Pack / 5 Disk set of Games. Tyne Soft | M5D|
Star Glider RainBird/FireBird | B3M D|
Star Quake Terrific Software |U |
SwiftaR Accustar Software | B M D|
Techno Cop US Gold | B M2D|
Test Drive Accolade | M2D|
Their Finest Hour LucasFilm Games | B3M2D|
TV Sports FootBall CinemaWare | M D|
Ultima V (Warriors of Destiny) Origin Systems Inc. |U |
Warship SSI |U |
World Games Epyx |U |
World Karate Championship Epyx | B M2D|
Zero Gravity MicroDeal | B M D|
Zynaps Hewson |U |
------------------------------------ ----------------------------|-------|

=--=Any Disk $5=--=Any Disk $5=--= =--=Any Disk $5=--=Any Disk $5=--=
Title: Make Codes:|U#B#M#D|
------------------------------------ ----------------------------|-------|
Balance of Power\Geopolitics in Nuclea Chris Crawford (1986) | D|
Balance of Power\The 1990 Edition MindScape, Inc. (1989) | D|
Brataccas Psygnosis | D|
Chaos Strikes Back FTL Games/SoftWare Heaven | 2D|
Colonial Conquest SSI | D|
Defender of the Crown MindScape, Inc. | 2D|
Flight Simulator II SubLOGIC | D|
HippoBackgammon Hippopotamus SoftWare, Inc. | D|
Leader Board with Dongle Access Software | D|
Millenium 2.2 Electric Dreams SoftWare | 2D|
MindShadow Activision | 2D|
OIDS FTL Games/SoftWare Heaven | D|
The Pawn RainBird/Magnetic Scrolls | M D|
------------------------------------ ----------------------------------|

All interested Parties Reply in E-Mail
to: bensmith@teleport.com or call
(503)256-9974 Anytime. Call for faster
service! Customer pays Shipping &
Handling.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2926. FS: Atari ST Misc. SoftWare: Listed!

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3pcmiv$951@kelly.teleport.com>
Source record: 165413

```
U=Unopened=Brand New. Still Shrink
Wrapped. If U is shown then B-M-D
all apply and I won't open Box.
B=Box=Box or Original Packaging
M=Manuals/Docs. If # before M means
More than 1 piece Manual/Doc i.e. 2M
D=Disk/s # of Disks i.e. 4D. If just D
than only 1 Disk.

=--=Any Title $10=--=Any Title $10=--= =--=Any Title $10=--=Any Title $10=--=
Title: Make: Codes:|U#B#M#D|
------------------------------------ ----------------------------|-------|
Analyze (Spread Sheet) Micro Systems Software | M D|
BB/ST (Bulletin Board SoftWare) QMI | M D|
Data Manager ST (DataBase) TimeWorks | B M D|
Express (Term/Text Editor/Mail List) Mirage Concepts, Inc. | M D|
EZ-Grade (Elect. Teachers GradeBook) Integral SoftWare | D|
The Graphic Artist (Application) Progressive Computer Applicat| B M3D|
HotWire (Shell) CodeHead | M D|
Macro Mouse Antic | M D|
Modula-2 /ST Language/w xtra Text Book TDI SoftWare | 2M2D|
Personal Pascal (Prog. Language) Optimized Systems Software | M D|
PHA$AR (Proffessional Home Accounting) Antic | B M2D|

=--=Any Disk $5=--=Any Disk $5=--= =--=Any Disk $5=--=Any Disk $5=--=
Title: Make Codes:|U#B#M#D|
------------------------------------ ----------------------------|-------|
Analyze (Spread Sheet) Micro Systems Software | D|
A-Ram (RAM Disk Drive) Antic/Kuma | D|
Data Map Collect(Req. Maps & Legends 2 Antic | D|
FONTZ! (?) v.1.03 NEOCept | D|
GFA Basic Book Programmer Tutorial MichTron | D|
Let's Make Greeting Cards (PrintShop?) ValueTime | D|
LinkWord-German Artworx | D|
Multi-Desk CodeHead | D|
Omni-RES Monitor Emulator Silicon Springs | D|
------------------------------------ ------------------------------------

All interested Parties Reply in E-Mail
to: bensmith@teleport.com or call
(503)256-9974 Anytime. Call for faster
service! Customer pays Shipping &
Handling.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
```

Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2927. FS: Books for your Atari ST: Listed!

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3pcmvi$98v@kelly.teleport.com>
Source record: 165414

```
Title: Publisher/Author: |Amount|
------------------------------------ ------------------------------|------|
Atari ST 3D Graphics Programming Abacus/Braun |$10.00|
The Atari ST Book (ST User's Guide) Index Legalis/Ralph C. Turner |$10.00|
Atari ST Internals Abacus/Bruckman,English,Gertis|$10.00|
Atari ST User's Handbook Weber Systems Inc/Gilbert Held| $6.00|
Introduction to Sound & Graphics Compute!/Tim Knight |$10.00|
Kids and the Atari ST Compute!/Edward H. Carlson |$10.00|
Programmer's Guide to Gem Sybex/Balma & Fitler |$10.00|
ST Applications Compute!/Brian & John J. Flynn|$10.00|
Understanding Atari ST Basic Programm. Sybex/Tim Knight |$10.00|
Working with the Atari ST Sunshine/Lawrence & England | $5.00|

All interested Parties Reply in E-Mail
to: bensmith@teleport.com or call
(503)256-9974 Anytime. Call for faster
service! Customer pays Shipping &
Handling.

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)
```

2928. Re: MegaST2 Floppy replacemen

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: csmith@callamer.com
Message-ID: <3pcncv$tnb@pinot.callamer.com>
Source record: 165415

>Yep, it should work just fine, other than the custom faceplate. Actually,
>you could find an external floppy cheap and just swap the drive modules...

Thanks, also to everyone else that responded.. I procured a 1.4M PC floppy drive, and popped it in (of course, it'll only work as a 720k..for now). Next order of biz is to perform surgery on the Mega's case to accomodate the PC faceplate. Sorry purists,the central eject button just wasn't gonna happen on the PC drive.

Pretty cool for $0.00.

cds

2929. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505171411.AA00540@ilmen.lanl.gov>
Source record: 165416

```
In article KMF@sci.kun.nl, sanders@sci.kun.nl (Sander Stoks) writes:
>
>What does FrameMaker cost? And Mathematica?

$599.95 and $519.00, respectively, via mail order. An 'enhanced' version of
Mathematica is available for $899.00 via mail order. These do considerably
more than simply print mathematical equations, of course, but then, at these
prices, they SHOULD! ;-)

LaTex is a great utility to have, but it's not for everyone.

>`multimedia' documents which is nice for adverts and posters but gives
>me a headache when I try to read them for more than two pages.

Ha! Your _signature_ gives ME a headache, but then, C always does that to me. :)
No complaints, though... at least it's only 4 lines as it's supposed to be:

>/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
>*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
>int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
>__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */

-Hutch- @ Fair Dinkum Tech
```

2930. Re: FS:ST software (and some

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505171414.AA00545@ilmen.lanl.gov>
Source record: 165417

In article 9505170106@flight.org, CALLUM.LERWICK@flight.org (CALLUM LERWICK) writes:
>In message #766, RMartin615 writes:
>
>> 1 double-sided floppy drive (720k) with power supply
>
>I want that drive, $30?

Please, people... respond to 'FOR SALE' ads via email, not through a public post, OK?

The rest of us couldn't really give a rat's behind on how cheap you are.

BTW, just how much -is- a "rat's behind" worth nowadays? :)

-Hutch- @ Fair Dinkum Tech

2931. Flash - HELP Please!

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: narwhal@netcom.com
Message-ID: <narwhalD8q1JL.IIo@netcom.com>
Source record: 165418

I have an Atari 1040STf with a single disk drive. Up until recently I
was using Flash II as my telecomm software but due to my faulty disk drive,
which occasionally acts up (earthquake damage, long story), Flash II got
eaten.

So I ended up with a copy of the original Flash, the original telecomm
software I used...and it's actually quite nice except:

1. I can't seem to set it for vt100 emulation (as I could with Flash II)
2. It only has xmodem and a very primitive ymodem batch (Flash II had zmodem)

For now I d'loaded Uniterm, but really I do love the capture buffer on Flash.
If the two points I mentioned could be rectified in some way...that is, if
there is some sort of upgrade for Flash that could fix these things... or
if there is a telecomm program that I can d'load that is similar to Flash
but also has vt100 emulation and zmodem... I would be most pleased.

If anyone can help me, please either post here or email me at:
narwhal@netcom.com

Thank you!!

Narwhal

2932. Re: Decision on MiNT?

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: st39@bton.ac.uk
Message-ID: <D8qAou.Gwt@bton.ac.uk>
Source record: 165419

Lost (abstract@wam.umd.edu) wrote:
: I'm considering downloading MiNT, but is it really all that?
: Should I use it, is it worth my time? I'm not sure how to use it, but
: it's the end of the semester, so I've got a little more time to spend
: exploring now... Thanks for any comments, opinions, etc.

: --LuNATIC

IT all depends on your setup. I have managed to get it working on my
4meg STe with two disk drives - but it was only the minimum. You really
need a harddisk to use it to its full advantage.

One thing, it is a lot better/stable then it was a couple of years ago,
I was quite surprised.
--

Stephen Ticehurst /\
s.ticehurst@bton.ac.uk \/ Atari STe + Mag!x + Ease = a happy user!
=-

2933. simms 4 sale (reduced prices!)

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: randyh@sr.hp.com
Message-ID: <3pd5t9$fm3@canyon.sr.hp.com>
Source record: 165420

I have four 1 megabyte simms for sale. These will work in ST mem upgrade boards and in STEs.

I want $20 a piece

or $75 for all four

--
Randy Hosler
randyh@sr.hp.com

2934. Graphics Boards for Mega4 ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: bign@fragile.termfrost.org
Message-ID: <3pd7at$920@echoes.Wittenberg.EDU>
Source record: 165421

After being without a color monitor for years, I finally bought a used one in canada. I was shocked at how small and crappy the resolution is. Now I only use the color (sc1224) for games and ANSITerm. The SM147 is used for everything else.

However, I'd like to have more than 2 colors at the 640x400 resolution. What graphics cards are available for the Mega4 ST and at what costs.

--

2935. Re: Games: Substation

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3pd93j$e64@bs33n.staffs.ac.uk>
Source record: 165422

popemerlin@delphi.com wrote:

: Visuals
: SubStation is an incredible action game in which the player moves freely in
: an extremelyfast real-time gouraud-shaded 3D world. The screen refresh rate
: for the 3D world alone is an amazing 25fps (frames per second) in a resolution
: of 320*160 using 3 bitplanes.

extremely fast = yes
real-time shaded = you wouldn't know it
25fps = true, but so what when the screen is mostly pure white?

: The 3D system is a state of the art development solution written by Mikael
: Emtinger and Oskar Burman, and will make Substation one of the most
: technically advanced games ever to appear on the STE or Falcon.

STE perhaps.
Falcon, not a chance.

: DD Audio
: To further increase the horrifying atmosphere in Substation, Tord Jansson
: (responsible for the amazing sound routines in Obsession) developed a special
: sound effect system called DD Audio (Distance & Direction) which enables you
: to hear where monsters are lurking. The combined effect of foggy colours and
: pit-pat of tiny monster feet from the far left will give you nightmares....

Very true... effects are beautiful, creep up on you well and make the
atmosphere ooze.

: MIDI-Link

Can't wait to try it...

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

2936. Re: www.tecnation.com/tecnation/sonovista.html/

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3pd9p2$e64@bs33n.staffs.ac.uk>
Source record: 165423

Patrik Sanfridsson (t94patsa@ida.liu.se) wrote:
: I'm going to include this site in my ever growing list. I have already
: "stolen" the very nice picture of a _black_ Falcon. :-)

: /Patrik

Site cannot be connected to anymore :(Doesn't work for me anyway...

Rich
PS - nice picture of a black Falcon on your WWW pages :)
--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

2937. Decompacting

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: David Stewart <nuntius@denial.demon.co.uk>
Message-ID: <3pdci9$lh5@imp.demon.co.uk>
Source record: 165424

I have an atari, which is not connected to the internet, so I am
downloading programs using my Macintosh. It would be much appreciated
if someone could tell me what the major decompacters are and where I can
get them. I do have arcx.ttp however.
Thanks.

David Stewart

2938. Re: Graphics Boards for Mega4 ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3pdd98$b0j@ccpnws.in2p3.fr>
Source record: 165425

Todd Hogarth (bign@fragile.termfrost.org) wrote:
> After being without a color monitor for years, I finally bought a used
> one in canada. I was shocked at how small and crappy the resolution is.
> Now I only use the color (sc1224) for games and ANSITerm. The SM147 is
> used for everything else.

> However, I'd like to have more than 2 colors at the 640x400 resolution.
> What graphics cards are available for the Mega4 ST and at what costs.

> --
>
There is a free project from Germany called VOFA4000 which allows you to
put a graphic card based on the ET4000 chip from Tseng Labs (I mean a
PC-ISA card) into a MeagST or 1040STf. There is an address given where
you can buy parts or the whole project (the adaptator and/or the graphic
card). The software used is NVDI ET4000. I am building this project but
I can not go to work for the moment (my leg is in plaster) so I can't
tell if it works (I suppose it does). I don't recall the FTP site where
I found the project but it was in Germany (maybe ftp.uni-paderborn.de).

--
+---+
| ACOUNIS Stephane Laboratoire de Physique Nucleaire et des |
| Hautes Energies - Universite PARIS 6 |
| Tel: (1) 44-27-43-62 Fax: (1) 44-27-46-38 |
+---+
I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

2939. Downloading Problem

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: P.J.Groves@Bristol.ac.uk
Message-ID: <9505171934.AA19482@mail.bris.ac.uk>
Source record: 165426

I am having problems downloading binary files for my Atari. (Text files are OK.)

I use FTP either direct or inside Lynx. This gets the files (usualy *.LZH) to my account at work from which I then use Kermit in server mode to transfer them to my Atari for unpacking. Invaribly I get Bad Heading errors from UNLZH172.PRG when I attempt to unpack them.

UNLZH172.PRG works fine on *.LZH files obtained from Public Domain libraries.

I am setting file transfer at all points to binary.

I also had the same problem when I had a CompuServe account - i.e. when I was downloading by a more direct route.

Today I tried a self extracting *.TOS file, still without success !

What am I doing wrong ! Must I get all my files on disk ! HELP !!!

2940. Re: New Atari Dealer in Australia!

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3pdl0f$4i5@golem.wcc.govt.nz>
Source record: 165427

In article <3pab59$36s@studioweb.com>, johnmoon@connexus.apana.org.au (John Moon) writes:
>Just to let everybody know on this side of the world that a new Atari dealer
>here in Melbourne is now in operation.
>
>Megatron Computer Industries
>156 New Street
>Ringwood, Vic., 3134.
>61 3 9870 4017
>
>They are selling FALCON, LYNX & JAGUAR. They also apparently have a large
>warehouse of spare parts as well.

What type of Jags are they selling, PAL or NTSC Only read Atari agents can
sell the PAL versions, and from what I have been told so far there are no Atari
agents this side of the World.......

A Dealer is not a Agent....!!!!

>I hope Roger Shepherd is reading this!

Yes but I don't live in OZZ and NZ is not part of OZZ, is it..??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2941. Games: Team

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3pdm1a$4qa@golem.wcc.govt.nz>
Source record: 165428

For those who don't know where to look, Team can be gotten from:

ftp://atari.archive.umich.edu/atari/Games/team.lzh

or

ftp://ftp.cnam.fr/pub/atari/games/team.lzh

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

2942. color printing of images

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: cip228@wpax01.physik.uni-wuerzburg.de
Message-ID: <3pcno2$et3@winx03.informatik.uni-wuerzburg.de>
Source record: 165429

Hi,

can anyone recommend me a program to print color pictures on a color printer?
i have several 256 color gifs and jpgs and a monochrome monitor but a color
printer.

thanks a lot.

andi.

ps: would you please reply to me by email, i would be very thankful.

2943. Some GEM Programming Questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <800751414_OASIS_@chowgar.demon.co.uk>
Source record: 165430

In article <3pb6ar$fb6@info-server.surrey.ac.uk>
ee11cd@surrey.ac.uk (Mr Craig P Drummond) said:-

>Hi,
>
>I'm a final year degree student and I'm writing a D2D package for the Atari
>Falcon. So far I've managed to implement the record & playback sections (I'm
>writing the editing part at the moment), however I have a few queries:
>
> 1. When I 'm playing/recording a sound file I display a model dialogue
> box to prevent the user from accessing any other part of the system.
> The reason for this is that during simultaneous playback/record, the
> timing is very critical - therefore I cannot allow the user to perform
> any other actions. I display the dialogue using the normal calls,
> except I use evnt_multi() and not form_do() for user input. The reason
> for this is that I want to stop playback/record whenever ANY key or
> mouse button is pressed (anywhere). Unfortunatley if another program's
> window is open (such as XControl) when this dialogue is displayed and the
> mouse is clicked on top of the open window, then that window is topped,
> and my program doesn't receive the event. How do I prevent this - i.e.
> how can I display a system modal dialoguebox that waits for multiple
> events?

Haven't got a clue her I'm afraid.

> 2. Also, how can I detect if either mouse button (or both) is pressed using
> evnt_multi() - If I use the value 3 for the mouse parameter it still
> doesn't work.

Nor here.

> 3. How do I implement cycling of windows (i.e. using the CTRL-W keyboard
> short cut)? How do I know which window is the one that should be
> topped?

Ditto.

> 4. This isn't a programming question, as I've finished the record/playback
> section (apart from the niggles above) - I was thinking of uploading it
> to an FTP site so that I could get feedback from potential users (this
> would look good in my final report). How do I go about this - I've never
> actually uploaded anything - however I do have full internet access.
> Secondly, which FTP sites would be the best to upload it to?

I'd say the best sites ar umich (hard to get to but mirrored at sunsite) and
Hensa. Give Danny here a shout and I'm sure he'll help you out.

>Please send any replies to : ee11cd@surrey.ac.uk
> - or - Craig.Drummond@ee.surrey.ac.uk
>
>Thanks for any assistance.
>
>Craig.
>
>p.s. When I've finished the whole project I may upload the thing (executable,
>C-Source code, and -maybe- my actual report) - is anyone interested in this?

Definately.

--

Simon Moore

smoore@chowgar.demon.co.uk

2944. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1705951518520001@edwarda.interlog.com>
Source record: 165431

In article <D8IFrB.K6F@cix.compulink.co.uk>, satty@cix.compulink.co.uk ("Stephen Atty") wrote:

> Two places :
> Modern Atari System Software (HiSoft 1993)
> Atari Falcon030 Developer Documentation (Atari 1993)

Hmmm, the dates are interesting.

Any chance of a synopsys?

Maury

2945. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1705951528560001@edwarda.interlog.com>
Source record: 165432

In article <D8MJ8n.J5t@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) wrote:

> But it is the whole *essence* of TeX that you don't have to worry
> about the way it comes out on the paper. Trust it --- probably don't
> know half as much about typography as that program does.

My my, that is a truly backwards statement if I've ever seen one!

Up with punch cards!

>|> And yet another one: I have seen many people who
>|> would not use LaTeX/TeX "because it is so hard to use" spending hours
reading
>|> the manuals of their word processor, e.g. in order to find out how
they could
>|> produce a table according to certain layout idea. They never succeeded...

Oh that's BS and you know it. Making a table in my WP takes seconds.

> >The only thing that really convinced me about LaTeX was the ability to handle
> >a mathematical formula. An important feature, but only for some of the users.
>
> Including me.

And me.

>> may suppose that their IQ is not that low, I could come to the
>> conclusion that what is called "user friendliness" of a program
>> is not necessarily related to "mouse driven".

Absolutely correct.

As I have taken pains to explain in other groups, GUI and "easy to use"
are NOT at all the same. Just look at Windows Program Manager/File
Manager nightmare split up. Ease of use comes from standardization,
familiarity and data-as-concrete. None of these require a GUI.

In fact, the only thing I can think of that makes most tasks easier and
requires and GUI is WYSIWYG, perhaps rather relevant to this thread.

I'll take another tack now...

Would you use TeX to make a 3 page picture pamphlet? Probably not, it's
not what it's for. However, you can do this AND formulas in FrameMaker.
And a lot of other things too.

TeX, IMHO, is how computers USED to be. You entered arcane commands
into text files then submitted them to batch programs for processing.
Those days are over.

Maury

2946. Re: SubStation Demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: Conan Ford <ford@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.90.950517184511.49710A-100000@srv1.freenet.calgary.ab.ca>
Source record: 165433

Another problem is that on the US keyboards the \ key is next to Return.

2947. Re: Substation - Game Demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: Conan Ford <ford@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.90.950517184710.49710B-100000@srv1.freenet.calgary.ab.ca>
Source record: 165434

You found flame throwers?

By the way, there is at least one hidden door level 1, 2 on level 2, and
2 on level 3.

2948. Re: how to optmimize USR 14.4K modem?

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: VanMil@mindlink.bc.ca
Message-ID: <70771-800762134@mindlink.bc.ca>
Source record: 165435

I would say that 800cps it to slow, I run a Intel external modem at 14,400 and manage to get between 1600 and 1800 cps out of it, so I think that you should be able to do better then what you have presently.

BVM.

2949. Directory lister for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: lamarth@delphi.com
Message-ID: <Be2dbPX.lamarth@delphi.com>
Source record: 165436

Can anyone recommend a good directory listing utility that will run on the Falcon? That is, something I can use to select a directory and/or disk and send a listing of the contents to a printer or file. All of the utilities I've come across so far either crash or just simply won't work correctly.

Thanks in advance-

David (lamarth@delphi.com)

2950. unix-like environment for falcon???

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: gaston@ludd.luth.se
Message-ID: <3pcnrv$5c0@father.ludd.luth.se>
Source record: 165437

Hi there.
This is a desperate man, looking for help. I'm working most of the time
on a UNIX workstation and would like to use my falcon in the same manner.
But I need help with the setup, so if there are anyone outthere with a
falcon/Unix please help me.
Questions?
Unix has a different filesystem with longer filenames and extensions,
how to accomplish that?
How to set up TCSH, with unixlike filetree?
I would like to use following programs, how to get them and how to
set them up in a perfect way, GCC,emacs,latex?
If there is someone with, as far as he concerns, has a perfect
working environment,again, please contact me. I would like to see
the file tree with subdirectories and everything, also the resource
files belonging to the above mentioned programs.
Hope to here from you.
/ a desperate man
gaston@ludd.luth.se

2951. Re: Tramel on TV, stock to rise?

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3peg6q$8q6@cxc1.cl.msu.edu>
Source record: 165438

markvanwyk@aol.com (Markvanwyk) writes:

>shorts when Jaguar and games missed promised development times.) This
>report made it sound like Atari is about to bust out big. Is the profit
>train about to leave the station again? If so, will you be on it? The
>headset will retail for $300. The Jaguar game console retails for $150.
>BTW - not one word in the report about Atari computers, of course.

Yeah, sure... The headset should be available real soon now, probably just
days after the CD ROM is released.

Don't hold your breath...
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

2952. Re: Papyrus For Os/2

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <3pdvo7$658@brachio.zrz.TU-Berlin.DE>
Source record: 165439

In article <da0_9505122330@centron.com> Tim.Jordan@cbbs.centron.com
(Tim Jordan) writes:
>well i have three questions how much will it cost?

In Germany, an upgrade of the Atari Version from Papyrus GOLD 3.x to
Papyrus GOLD 4 will be DM 69,-. We haven't yet decided about the OS/2 Version.

> when will it be released?

I can't tell more precisely than "about one month" for the Atari version.

> where will i be able to get it from and

North American distributor:

Oregon Research
16200 S.W. Pacific Hwy., Suite 162
Tigard, OR 97224

Phone: (503) 620-4919
FAX: (503) 624-2940

Internet: orres@teleport.com
Genie: ORA
Compuserve: 71333,2655

U.K. Distributor:

HiSoft
The Old School
Greenfield
BEDFORD
MK45 5DE
United Kingdom
Tel. ++44 (0)1525 718181
Fax ++44 (0)1525 713716

> how can i obtain a demo version of either version 4
> or one of it's predecesors?

Look for p36?demo.lzh in the following anonymous ftp
sites:

atari.archive.umich.edu: Applications/Wordproc
"wuarchive.wustl.edu" in the directory
"/systems/{apple2,mac,atari,ibmpc,next}/umich.edu"
"src.doc.ic.ac.uk" in the directory "/computing/systems/atari/umich"
"ftp.pht.com" in the directory "/pub/mac/umich"

and "archie.au" in the directory "micros/mac/umich".
archive.orst.edu /pub/mirrors/archive.umich.edu
micros.hensa.ac.uk: micros/atari/tos/...
ftp.cnam.fr: pub/Atari/Text

I'll upload a demo of Version 4 as soon as it is ready to the same sites.

Christian Nieber +-----------------+
email chris@buran.fb10.tu-berlin.de | Always plan ahea|
R.O.M. logicware, the Home of Papyrus |_____________d|
Raschdorffstr. 99, D-13409 Berlin | |
Tel. ++49/30/492 41 27, FAX 491 93 67 | |

2953. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FEQXDGECUP@zaphot.augusta.de>
Source record: 165440

In <3p7k21$ahc@newshost.uni-koblenz.de> Christoph Oberle wrote:

>I wonder if there really was a standard to include pictures in LaTeX
>which are NOT in postscript format. Creating a document that includes

You do not need a standard, as long as you do not want to exchange
documents with other people wich use other machines.
CS-TeX allows you to put GEM-images or GEM-metafiles into you documents.
Did you ever try to use a Papyrus-document including pixel graphics
with other software (e.g. Works or Tempus Word)??

[...]
>The current implementations of LaTeX on the ATARI computer line are cheap
>(shareware), but NOT free (MultiTex is 75 DM, LindnerTeX about the same).

If you do not need the latest implementation - e.g. LaTeX 2.09:

CS-TeX is free!! It is AFAIK available via FTP at paderborn.de or
tu-berlin.de. And it is possible to use LaTeX 2e with CS-TeX.

>Which "sophisticated things"? My opinion is that this is absolutely not true.
>Talking about special features: LaTeX doesn't offer you scalable vector fonts.
>papyrus and comparable WPs _can_ do this via NVDI3/Speedo5.

Did you really work with LaTeX? I dont think so... because you can
scale TeX-Fonts at ANY size you want!

>|> Oh, I forgot one last point: If there is something that LaTeX is not able to do,
>|> you are free to add your own macros written in TeX. Am I right when I say that
>|> if you are using a "normal" wordprocessor, you are limited to those features
>|> that its developers have implemented?
>How many average users are there who'd really spend the time to deal
>with TeX and to write macros in TeX. Hardly anyone. LaTeX itself already
>is complex enough.

It is very easy to create environments, new commands etc.
Again: Did you really work with LaTeX? Did you ever read a good
book about?

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

2954. Re: Ugrade for NVDI and MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: Darren.Trutzenbach@f616.n2605.z1.fidonet.org
Message-ID: <5f0_9505180301@nisc.fidonet.org>
Source record: 165441

In a message of 11 May 95 07:51:01, Alfasoldt@aol.Com wrote:

A> > No way am I going to pay out another $138 or more, thats rediculous.
A> > What is the price for upgrading anyway?
A>
A> I paid $69 U.S. each for NVDI 3.02 and for MagiC 2.01. The NVDI purchase
A> was an upgrade, the MagiC purchase was not.
A>
A> Al Fasoldt, Systems Editor, Syracuse Newspape

$69 is what MagiC cost me about 7 months ago and I purchased Nvdi actually for a little bit more. Why does the upgrade for NVDI cost the same as the non upgrade, sounds like a rip off. I have no problem with paying for software but when they try to suck every penny they can out of you it becomes a little annoying. Oh well enough of my grumling, Thanks for the info :^)

+===+
| ### R_O_U_N_D T_A_B_L_E BBS ### Shamong, NJ USA. (609)268-7524 |#
| ATARI & IBM Support, 12oo - 28.8, 2.2 Gig + 3 CD-ROM's |#
| -- |#
|Sysop: Darren.Trutzenbach@f616.n266.z1.fidonet.org - Darrenet@aol.com|#
| Fidonet 1:266/616 Atarinet 51:1/18 Tablenet 26:1/1 |#
| ~ NeST 90:301/18 FANFiles 95:200/18 ~ |#
+===+#
###

2955. Re: BBS Software For The Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3peg1k$8p9@cxc1.cl.msu.edu>
Source record: 165442

boyd@onramp.net writes:

>> Anyway, I couldn't find a BBS program that would work correctly on the
>> Falcon. Has anything been put out to run on the Falcon?

>RatSoft's supposed to work on the Falcon.
>One of the better atari BBS progs out there, in my opinion...
>Now, if only I had the a tele-# or address to give you..<grin>

R0dent Laboratories Software
P.O. Box 391
Alta Loma, CA. 91701 USA
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

2956. Re: Substation - Game Demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_2fba26ab_Magnus.Kollberg@p11.straight.ct.se>
Source record: 165443

In a message Craig. Graham wrote to All :
CG> enemies is good as well. Shame the 'machine gun' doesn't auto fire,
CG> and the lack of joystick/joypad and mouse support is a real bummer
CG> (It's keyboard only). The joypad has plenty of buttons - why not use
CG> them?

But as you said your self it's a demo version so you don't realy know if the
final version will have joypad support and I think it have.

Cheers,
Magnus Kollberg

(UUCP Dialup connection)

2957. Re: Falcon Accounts Progr

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: jondinga@io.org
Message-ID: <3peagb$f0@ionews.io.org>
Source record: 165444

On 05-07-95 jperez@uhunix3.uhcc.Hawai wrote to ALL...
j> Can anyone recommend an accounts program that is Falcon
j> compatible? I have a small service oriented business and I require a
j> program to generate invoices, track income, taxes, etc... I am having
j> difficulty finding an appropriate piece of software.

I just got a snail mail announcement from Acorn Software of Newfoundland, Canada that is a full featured acounting package with multilevel password protection, and a LOT of bells and whistles. I dont have it with me, but I talked to the author at ACE 95 and it LOOOKS good [source code was on a nonfunctioning hard drive, so he only had dialogues available then] from the perspective of some one who has bank accounting experience. Dont know if it works on the F030. I will post his email address [if there is one] or snail mail next time I post to the group [unless someone else has it?]

Jon

* (QW|{ 2.6 *

2958. Re: Stalker v3.02 and NVDI 3.01

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: cysco@tyrell.net
Message-ID: <D8qHD4.38v@tyrell.net>
Source record: 165445

Desmond Liu (Desmond_Liu@mindlink.bc.ca) wrote:
: Has anyone successfully managed to use NVDI 3.01 and Stalker 3.02 together
: successfully? It works if I disable GDOS, but I want Stalker to use the
: monospaced PC_ANSI.FNT and the IBM{06,11,12}.FNT fonts in my GDOS folder.

: Stalker does not seem to like NVDI's GDOS. I think I've seen this problem
: posted here before but I don't remember what the solution was.

You MUST upgrade to 3.04 if you want the GDOS stuff to work with STalker.

Jeffrey (STalker/STeno Developer)

2959. VGA ON ST ?

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <05171995.175601@empyr.dircon.co.uk>
Source record: 165446

Hi, Is it possible to connect a multisync VGA color monitor to an ST ?

Thanks in advance,

(Can I ask for e-mail too please ?..Kevan@empyr.dircon.co.uk)

Cheers,

Kev.

* ReJoinDer v 1.0 *
VQWK 6.20 [Rev H - 04/04/94]

2960. Re: Substation Demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199505172206.a27827@a2w.maus.de>
Source record: 165447

"Craig. Graham" (Craig.Graham@ncl.ac.uk) wrote on 16.05.95:

>For those who are interested, the demo version of Substation is on
>ftp.cnam.fr
and for those like me who have to use an email server it's in:

/pub/Atari/Games/subdemo.lzh and it's 257013 bytes

>Shame the 'machine gun' doesn't auto fire
I somehow got it stuck in auto fire mode, lost most of my ammo too
until I found that another CNTL clears it.

>the lack of joystick/joypad and mouse support is a real bummer
Right, and the fast route to RSI

>It does seem a mite easy (but that said, I've not found any of the keys
>for the locked rooms yet).
Me neither, killed everything I could find, including those two guys
who just leave their boots behind. Pretty pathetic looking monsters
and scenery, hopefully it'll get better on different levels or maybe
thy'll have time to fix it up before release. With better gfx it
would make a fine game. The controls are quite responsive, although
running doesn't seem to make much difference.

What can you do with the computer terminals?

>Also, you cann't pick up the flame throwers :(
Right. Can't go anywhere in the elevator either - hmm, maybe that's it.

Anyone from Unique here?

Ian_Taylor@a2w.maus.de The hidden secret of life is

2961. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fb9f028_Tom.Thomason@fpc.ct.se>
Source record: 165448

To: oberle@informatik.uni-koblenz.de

On 15 May 95, Christoph Oberle shot this through the ether to All ...

CO> The only thing that really convinced me about LaTeX was the ability to
CO> handle a mathematical formula. An important feature, but only for some

I'm not familiar with the Latex system in actual use, but I might point out that there _is_ a mathematical formula editor which can be used in conjunction with Papyrus. It's actually called formula and is a German product. The last I heard from Christian Nieber (the programmer of Papyrus) on the subject was that there were some plans to make "Formula" accessible from within the word processor itself. Even if this were not done it's quite a simple matter to edit a formula in "Formula" and import the results as an image into Papyrus.

le Rï¿½dacteur3, the French word-processor, had a built in formula editor which was a snap to use. Unfortunately, Rï¿½dacteur has/had several disadvantages compared to Papyrus. Among these were the lack of vector font handling and the inability to work with columns. OTOH, it is/was very fast and sported a built-in database and (in version 4) a spreadsheet.

ATB,
Tom

(UUCP Dialup connection)

2962. Re: Give it Up Sinclap!

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fba7492_Tom.Thomason@fpc.ct.se>
Source record: 165449

To: satty@cix.compulink.co.uk

From: tom_thomason@fpc.ct.se

On 15 May 95, "Stephen Atty" shot this through the ether to All ...

"A> Have you _anything_ of use to put into this newsgroup or are you
"A> continually going to post messages designed purely to start a flame
"A> war. And before you say that all your messages are of use I mean
"A> messages giving advice to Atari users on Ataris (and not "Give up and by
"A> a Mac"). There are newsgroups specifically for having flame wars so how
"A> about going over there and getting on your soap box.

If you save them out as ASCII files and then print them out on very soft
paper they become very useful!

"A> Just as an aside I see you are at a university : student or lecturer
"A> and what subjects.

He's probably a "maintenance engineer" which is the American euphemism for
dustman, toilet scrubber and general dogsbody!!

ATB,
Tom

(UUCP Dialup connection)

2963. Re: About LaTeX

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2fb9e046_Christian.Mittendorf@ostkupan.ct.se>
Source record: 165450

> From: oberle@informatik.uni-koblenz.de (Christoph Oberle)

Hejsan!

> The way to include pictures in LaTeX is one of the system's biggest
> disadvantage.
Therefore I changed to Papyrus.

> The current implementations of LaTeX on the ATARI computer line are
> cheap (shareware), but NOT free (MultiTex is 75 DM, LindnerTeX about
> the same).
You forgot Christoph Strunks TeX package which is the base of MultiTeX and
differs IMHO not too much from it. It _is_ PD and available from different
ftp-servers.

> handle
> a mathematical formula. An important feature, but only for some of the
> users.
You can still use LaTeX for the formulas and print them as an IMG file.

> Talking about special features: LaTeX doesn't offer you scalable vector
> fonts.
> papyrus and comparable WPs _can_ do this via NVDI3/Speedo5.
But the quality of scaleable vector fonts is not as good as one font for each
size. (Ask your next typesetter :-)

And there is another big advantage while writing documents with LaTeX: You'll
get a "feeling" for typesetting. If I compare my first documents written for
the university using Signum!2 (years ago...) with the way I write today I can
see a big advance. If you use a WYSIWYG system like Signum! or Papyrus you get
in danger of "playing" with the text and the pictures. And the result looks
mostly really awful. Using LaTeX you'll never have these problems - it's to
difficult to do those things :-) As I said before, now do I use Papyrus but I
am aware of the mistakes you can do to the layout. (Well, I think I am aware.
Perhaps a professional would still begin to cry seeing my documents :-)

Here at the university all students use Word 6 and when our group wrote an
essay I had really difficulties to keep the document "clean" and straight. They
wanted to change the font and create silly frontpages. In the end I gave up...
(Not only due to my friends but also due to WP 6 :-)

mvh,
christian

+++
Internet: chris@ostkupan.ct.se

(UUCP Dialup connection)

2964. SCSI-drive questions (Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3pcaeh$aie@prime.mdata.fi>
Source record: 165486
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm searching for a new 1Gb SCSI drive for my Falcon.
The following questions have arisen:

1. Is SCSI-II the same as FAST SCSI-II ?
2. Is anyone out there using an IBM SCSI-II drive(s) with their Falcon
(= do they work with a Falcon, are they good?)
3. Are Seagate Hawk drives really "second class" as some dealers say?
4. I recall once having a TOS-Magazin -program for testing hard disk
performance (with graphical output). If anyone knows the program,
please point me the ftp-site, or if you're really cool, uue it to
me. That program was the only one that gave a graph of the
drive's calibration interval & lenght, and that's something I have
to know before buing a drive.

Thanks.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

2965. Re: 16 Mhz trouble

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <3pcalu$66f@m1.cs.man.ac.uk>
Source record: 165487
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <Pine.ULT.3.91.950508205259.6240A-100000@mars>, Jens Andreasen
<jens-and@dsv.su.se> writes:
>
>
> On 7 May 1995, Lars-Erik 0sterud wrote:
>
> > Suddely one of my MEGA STEs (the one running ABK-BBS) won't run in 16 Mhz
> > As soon as I set the 16 MHz control-register the machine locks up completly.
> > Does anyone have any idea of what this could be (is there a chip to change) ?
>
> I've had the "16 mhz blues" in two flavours:
>
> 1. The socketted chips had become a little loose. Pressed them back.
>
> 2. The CPU gets tooo hot after approx 4 hours of use. Glued some extra
> metal arrangement (what I found in the kitchen) on top.

Yes, after a few hours it gets hot enough to boil water (I put a few drops on it
and they sizzled!) and burns to the touch, but I've left mine on for a month with
no problems.

S.Lai

2966. Games: "Team"

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3pc7cs$q7f@golem.wcc.govt.nz>
Source record: 165488

All you footbal-game fans with 1meg STes or Falcons, check out this demo of the game "Team" from Impact software, very impressive, it uses all the enhanced features, has brilliant full-stereo 50Khz intro music (which I can't rip out properly :) Uses full overscan giving some crazy resolutions, extra colors, blitter. The field scrolls amazingly smooth, and the gameplay looks similar in quality to Kick Off 2 or Sensible Soccer. Pretty impressive stuff!

Now, if only I could work out how to control these soccer games, they're damn near impossible, Speedball 2 I can manage, but controlling soccer games is a lot more difficult than playing it for real!

Steve "Where's my CBR900RR?"

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

2967. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D8psDn.KMF@sci.kun.nl>
Source record: 165489

In <maury-1605951425010001@edwarda.interlog.com> maury@softarc.com (Maury Markowitz) writes:

>In article <D8MGss.Gvn@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) wrote:

>> And you try knitting a spencer with that ClarisWorks of yours.

> You're obviously confused. I don't use ClarisWorks.

In that case, I apologize. But I hope you get my point.

>> Why don't people use programs doing what they *should*? Geez, People
>> want a wordprocessor to draw pictures with, and a drawing package to
>> edit texts with.

> No, actually they don't. What the AVERAGE person wants is to make
>multimedia documents. LaTeX can't touch this, in this case I'll use your
>scarecrow and state that ClarisWorks can be used by a non-programmer/Unix
>hack and will do this far better thanm TeX could even consider. Don't
>bother trying to debate this, I used TeX to do my physics thesis.

Aaargh! `Multimedia documents'? What's that supposed to mean?
Documents with audio and movie fragments in them? I can't speak for
`the' average person, but most people I know write documents because
they have something to tell --- whether it's some kind of a report or
a scientific article.

> The percentage of people for whom TeX is a better tool that Works
>because it does forumals can be counted on one hand.

Granted.

>> > Many other programs can.
>>
>> I guess *your* formulas.

> No, I guess *my* _programs_ can. I've used FrameMaker, Mathematica and
>many other tools that are JUST as good TeX in terms of power and yet have
>a complete GUI. Anyone who thinks TeX is the best for formulas simply has
>NOT looked around the marker.

What does FrameMaker cost? And Mathematica?

>> more complicated stuff than " 1 + 1 = 2 ". Do you trust the marketing
>> bullshit or do you trust an university full of mathematicians and
>> physicists (and even computer scientists :-) all using TeX?

> No, they all have large machine and think TeX is the only thing in the
>world. I know few physicists that even have anything more advanced than a

>8088 on their desks in the office, and thus the ability to edit their
>files in pure text format to be fed into a TeX convertor is a useful
>feature.

> On the other hand, the average user does not know how to program, and
>that's exactly what TeX is. For these users ClarisWorks and an add-on
>formula system does absolutely everything that TeX can do, much more, and
>it's all GUI based.

Is LaTeX really _that_ hard to learn? Okay, it *does* take a long
time to get used to it, and I would certainly not recommend it to
someone who just wants to write a simple letter.

One other thing is that the quality of texts produced with TeX is
really outstanding, typographically speaking. I have not seen any
other wordprocessor that can match. How many wordprocessors
automatically apply ligatures? How many even make a difference
between hyphens, en-dashes and em-dashes? How many have the
excellent hyphenation algorithm that TeX uses?

Note that I'm not asking for examples (`But WP 6.0 *does* add
ligatures!'), I'm saying that the emphasis is shifting from
readability and typographic correctness to flashy, `multimedia'
documents which is nice for adverts and posters but gives me a
headache when I try to read them for more than two pages.

And the worst thing is, nobody seems to care. When I try to explain
to someone what a ligature is, I pull out a book from the shelf and
try to show him one --- but most books nowadays _are_ made with crappy
wordprocessors and thus don't even contain them! Very depressing...

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

2968. Mega ST 2 or 4 wanted

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: gbccljlb@ibmmail.com
Message-ID: <gbccljlb-1705951058140001@146.105.1.8>
Source record: 165490

Anyone got a mega ST (or STE) for sale ? please email me if you have in
the south of england for reasonable money SM125 also desireable.

Regards

Julian

--
Julian Lewis-Booth | I've had it with reality,
julian@lbooth.demon.co.uk | I want a fairy god mother
gbccljlb@ibmmail.com (pref) |
JLBOOTH@applelink.apple.com | United Kingdom

2969. Re: SubStation Demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3pcgkv$3fs@news.iesd.auc.dk>
Source record: 165491

In article <Z86dzTJ.popemerlin@delphi.com>, popemerlin@delphi.com writes:
> Hi,
>
> No, It needs a 1mb STE or Falcon, and that's about it.
>
> Phin

Is there a Falcon-version planned ??

The current version has good game-play, but the graphics are a bit dull.

Keep Cool and Flying...

ChainXOR...

2970. Re: Don't knock DOOM II (was Re: Give it Up Sinclap!)

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3pchbl$3fs@news.iesd.auc.dk>
Source record: 165492

In article <19950516.153007.91@powerslv.demon.co.uk>, jon@powerslv.demon.co.uk (Jon Kale) writes:

> --
> Cheers __
> | /\ |\ | Powerslave Software: Official converters of Wolf3D
> \/ \/ | \| and DOOM to Acorn RISC machines

Hmmmmmmm, I was just thinking, if it was possible for you to convert DOOM and Wolf3D for the Falcon ???

Could be very interesting.

Keep Cool and Flying....

ChainXOR...

2971. Re: Substation - Game Demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3pchq9$3fs@news.iesd.auc.dk>
Source record: 165493

In article <3p9q9m$qng@whitbeck.ncl.ac.uk>, "Craig. Graham" <Craig.Graham@ncl.ac.uk>
writes:
>
> For those who are interested, the demo version of Substation
> is on ftp.cnam.fr.
>
> Ok, the graphics aren't as good as Towers2 (I was playing on a f030)
> but it's still a good blast, and the suspense whilst hunting for
> enemies is good as well. Shame the 'machine gun' doesn't auto fire,
> and the lack of joystick/joypad and mouse support is a real bummer
> (It's keyboard only). The joypad has plenty of buttons - why not use
> them?
>
> It does seem a mite easy (but that said, I've not found any of the
> keys for the locked rooms yet).
>
> Also, you cann't pick up the flame throwers :(
>
> Craig.

Well SubStation is a good game for STE-owners - not more.
I've also tried it and my impression was that the sound was good and
the gameplay was good too (and fast, at least on the Falcon), BUT the
graphics were very disappointing in a Falcon-perspective.
Yes, I know that the STE can't do much better, but it would have been
cool if there had been a special Falcon-version of SubStation.

If a Falcon-version appears - I'm definitly a buyer.

Keep Cool and Flying...

ChainXOR...

2972. *Wanted: OLDER HOME VIDEOGAME SYSTEMS! =)*

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: aquarius@netcom.com
Message-ID: <aquariusD8p8DL.EI6@netcom.com>
Source record: 165494

--
aquarius@netcom.com

2973. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: gjw@netcom.com
Message-ID: <gjwD8p8HL.32q@netcom.com>
Source record: 165495

In article <199505152150.a45040@rs.maus.de>,
Thorsten Floeck <Thorsten_Floeck@rs.maus.de> wrote:
>GJW>Actually, the pl5 kernel built by Roman Hodek has problems, too
>
>which version do you mean? The actual kernel up to patch 25 is available at
>wctc6.chemie.uni-wuppertal.de (132.195.9.135) in pub/Linux68k.aktuell.
>
>This version has no problems and is built by Roman.

I was using the kernel:

ftp.uni-erlangen.de:/pub/Linux/LOCAL/680x0/vmlinux0.9pl5.p1-19

That was the latest that was available at the time.

Unfortunately, I can't keep up-to-date with *every* ftp site in Germany!

-Greg

2974. ST hardware/software forsale

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: jaszcz@louie.EEAP.CWRU.Edu
Message-ID: <3pbnuo$41l@usenet.INS.CWRU.Edu>
Source record: 165496

hardware (make offers):

4 meg mega 2 ST computer + keyboard + mouse: $150
Atari monochrome monitor: $40
Supra HD controller + case + power supply: $50
casio CZ 101 digital synth with midi in/out, midi cables included: $100

software (original disks/box shipped, make offers):

Development: GFA 2.0, GFA 3.0, Devpac ST, Assempro
Games: Flight Sim II, Fighter Bomber, Falcon

books (make offers):

ST internals, ST gem programmer's reference, compute's VDI referece
MichTron's programming with GFA 3.0, Motorola's 680x0/6888x programmer's
reference.

reply to bpj@po.cwru.edu

PS: I will significantly discount the prices if you want to take it all.

2975. HELP: 1040ST/TOS 1.00 Disk Probs!

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: sbostw1@umbc.edu
Message-ID: <3pbq2r$ogv@news.umbc.edu>
Source record: 165497

I recently bought a 1040ST and have had no complaints about it. Unfortunately, after downloading EVEREST (ever_e_33.tos or something like that), some of my TEXT files are "screwey". For instance, in some of my files there suddely appears a line that has JUST the filename I am editing in it. It erases everything else and is messing up my work (C programs). I have TOS v1.00 (I know, I know, but I hope to get it upgraded this week or next to TOS 2.06), no HD, 1mb RAM, basically your standard run-of-the -mill 1040ST. I've tried it on both MS-DOS formatted disks and ST formatted disks to no avail. PLEASE HELP IF YOU CAN!

2976. Re: Installing MiNT and X windows

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D8pEz2.Doy@cix.compulink.co.uk>
Source record: 165498

>From the point of view of an average computer _user_, UNIX is a large
>collection of useless rubbish. For the average UNIX program, one needs
>to know how it could be written in C before one can really understand how
>to use it.

:-)

At last some sense.

Ofir ogal@cix.compulink.co.uk

2977. Re: HDDriver

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <6B4ZB12@moacs.indiv.nl.net>
Source record: 165499

Terry May (Terry.May@rebel.genesplicer.org) wrote:

> GI> HDDRIVER is by a long shot the best driver for the Falcon.
>
> Why? What does it have over, say, ICD Pro?

SCSI arbitration, XHDI protocol, asynchronous I/O (with MagiC3).

Waldi

2978. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-05-17 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <TB4ZB1Z@moacs.indiv.nl.net>
Source record: 165500

Phil Hodgkins (phodgkins@cix.compulink.co.uk) wrote:

> The auto detect routine is in the start up stubs with 'aut' in the
> filename. I believe that Pure C can also auto detect the presence of a
> FPU.

AFAIK the Pure C library detects an I/O mapped 6888[12]. To use a real
coproc, generating inline F instructions, one of the compiler options
must be set (similar to the gcc m68882/soft-float options).

> Exactly how this is done and how it affects the speed of using fp maths,
> I don't know.

I suppose that the overhead of testing a flag, which indicates whether
software emulation or an I/O mapped FPU must be used, is acceptable.
But if there is a real coproc in the system, the overhead would be
relatively expensive, and there is also a problem with optimizing the
code. An 68882 is capable of overlapping arithmetic operations with
certain types of FMOVE instructions, a good optimizer will rearrange
instructions for maximum concurrency.

Waldi

2979. dynamic IPaddress KA9QNOS

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: fvdakker@sterbbs.nl
Message-ID: <7858-27697601@sterbbs.nl>
Source record: 165302

I'm trying to connect my Falcon to Internet with KA9Q/NOS.
After I solved the problem of not being able to attach the
modem (solved with HSMODA), I can't get the ting to work with dinamic
IP-adresses.
Also I got the most recent version I could find on the ftp-site
disabuse.demon.co.uk, I think it was 0.42. I combined this with the
stuff I already had from the STNET-software, edited only some
IP-adresses. Then I thried it and it didn't work. I couldn't find
anything that could help me in the "manual."
Well, actually I found some sort of command called bootpd or something
like that, but NOS doesn't know that command.

That explains my question:

Is there a STARTUP.NOS that can handle that or isn't it possible at
all?

Thanks in advance for all replies,

Greetings,

Frits van den Akker, JFA Software, E-mail: fvdakker@sterbbs.nl
MajorNet: Program@STR Fido: Frits van den Akker@2:2802/221

--
|[From]==|
| Worldgroup Information Services Europe, WISE: +31 (0)1880 - 40035 |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 36 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

2980. Re: New Atari Dealer in Australia!

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: wizzo@connexus.apana.org.au
Message-ID: <3pfucl$1mj@studioweb.com>
Source record: 165303

John Moon (johnmoon@connexus.apana.org.au) wrote:
: FYI..... look at em Roger, AND WRITE THEM DOWN pleeeeeessse!

: Mouseworks (melbourne) 61 3 9571 7155
: Megatron (melbourne) 61 3 9870 4017
: Nintegatari (albury) not sure of the number sorry
: Zygot 1800 658605 (freecall) 61 59 77 8098
: Austech (melbourne) 61 3 9894 1652
: Super Products (Shailer Park) 61 7 801 1218

Avoid Austech though...

Jared

: --
: __ __ __ ___
: __ / /__ / / ___ / |/ /__ ___ ___
: / // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
: ___/___/_//_/_//_/ /_/ /_/___/___/_//_/
:
: johnmoon@connexus.apana.org.au

2981. Re: Don't knock DOOM II (was Re: Give it Up Sinclap!)

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950518.111003.71@powerslv.demon.co.uk>
Source record: 165304

In message <3pchbl$3fs@news.iesd.auc.dk> Henrik Lunardi Weide wrote:

> In article <19950516.153007.91@powerslv.demon.co.uk>, jon@powerslv.demon.co.uk (Jon Kale) writes:
>
> > --
> > Cheers __
> > | /\ |\ | Powerslave Software: Official converters of Wolf3D
> > \/ \/ | \| and DOOM to Acorn RISC machines
>
> Hmmmmmmm, I was just thinking, if it was possible for you to convert DOOM and
> Wolf3D for the Falcon ???
>
> Could be very interesting.

DOOM - no way. At the moment, we've got an ARM6 going pretty well flat-out and it runs at approx. 35fps (should be faster when triple-buffered but will slow down when the texture mapping code and music are inserted and the actor code gets switched back on). At least I think no way. Someone could always prove me wrong. But there's also a *large* licence fee.

Wolf3D - more feasible. Someone (*not* me) should be able to write a raycasting engine which runs on the DSP; this is the major consumer of time in W3D but since it runs in a orthogonal world (rather than the arbitary-angled walls used in DOOM) it's reasonably easy to do fast. Anyone wants any help - feel free to mail us (jon@powerslave or eddie@powerslave. Ed's the ARM guru but we can both explain the maths used) and anything which we can answer outwith the confines of the NDA (and since the rendering engine was written before we got the source code, that's quite a lot) we will. Licence fee - $10 000. Not owning a Falcon (and knowing very little about coding for the 56001) rather preclude me from doing it (plus the fact that we've got a DOOM port to get out of the door :-) Of course, if a development house wants to loan me a Falcon and will put up a licence fee (which we might be able to negotiate with iD - they're not that bothered about making more $$$ out of W3D) then I'd be happy to do it :-)

Alternatively, if anybody else wants to do it, mail iD and ask them - it's what we did.

--
Cheers __
| /\ |\ |
\/ \/ | \|

2982. Re: Downloading Problem

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950518061600.13730B-100000@mars>
Source record: 165305

On 17 May 1995, PJ. Groves wrote:

> I use FTP either direct or inside Lynx. This gets the files (usualy
> *.LZH) to my account at work from which I then use Kermit in server
> mode to transfer them to my Atari for unpacking. Invaribly I get
> Bad Heading errors from UNLZH172.PRG when I attempt to unpack them.

C-kermit>set file type binary
C-kermit>server
Ready to serve.........

This is excatly the same method as I use. Works fine for me. Contact your
sysop for advice (and post his answer back to the curious bunch out here).

// Jens M Andreasen

2983. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1805951403270001@edwarda.interlog.com>
Source record: 165306

In article <3pa0n3$5qr@hpscit.sc.hp.com>, clausb@hpbbn.bbn.hp.com (Claus Brod) wrote:

> OK, so you're talking about the specific implementation of a general
> local bus concept on the PC. Of course, the ST doesn't have a PCI or
> a VL bus, but its own system bus. The graphics chip, however,
> connects directly to the system bus. You can't get more local than
> that!

Well this is certainly true, but most machines work like this. For example, almost all Mac's have a "Processor Direct" slot that's the same as the ST, and if you want to go WAAAAAY back, the S-100 bus standard was basically the CPU's pins and the power supply printed out on the backplane. In fact, most machines have this definition of "local". NuBUS is not local, nor is MicroChannel or PCI.

Maury

2984. Re: BEWARE OF Q TEK/Q LOGIC UK!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <D8sC3F.34x@cix.compulink.co.uk>
Source record: 165307

>On 7th September, 1994 my friend ordered an MM1 FRIENDCHIP MIDI
>MULTIPORT FOR ATARI FALCON, and payed immediately through his
>Credit Card .
If this was done through a credit card then I don't see what the problem
is. Contact them to sort out the problem.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

2985. Test

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: Karl Foley <kfoley@cnserv.dungeon.com>
Message-ID: <148_OASIS_@cnserv.dungeon.com>
Source record: 165308

```
Test, please ignore.
```

2986. Software Modem Compression

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: sebelt01@starbase.spd.louisville.edu
Message-ID: <3pg6ee$dsk@hermes.louisville.edu>
Source record: 165309

I have a 1040STe, 1 meg, and connect to an HP unix system; is there any program to perform software compression of the communications? I remember using a similar program for a local Atari BBS a long time ago. Even the source for that program would help. If anyone has such a program, or such source, or know where to get it, let me know? I would be willing to port the host end over to UNIX, no problem.

Shawn

2987. Falcon for sale (in the US)

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: boyd@onramp.net
Message-ID: <3pg7v1$8b3@news.onramp.net>
Source record: 165310

I've a Falcon for sell too! In the US (preferably in the DFW Texas area!)...
4megs, Falcon-Speed (12mhz '286.. just fine for Windows based "Internet in a Box." Just not as snappy as
on a 486 or better..), SC1224 monitor, 80meg internal IDE drive, etc...
Software includes such things as GFA Basic 3.5e, AtariWorks, Warp-9, Assempro, DevPac, SpeedoGDOS, MultiTos, the true-color paint prog, etc...
Only prob is it doesn't like external SCSI drives (been told that it was a common "loose spring" prob that an
authorized repair center can fix) at all.. For me, it's no prob. For others, well..<grin>
Only $600 or so plus 1040ST....

2988. Re: Screen grab program

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: clg105@minster.york.ac.uk
Message-ID: <800827785.27@cs.york.ac.uk>
Source record: 165311

Paul Hills (hillsp@genrad.co.uk) wrote:
: What is the best program for doing screen grabs? Thanks.

This mainly depends what you are grabbing.

Are you looking for an accessory to grab the screen during a dtp session etc. or are you trying to grab picture from games etc?

If you are looking for low/med resolution game screens then can I suggest ProbeST. The PD version (which I and Jon Garry wrote) will grab most things. It does say that you can register (with me) but I have no ST and have not done for over a year so you can't! Merlin PD were stocking the full version, and they were supposed to give us royalties but I havn't heard from them for over 2 years so....

If you want an accessory version then nearly every PD company will have a few so just ring up a company.

Chaz.

2989. Re: Some GEM Programming Questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: christian.dahl@tnogobl.ct.se
Message-ID: <ftn_2.203.611.4_2fbb1b74_Christian.Dahl@tnogobl.ct.se>
Source record: 165312

> 1. When I 'm playing/recording a sound file I display a model
> dialogue box to prevent the user from accessing any other part of the
> system. The reason for this is that during simultaneous playback/record,

Lock screen first with wind_update(BEG_UPDATE), and release it after the
evnt_multi with wind_update(END_UPDATE).

> 2. Also, how can I detect if either mouse button (or both) is pressed
> using
> evnt_multi() - If I use the value 3 for the mouse parameter it
> still doesn't work.

Try for the button parameters: 0x102,3,0
> 3. How do I implement cycling of windows (i.e. using the CTRL-W
> keyboard short cut)? How do I know which window is the one that should
> be topped?

Just have a list containing every window, then select the next one in list when
pressing CTRL-W.

CD
(UUCP Dialup connection)

2990. Re: Games: "Team"

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2fbb5cf0_Christian.Andersson@tnogobl.ct.se>
Source record: 165313

To: wells_s@kosmos.wcc.govt.nz

> All you footbal-game fans with 1meg STes or Falcons, check out this
> demo of the game "Team" from Impact software, very impressive, it uses
> all the enhanced features, has brilliant full-stereo 50Khz intro
> music (which I can't rip out properly :) Uses full overscan giving some
> crazy resolutions, extra colors, blitter. The field scrolls amazingly
> smooth, and the gameplay looks similar in quality to Kick Off 2 or
> Sensible Soccer. Pretty impressive stuff!

OK! where can I find it?

/Chris./ (*FireSTorm Falcon Center*)
GEM-WWW-Browser in 95!

(UUCP Dialup connection)

2991. Re: New Atari Dealer in Australia!

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3pg9cv$hq1@golem.wcc.govt.nz>
Source record: 165314

In article <3pfn61$a6@studioweb.com>, johnmoon@connexus.apana.org.au (John Moon) writes:
>
>: What type of Jags are they selling, PAL or NTSC Only read Atari agents can
>: sell the PAL versions, and from what I have been told so far there are no Atari
>: agents this side of the World.......
>
>
>For those of you out in the big wide wonderfule world, here is a little
>geography lesson, New Zealand is closer to here than what Perth in Western
>Australia is. So seeing as OZ and the Kiwi's have a free trade type of
>arrangement, if its easy for someone in Perth to order an item from here
>then it must be just as easy for someone in kiwi land to do the same
>sheeeesh! So Rog, me old son, do some homework!

What free trade, a load of ROT, we still pay Duty and what ever from OZZ
and its only Free to OZZY and NZ made products....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

2992. Re: Games: Team

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3pgadc$i37@golem.wcc.govt.nz>
Source record: 165315

] Ummm... not quite right Steve, you forgot a dir 8-)
]
] atari.archive.umich.edu/atari/Games/Sports/team.lzh

Oh yeah, thanks! :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

2993. Re: Games: Substation

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3pgafq$i37@golem.wcc.govt.nz>
Source record: 165316

```
] : The 3D system is a state of the art development solution written by Mikae
] : Emtinger and Oskar Burman, and will make Substation one of the most
] : technically advanced games ever to appear on the STE or Falcon.
]
] STE perhaps.
] Falcon, not a chance.

I'd say STe not a chance either....

"Team" is making the same claim BTW :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!
```

2994. Colour Printing ?

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: Ade@adesamm.demon.co.uk
Message-ID: <800831830snz@adesamm.demon.co.uk>
Source record: 165317

Hello World ?
I've just gone and got myself a colour printer, Panasonic KX-P2135 (and I don't really care what you think of it!).
What I do want is a bit of help and information.
As it can do colours I want to be able to use it to the best of it's abilities with my STe. Can any one tell me if I can get Write On or Timeworks 2 to print in colour and what WP & DTP they would recommend for colour printing, the manual says the printer emulates and Epson LQ-860 & IBM Proprinter X24E.
If you know of any of the other WP's that have appeared on any of the UK ST Mags let us know too.
Thanks for any Help!

Ade.

--
--- ---
(.) (.)
_ <_> _ Ade@adesamm.demon.co.uk
_____/
___/

2995. Re: falcon 030 cache

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D8sLLG.Cqp@cix.compulink.co.uk>
Source record: 165318

In message <1519dlittle@nest.demon.co.uk>, dlittle@nest.demon.co.uk said:

>It doesn't need to flush the cache - the 68030 always writes 'through' the
>cache directly to RAM. Only the 68040 & 68060 chips have a write-cache
>capability and these do need occasional (partial) flushing, although the
>bus snooping feature takes care of this automatically.
>
>On the 68030, the real damage occurs when the datacache-enable flag is set
>and the write-allocate flag is clear - this means the cache is not updated
>properly during writes and this causes lots of errors.
>
>If something is messing with the cache, then there is a _slim_ chance this
>write-allocate flag could be changed, but the effects would be immediately
>obvious - CRAAAAASH!

Thanks Doug.

Do I assume that the write cache exists on a '030, just so that the CPU has
quick access to recently changed data?

Phil.

2996. Re: SCSI-drive questions (Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3pgfn8$hq5@blackice.winternet.com>
Source record: 165319

> contacts@mits.mdata.fi (Pekka Saarinen) writes:
> I'm searching for a new 1Gb SCSI drive for my Falcon.
> The following questions have arisen:
>
> 1. Is SCSI-II the same as FAST SCSI-II ?
> 2. Is anyone out there using an IBM SCSI-II drive(s) with their Falcon
> (= do they work with a Falcon, are they good?)
> 3. Are Seagate Hawk drives really "second class" as some dealers say?
> 4. I recall once having a TOS-Magazin -program for testing hard disk
> performance (with graphical output). If anyone knows the program,
> please point me the ftp-site, or if you're really cool, uue it to
> me. That program was the only one that gave a graph of the
> drive's calibration interval & lenght, and that's something I have
> to know before buing a drive.
>
> Thanks.
>
> Best Regards,
>
> ----Pekka Saarinen
>
> Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)
>
>>>>
SCSI 2 is just a Standard that Allows for FAST Hard Disk Transfers.
Normal SCSI 2 can go up to 5 MegByte/Second. SCSI 2 FAST can
go as high as 10 MB/Second.
I'm using a Seagate ST3600N on my Falcon, SCSI 2 FAST capable,
BUT, the Falcon is NOT that fast. With ICD's "RATEHD" all I can
get is 1.9 MByte/Second. It is the Falcon's HD controler I think. I have
the same type in my PC and it runs at 8.9 MBytes/Second under Test
conditions.
I have also used a Fujisti SCSI 2 FAST, I forget the model number,
and it ran the exact same speed on both the Falcon (1.90 and the
PC (8.9).
Number 3 and 4 I have no idea about.

Rich Mier Lots of Atari's

2997. Re: Flash - HELP Please!

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: jtrautschold@BIX.com
Message-ID: <jtrautschold.800836138@BIX.com>
Source record: 165320

narwhal@netcom.com (Narwhal) writes:

> I have an Atari 1040STf with a single disk drive. Up until recently I
> was using Flash II as my telecomm software but due to my faulty disk drive,
> which occasionally acts up (earthquake damage, long story), Flash II got
> eaten.

Narwhal...

Don't you still have you Flash II master disk? If so, just reload that
onto your new hard drive and continue using Flash II. It's a heck of a
lot easier to use than the old Flash.

~~~~~~
John R. Trautschold	j.trautschold@bix.com
""""""""""""""""""""	j.trautschold on BIX * 71333,1003 on CIS
Missionware Software	J.TRAUTSCHOL on GEnie * MISSIONWARE on Delphi
~~~~~~

2998. Re: Flash - HELP Please!

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: user@portal.dx.net
Message-ID: <3pgmj7$qeh@portal.dx.net>
Source record: 165321

[No readable article body recovered]

2999. Re: POV for Falcon w/display

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3pgmp0$5j2@status.gen.nz>
Source record: 165322

Richard John Kelsch (richcsst@crash.cts.com) wrote:
: Does anyone know of a version of POV that displays as it traces for the
: Falcon??

Just plain POV2.2. It has a pretty good display in 256col mode,
but slow. 16col mode gets faster display, but you get less of an idea how
it will turn out. Of course you *need* a fpu (unless you want to leave it
on all night even for a simple image). It works really well on my TT030.
Remember, however, that if you just want a fast trace, the drawing to
screen slows it down quite a bit (at 160x100 it adds about 1 minute to
therendering time on my TT030, and the actual rendering takes about 3mins
for a 6K POV file.)

-Mario Becroft (mbecroft@iconz.co.nz)

3000. Re: Stalker v3.02 and NVDI 3.01

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3pfs7c$r2l@sphinx.Gsu.EDU>
Source record: 165323

Jeffrey Krzystow (cysco@tyrell.net) wrote:
: Desmond Liu (Desmond_Liu@mindlink.bc.ca) wrote:

: You MUST upgrade to 3.04 if you want the GDOS stuff to work with STalker.

Does STalker 3.04 support ANSI color graphics correctly..? 3.01 didn't at all. How about Zmodem protocol: in 3.01 it worked otherwise well, but didn't recover from errors as CoNnect's Zmodem sometimes does. I used a 2400 bps modem then without hardware error correction, so you know the problem... One line error, and: let's try again..

Otherwise I like STalker very much. It's better to use IMHO than ConNect, though the latter has more features.

: Jeffrey (STalker/STeno Developer)

Tommi

3001. Re: MegaST2 Floppy replacemen

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: gary.ratliff@starnetbbs.com
Message-ID: <9505181916246644@starnetbbs.com>
Source record: 165324

CDS>From: csmith@callamer.com (C. Deforrest Smith)

CDS>I've got a MegaST with a dead internal floppy.. Pretty damn dead, actually.

Are yiu certain that the floppy is dead. I have been told by others
that if the sound chip (Yamaha) goes bad it creates this symptom.

I verified that the floppy drive was good by swapping the drive with the
identical model in my 1040 ST.

If you are poking around in your MEGA could you tell me if ther is a
switch mounted on the back of your unit whose purpose is to allow an
external floppy to serve as the boot floppy. I would like to know where
the ribbon cable leads attach to the mother board as onew of these came
loose and it is not obvious whae it should be soldered to the board.

* OLX 2.1 TD * My boss is tempermental. 50% temper and 50% mental.

3002. Re: Atari ST emulators?

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: gary.ratliff@starnetbbs.com
Message-ID: <9505181916256645@starnetbbs.com>
Source record: 165325

(Joerg Bleimann) writes:

JB>Does anywhere in the Internet a usable ST emulator for MS-DOS PCs exist? Be-
JB>fore I entered the PC scene I had been an ST user for several years, therefo

Check out the very latest TOAD catalog. They have a system for $1799
which is listed as running TOS (either 2.06) or 1.40 and also DOS and
Windows and (UNIX actually Linux).

540 meg hard drive and I believe 16 megs of Ram. Also has a cd-rom
drive and fast fax-modem.

* OLX 2.1 TD * Wizards Guild Parking...Violaters will be toad.

3003. Re: BBS Software For The Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <69a_9505181628@genesplicer.org>
Source record: 165326

Re: _BBS Software For The Falcon_, Graham Irvine wrote to All on 16 May 95:

GI> most certainly has ... Octopus is really nice BBS package ,arguably the
GI> best one around for ST or Falcon ATM and certainly works very nicely on
GI> the Falcon.

Yep, I'm using it here (702/435-0786). I recommend it highly.

3004. Re: how to optmimize USR 14.4K modem?

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: flinn@cs.ubc.ca
Message-ID: <3pg6lb$ob8@cascade.cs.ubc.ca>
Source record: 165327

hallvart@oslonett.no (Hallvard Tangeraas) writes:

>I've got a US Robotics 14000 "Sportster" modem, and use it together with
>"Connect" (which is a program I recommend for any Atari user with a modem!).
>I just downloaded a file and saw that the speed was about 800cps- is this
>normal or is it too slow?

I use a USR 14.4K Sportster with my unmodified 1040ST. I usually use
zmodem (rz/sz) for file transfer -- a version that buffers all data in
RAM until the transfer is finished, so no disk writing time is incurred
on downloads (except for extremely large files). I typically get
over 1600 cps for binary files and over 1800 for ASCII text. 800 is
definitely too low.

The problem may be in the configuration of your modem -- reading the manual
carefully is probably your best approach in sorting this out. But you
should also confirm the simple things that are sometimes easy to overlook.
Make sure the Atari serial port is set to its highest speed (19,200 for
the standard system software), and configured to use RTS/CTS handshaking
instead of Xon/Xoff. My understanding is that the RTS/CTS hardware is
assembled correctly but that the software handles it improperly, so
you should use an auto folder patch for this. I currently use HSModem
(Utilities/Tosfixes/hsmoda06.lzh on atari.archive.umich.edu), but have
had similar success with TurboCTS (Utilities/turbocts.lzh, for which
I see there is a patch, Telecomm/serfx20.lzh, that claims to fix a
TurboCTS problem) and with the standard Atari TOS 1.4 patches that can be
found in Utilities/Tosfixes/rainbow.arc.

You should also confirm if possible that the cable between your computer
and modem actually has the RTS/CTS wires (most cables these days have
all pins connected, so you should be safe).

When the modem finishes its negotiation and establishes the connection,
it prints a connection line that includes the connection speed. Confirm
that this is 14,400. You should also note whether compression/correction
has been negotiated (the manual explains what the various pieces of this
connection message mean). If the speed is lower, then either the remote
modem does not support higher speeds or the phone line is too noisy to
support them. Even if the connection is made at 14,400, the modems may
agree to reduce their speed if they detect too many errors on a noisy
line. A speed of 800 cps might make sense if the line speed has been
dropped to 9600 and a small number of errors are still being produced.
The USR allows you to print diagnostic screens that summarize the
characteristics of the connection and tell you things about the total
number of octets (bytes) sent and received. If you are still having
problems, you could look at one of these screens to see if any of the

numbers are far out of line, suggesting some other problem. Again, your manual will tell you how to get this information (on mine it involves first entering immediate mode with the +++ sequence).

I hope something here helps. Cheers, and good luck,
Scott

3005. Re: My newish PM6100...

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <800850294.0@mettav.exnet>
Source record: 165328

Out of the ether, the following was mentioned by Sander...:

SS> And you try knitting a spencer with that ClarisWorks of yours.
SS> See? Why don't people use programs doing what they *should*? Geez,
SS> People want a wordprocessor to draw pictures with, and a drawing
SS> package to edit texts with. Sick.
Errr, what? Someone speak? ;-)

Spencer

spencer@boondock.mettav.exnet.com

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

3006. XAct for sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: Markus Tesmer <tesmer@ruf.uni-freiburg.de>
Message-ID: <3pfjjr$ege@n.ruf.uni-freiburg.de>
Source record: 165329

```
German Version of XAct Chart Publishing incl. Bitstream fonts.
Can be upgraded to OS/2-version!
Price: 200 DM
--
Markus Tesmer <tesmer@ruf.uni-freiburg.de>
```

3007. Re: Who has the most sexy AUTO folder?

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <6de_9505181754@genesplicer.org>
Source record: 165330

Re: _Who has the most sexy AUTO folder?_, Sven Bornemark wrote to All on 17 May 95:

>> dawnauto.prg -- Before Dawn screen saver,
SB>
SB> I run TurboBlanker. Really efficient! Speeds up the Falcon when active,
SB> and supports evergy save mode.

Have you seen the Twilight demo? Awesome!

SB> You forgot Imagecopy.

You run Imagecopy from the AUTO folder? That's a neat trick. :^)

3008. Re: Are the maus alive?

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D8s1p8.FFo@muster.hrz.uni-giessen.de>
Source record: 165331

In <D8roHM.9sy@muster.hrz.uni-giessen.de>, Martin Schmidt (gd63@vision.hrz.uni-giessen.de) wrote:
: Hi *
: In <3oa502$5mm@m1.cs.man.ac.uk>, Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
: [...-
: : |> |> maus.os.linux68k
: : |> |> maus.sys.atari.gemini
: : |> |> maus.sys.atari.hardware
: : |> |> maus.sys.atari.mint
: : |> |> maus.sys.atari.software
: : |> |> maus.sys.atari.talk
: [...]
: : Does anyone know of a news-server that carries these news-groups?
: : Cheers
: : Anthony

: i use NNTPSERVER=news.uni-marburg.de
: Unfortunately you cannot post any messages (unless you system belongs to
: uni-marburg.de ,I think)
: Here in Giessen (approx. 30 km from Marburg) I get these groups at
: reasonable speed.

: Martin
: ---
: martin.schmidt@physik.uni-giessen.de

: PGP public key fingerprint: 24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26

: "Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
: nicht tot sind, irgendwie sehr krank"
: Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
: "Very strange people these physicists. In my experience, those who are not yet
: dead are, somehow, quite ill."
: Douglas Adams

--
---
martin.schmidt@physik.uni-giessen.de

PGP public key fingerprint: 24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."

Douglas Adams

3009. Re: Atari "ResEdit" equiv?

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3pfoau$3lq@epsilon.qmw.ac.uk>
Source record: 165332

On jacquesa@cs.man.ac.uk, Anthony Jacques (jacquesa@cs.man.ac.uk) typed away:
: >Is there an equivalent of the Mac ResEdit for Atari ST?

: dunno. what does ResEdit do ?

It changes the file type in the header of a file.

--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

3010. Re: 040 accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FESTCHDFUP@cabal.shnet.org>
Source record: 165333

In <djs.800618179@gen-off-1> David Stevenson wrote:
>guenther@cabal.shnet.org (Thorsten Guenther) writes:
>
>>Not to mention that the only WYSIWYG DTP program
>>runs on Atari compatible OSes.
>What the hell are you talking about?

WYSISWYG means 'what you see is what you get'.

Postscript means: what you get is most times closely related to what you
have seen.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

3011. Re: Zip Drive Software?

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FESTCHDIUP@cabal.shnet.org>
Source record: 165334

In <djs.800618068@gen-off-1> David Stevenson wrote:

>guenther@cabal.shnet.org (Thorsten Guenther) writes:
>
>>As Julian Reschke stated in Mausnet, the drivers currently available have
>>to be enhanced to control these critters. We'll see who is first to solve
>>this problem.
>Not according to HiSoft, who have actually _tried_ it out.

Really? How did they remove the write protection? These ZIP drives
resemble Flopticals in some respect.

And who the hell you think Julian Reschke and Uwe Seimet are?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

3012. Re: www.tecnation.com/tecnation/sonovista.html/

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-1805952131460001@tdw.vip.best.com>
Source record: 165335

In article <3pd9p2$e64@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk
(Requiem) wrote:

> Patrik Sanfridsson (t94patsa@ida.liu.se) wrote:
> : I'm going to include this site in my ever growing list. I have already
> : "stolen" the very nice picture of a _black_ Falcon. :-)
>
> : /Patrik
>
> Site cannot be connected to anymore :(Doesn't work for me anyway...
>
> Rich
> PS - nice picture of a black Falcon on your WWW pages :)

Guys,

We have moved to new site...
(still under construction.)

www.tecnation.com

for info on our Falcon product,

www.tecnation.com/sonovista.html

Enjoy!

Alex

--
Something wonderful IS happening!

TECNATION DIGITAL WORLD
236 Hamilton Avenue, Level 2
Palo Alto, California 94301, U.S.A.
Tel: (415) 327-4332 Fax: (415) 327-1910
http://www.tecnation.com

3013. Stalker v3.04 and NVDI 3.01

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: Desmond_Liu@mindlink.bc.ca
Message-ID: <70849-800860776@mindlink.bc.ca>
Source record: 165336

> You MUST upgrade to 3.04 if you want the GDOS stuff to work with STalker.

Whoops. The subject title should have read "STalker v3.04 and NVDI 3.01"
(like I did in this subject title.) I've applied the patches to upgrade my
STalker to v3.04.

Anyway, I'm still having problems. When NVDI 3.01 is loaded and I initially
start up STalker 3.01, I see the hard disk light on my Falcon flicker away.
Presumably it is doing a vst_load_fonts() since I have a *lot* of Bitstream
fonts in my font directory.

After a while, the hard disk light stops and STalker seems to just lock up
with the "STALKER.PRG" title on the top center of the screen. I do not see
this problem when I use SpeedoGDOS 5.0 by itself without NVDI.

With SpeedoGDOS 5.0, there is a lot of initial disk activity, but at least
it doesn't lock up.

Any help is much appreciated.

--
Desmond Liu, B.Sc. Computer Science TCP/IP: Desmond_Liu@mindlink.bc.ca
Vancouver B.C., Canada or dliu@glenayre.com
Junior Software Designer #include <std/disclaimer.h>

3014. Survey Reply

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: Tim.Jordan@cbbs.centron.com
Message-ID: <83f_9505182112@centron.com>
Source record: 165337

gs01tph@panther.Gsu.EDU wrote to All:

g> g> g> g> g> From: gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo)
g> g> g> Date: 15 May 1995 04:41:59 GMT
g> g> g>
g> ***** SURVEY (please, try to find some time to answer!) *****
g>
g>
g> The purpose of this survey is to find out, how people find information
g> about their home computer purchase. Every answer is appreciated !
g>
g> 1) How likely is it that you will buy a home computer in the
g> next 12 months (cross one):
g> ( ) Definitely
g> (/) Probably
g> ( ) Might or might not
g> ( ) Probably will not
g> ( ) Definitely will not
g>
g> 2) Have you ever used a personal computer before?
g> (/) Y ( ) N
g> At home?
g> (/) Y ( ) N
g> At work?
g> (/) Y ( ) N
g>
g> 3) Do most of your friends own computers?
g> (/) Y ( ) N
g>
g> 4) Have you ever purchased a computer for home use?
g> (/) Y ( ) N
g>
g> 5) If yes, how many: 6
g>
g> 6) What type(s) have you purchased ?
g> ( ) IBM-compatible
g> ( ) Apple
g> ( ) Commodore
g> (/) Atari
g> (/) Other
g>
g> 7) On average, how many days per month do you use a computer at
g> home: 29
g>

g> 9) If you have purchased a home computer, what was the total du-
g> ration of your search? (i.e. days, weeks, months)
g>about 2 months for most but others were found in magazines
g>
g> 10) Would more evaluation time have been beneficial?
g> ( )Y (/)N
g>
g> 11) If you are considering your first purchase, how much total
g> search time do you feel is needed? (i.e. days, weeks, months)
g>
g> ------
g>
g> 12) How important are each of the following reasons for purcha-
g> sing or considering a computer purchase:
g> (1 = Not important, 5 = Very important).
g>
g> (4) Word Processing
g> (3) Financial Records
g> (2) Video Games
g> (5) Telecommunications (Internet, etc.)
g> (3) School
g> (2) To interface with office (take home work)
g> (4) For children
g> (5) To be computer literate
g> (5) Music
g> (5) Programming
g> (5) Graphics
g> ( ) Other (please list):_____
g>
g> 13) Do you pay attention to television or print advertisements
g> for home computers?
g> read magazines for adverts
g>
g> 14) List manufacturers advertisements that you can recall?
g>
g> compo ibm microsoft apple gasteiner sytem solutions
g>
g> 15) Did you or are you find(ing) it:
g> (/) easy
g> ( ) moderately difficult
g> ( ) quite difficult
g> to evaluate computer alternatives? (choose one)
g>
g> 16) Do you subscribe to any technology/computer periodical?
g> (/)Y ( )N
g>
g> 17) Do or did you actively seek any print medium related to your
g> computer search (i.e. Business Week, Consumer Reports)
g>
g> (/)Y ( )N

g>
g> 18) What source of information did you actively seek? (please
g> check)
g> (/) Trade shows
g> (/) Salespeople
g> ( ) Friends/relatives/co-workers
g> (/) Periodicals
g> (/) Previous experience
g> (/) Advertisements
g>
g> 19 How often do you discuss computers with friends? (choose
g> one):
g> ( ) Almost never
g> ( ) Sometimes
g> (/) Often
g>
g> 20) About how many times in the past 12 months have you visited a
g> computer store: 15 ?
g> 21) About how many stores have you or did you visit: 12?
g>
g> 22) Which brands did you consider? (If you are a present PC ow-
g> ner): _____
g>
g> 23) (If you have never purchased a computer) Which brand would
g> you consider? (circle choice(s))
g> ( ) IBM-compatible
g> ( ) Apple
g> ( ) Commodore
g> ( ) Atari
g> ( ) Other
g>
g> 24) (If computer owner) Was your computer on sale or discounted
g> at the time of purchase?
g> ( )Y (/)N
g>
g> 25) Give maximum budget allowed for your next computer purchase
g> (choose one)
g> (/) $500.. $1,000
g> ( ) $1,000..$1,500
g> ( ) $1,500..$2,000
g> ( ) $2,000..$2,500
g> ( ) $2,500..$3,000
g> ( ) More than $3,000
g>
g>
g> Demographics:
g> -------------
g> Age: 15 years
g> Gender (M/F): M
g> Education: k.e.s bath

```
g> Occupation: student
g>
g> ************ FINITO ! THANK YOU FOR YOUR EFFORT =-) !!! **********
g> Tommi Hietavuo /Georgia State University

---
* Kivi (unregistered) 1.37 *
Trekkers work out at the He's Dead Gym.
+--------------------------------------------------------------------+
| Standard disclaimer: The views of this user are strictly their own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--------------------------------------------------------------------+
```

3015. Bbs Software For The Fal

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: Tim.Jordan@cbbs.centron.com
Message-ID: <840_9505182112@centron.com>
Source record: 165338

mmcgow1@zeus.towson.edu wrote to All:

m> m> m> m> m> Has anything been put out to run on the Falcon?
m>
m> How about a Falcon terminal program with a mini-BBS?

as far as i know all the latest versions of QBBS by
walusoft work on the falcon and so do ratsoft bbs
and the octopus system

---
* Kivi (unregistered) 1.37 *
===__-+- The No-Win Tagline *--=/__ *--=/__ *--=/__
+---+
| Standard disclaimer: The views of this user are strictly their own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+---+

3016. Falcon External Drive

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: Tim.Jordan@cbbs.centron.com
Message-ID: <841_9505182112@centron.com>
Source record: 165339

```
i heard that there was once an echo bouncy about the net that you
could fit an external drive to the falcon 030 is this true and does
anybody know how to do it

---
* Kivi (unregistered) 1.37 *
===__-+- The No-Win Tagline *--=/__ *--=/__ *--=/__
+-------------------------------------------------------------------+
| Standard disclaimer: The views of this user are strictly their own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+-------------------------------------------------------------------+
```

3017. CKBD (was: Re: Who has the most sexy AUTO folder?)

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: alpldbia@w352zrz.zrz.TU-Berlin.DE
Message-ID: <3pfo3u$dom@brachio.zrz.TU-Berlin.DE>
Source record: 165340

In article <fdd_9505161447@genesplicer.org>,
Terry May <Terry.May@rebel.genesplicer.org> wrote:

> AL> ckbd.prg -- best keyboard driver ever seen for TOS,
>
>Please explain what this does and where do you get it?

First of all it enables you to access _all_ ASCII characters directly
from the keyboard. This is achieved by providing several 'methods' of
entering special characters. Those methods are:

* Compose
* Deadkey
* Extkey
* ALT-nnn
* Keyboard remapping

Compose: hit the Alternate key as if it were a normal key and then
type the two characters to be composed, i.e. [Alt] [a] ["]
gives a-umlaut. The internal table of compose pairs can be
replaced with a customized one (compose tables can be edited
using the program SetKey).

Deadkey: Some keys on the keyboard won't be displayed when you hit
them. You have to type a second character which CKBD will
try to compose with the previous. This is useful if you
write a lot of text with accents (French) or umlauts (German,
Swedish).

Extkey: This feature is taken from Alex Esser's program ExtKey. There,
you frist type the main character and then the overlay charac-
ter with the Control key pressed.

ALT-nnn: This is known from DOS but you always have to remember the
ASCII code of the character you need.

Keyboard remapping:
Simply define a new keyboard layout.

CKBD also contains a sophisticated mouse accelerator (which can handle
a rotation of the mouse, swap the mouse buttons, speed the mouse in
dependence on the screen resolution, speed the mouse according to a
polynome function...).

Every feature can be turned off.

Andre
--

Andre Leistner
UseNet: alpldbia@w255zrz.zrz.tu-berlin.de
MausNet: Andre Leistner @ B

3018. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: Thorsten_Floeck@rs.maus.de
Message-ID: <199505182200.a45180@rs.maus.de>
Source record: 165341

Hallo Gregory,

GJW>I was using the kernel:
GJW>
GJW> ftp.uni-erlangen.de:/pub/Linux/LOCAL/680x0/vmlinux0.9pl5.p1-19

This kernel works on the TT and on the Medusa, PAK/3 and Falcon with FPU, so your problems have other reasons, e.g. the wrong bootstra.ttp or SCSI-problems or magic rays.

Floecki

3019. Re: Atari "ResEdit" equiv?

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <a88_9505190508@genesplicer.org>
Source record: 165342

Re: _Atari "ResEdit" equiv?_, Hutch wrote to All on 18 May 95:

H> ResEdit = Resource Editor
H> ^^^ ^^^^

Perhaps where it really shines is in editing the actual operating system (read: System software).

3020. QUES: X-or for Atari ST and Kawai K5

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: gbar@mcs.com
Message-ID: <gbar-1905950431560001@gbar.pr.mcs.net>
Source record: 165343

I just got v. 1.1 of X-or for the ST. I have a Kawai K5 synth at v. 1.2. The X-or profile says it is for ROM v. 1.0 (is that the Kawai version it wants?).

When I try to do a Get Bank, the singles get transfered, but the first multi fails, stopping the operation. This happens regardless of whether I ask for singles or multis from the performance window.

Any ideas/suggestions/places to get a better profile?

Thanks and have fun! - Bob

--
This message is not the opinion of G-Bar Limited Partnership.
gbar@mcs.com

3021. Re: Games: Substation

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: emdu02@castle.ed.ac.uk
Message-ID: <D8s3K1.JH5@festival.ed.ac.uk>
Source record: 165353
Cross-posted to: rec.games.video.atari,comp.sys.atari.st

In article <D8Ky9E.2B2@ida.liu.se>, t94patsa@ida.liu.se (Patrik Sanfridsson) writes:
|> Steve, I agree with your points about the graphics. They should have kept
|> more to the style of the original Wolfenstein 3D. It looks very dull and
|> grey and speed is not that important IMHO. The monsters are not very well
|> drawn either but gameplay is good. I think this game could have used a
|> couple of more months polishing before release, graphics wise.

A checkered floor like the type seen in countless demos or even space harrier would have made better visuals without taking up much processor time. Light shade them to the darkness, and change colours for different sections would make location easier...

Alan.

"One must never be purposelessnessnesslessness"

3022. Re: Word Perfect

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <19950518125420.L.J.Sak@sp0011.kub.nl>
Source record: 165354
Cross-posted to: ,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

In Article <800402218_OASIS_@yeadontt.demon.co.uk> "phil@yeadontt.demon.co.uk (Phil Yeadon)" says:
> Does anybody know if a version of Word Perfect was ever released for
> the Atari.
> If it was could you please let me know where I could get hold of a
> copy.
>
> Thanks in advance.

Hi Phill,

There is in fact a version released (once on a 'fair' introduced, must be a long time ago because I bought my first mem expansion (512 Kb for plenty cash). I thought it was 4.1. (not wysiwyg, that's why it was not accepted [that's write was better and wysiwyg]. I don't know where to get it, but I will look around, okay?

3023. Re: SCSI-drive questions (Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D8rrGv.3Cr@crash.cts.com>
Source record: 165355
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Pekka Saarinen (contacts@mits.mdata.fi) wrote:
: I'm searching for a new 1Gb SCSI drive for my Falcon.
: The following questions have arisen:

: 1. Is SCSI-II the same as FAST SCSI-II ?
: 2. Is anyone out there using an IBM SCSI-II drive(s) with their Falcon
: (= do they work with a Falcon, are they good?)

I use a Quantum "Lightning" 540 meg SCSI-II drive on my Falcon. It has an 11ms access rate with a 1.6 meg per second transfer rate. Good enough for you?? I also use the ICD Pro Hard Disk Utilities.

: 3. Are Seagate Hawk drives really "second class" as some dealers say?

All Seagate drives are to hard disks as Yugos are to cars. Pure crap...

: 4. I recall once having a TOS-Magazin -program for testing hard disk
: performance (with graphical output). If anyone knows the program,
: please point me the ftp-site, or if you're really cool, uue it to
: me. That program was the only one that gave a graph of the
: drive's calibration interval & lenght, and that's something I have
: to know before buing a drive.

Quantum makes excellent 1G hard drives with even faster ratings, and are quite reasonably priced. My 540 meg was only $229 US.

Good luck!

Rich

3024. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3pfo3oINNt8v@duncan.cs.utk.edu>
Source record: 165356
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped)
with user manuals
(this is the model with
the internal floppy)

Will throw in
communication software
and st314 (720k DSDD drive)
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando

3025. Re: Falcon Developers List

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-1805952137440001@tdw.vip.best.com>
Source record: 165357
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Rod,

Thanks for listing us in developers list. HOWEVER...

We have moved our web site and I would be grateful if you could update our
entry by modifying our web sites as follows:

change

www.tecnation.com/tecnation/

to

www.tecnation.com

and REMOVE the starbox site listing altogether.

Many thanks.

Finally, from one Brit to another...

I do hope it stops raining here in California, because it's making me homesick!

Alex

--
Something wonderful IS happening!

TECNATION DIGITAL WORLD
236 Hamilton Avenue, Level 2
Palo Alto, California 94301, U.S.A.
Tel: (415) 327-4332 Fax: (415) 327-1910
http://www.tecnation.com

3026. Re: FS:ST software (and s

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <ec5_9505190106@flight.org>
Source record: 165358

In message #935, HUTCH writes:

> Please, people... respond to 'FOR SALE' ads via email, not through a publ
> post, OK?

Dammit, The QWK door doesn't support private messages or something... :(

> BTW, just how much -is- a "rat's behind" worth nowadays? :)

'Bout $0.10
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3027. Downloading Problem

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <ec6_9505190106@flight.org>
Source record: 165359

In message #966, PJ. GROVES writes:

> I also had the same problem when I had a CompuServe account - i.e.
> when I was downloading by a more direct route.

Ooooh! I know this one. Took my hours to figure out. GO TERMINAL,
somewhere there is a switch for 7bit/8bit, it should be set to 8 bit.
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3028. Re: 040 Accelerators (Was

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <ec7_9505190106@flight.org>
Source record: 165360

In message #986, MICHAEL GROVE writes:

> > The above paragraph was interesting, but was it really necessary to q
> > 3-4 pages of previous messages at the same time? Try cutting down your
> > to just enough information to allow the reader to remember what the ori
> > thread was.
>
> Opps! Just kind of excited it guess. I'll get the hang of it.

And don't quote taglines!

--- -//- ---

Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|

--- -//- ---

3029. Re: Who has the most sexy

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <ec8_9505190106@flight.org>
Source record: 165361

> Answer to subject line: I never thought my auto folder was sexy in the fi
> place..

My auto folder:

Warp 9
ICDBOOT
FATSPEED

What more do you need? ;)
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3030. Wanted: ST Replay 16

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <ec9_9505190106@flight.org>
Source record: 165362

In message #991, JASON BAILEY writes:

> Also does anybody know if it is possilbe to have 1 ST as a sequencer
> (Which Sequencer I don't know?) and a second connected up as a Sampler
> (ST Replay 16). I'm a greedy git and have access to several ST's and if
> it is possilbe to do this could save me some money.

Just find a MOD file editor/composer, it will let you "run" both a
sequencer and* sample playback on the same machine! Hopefully there's one
for the STreplay 16, I've seen ones for the original STreplay, and
STreplay 4.
---------------------------- -//- ----------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

3031. Re: 040 Accelerators (Was: Magic for Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D8rLqD.ELu@ridgecrest.ca.us>
Source record: 165363

> The above paragraph was interesting, but was it really necessary to quote
> 3-4 pages of previous messages at the same time? Try cutting down your quotes
> to just enough information to allow the reader to remember what the original
> thread was.
>
> Cheers,
> Tom
>
> (UUCP Dialup connection)
>
Opps! Just kind of excited it guess. I'll get the hang of it.

:) Mike.

3032. Re: how to optmimize USR 14.4K modem?

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D8rn7L.EzL@ridgecrest.ca.us>
Source record: 165364

hallvart@oslonett.no (Hallvard Tangeraas) wrote:
>
> I'm not sure if my modem is set up to run at full speed or what...
>
> I've got a US Robotics 14000 "Sportster" modem, and use it together with
> "Connect" (which is a program I recommend for any Atari user with a modem!).
> I just downloaded a file and saw that the speed was about 800cps- is this
> normal or is it too slow?
> If anyone out there has got their USR 14400 running at full speed and
> as good as possible I'd like some tips and hints on setting it up.
> Thanks.
>
> Hallvard
> --
> [Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
> * Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun

I don't know if all US Robotics ship configured the same over seas,
but the default setting works ok on my Falcon using STalker. I have
set the "N" to &N8 to ensure high speed connections but thats not
really necessary. Pages 4-4 to 4-16 in the manual should get you
going. You should see at least 1400-1600 cps going 14.4 with a zip
file. Are you sure the host is going 14.4?

:) Mike

3033. Give It Up Sinclap!

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: Doug.Byfield@miramax.ship.net
Message-ID: <eef_9505190124@direct.ca>
Source record: 165365

> "Peter Sinclair, you are a tosspot; you are a wanker; you are
> a very tiny piece of turd."

- Atari's Jeff Minter

"G> This must be the most accurate bit of information in the
"G> entire history of the human race.
"G> ------------------------------

And as if to prove his demented state, he uses the above quote as a tagline in every message he posts! Can you say "L-user" (Say it fast.) :-)

___ Mountain Reader II - #Demo 001

--
|Fidonet: Doug Byfield 1:153/7091
|Internet: Doug.Byfield@miramax.ship.net
|
| Standard disclaimer: The views of this user are strictly his own.

3034. 040 Accelerators (Was

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: Doug.Byfield@miramax.ship.net
Message-ID: <ef0_9505190124@direct.ca>
Source record: 165366

"G> Since when do you believe Atari?

:-) I beleive 'em! Sold me a bridge, they did. Real cheap too!
(Sorry, Ofir-the caffeine kicked in and I couldn't resist :-))

... A feature is a bug with seniority.
___ Mountain Reader II - #Demo 001

--
|Fidonet: Doug Byfield 1:153/7091
|Internet: Doug.Byfield@miramax.ship.net
|
| Standard disclaimer: The views of this user are strictly his own.

3035. Has Calamus Been Ported T

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: Doug.Byfield@miramax.ship.net
Message-ID: <ef1_9505190124@direct.ca>
Source record: 165367

DT> ... Calamus is available for Windows NT

Hi Darren-any ideas what the minimum DECENT speed PC is needed
to run SL NT? I have heard that a DEC Alpha workstation runs SL NT
like house on fire, but I was thinking of something that was 1/2 way
reasonably priced like a Pentium or DX4. And yes, I run SL on a 16
meg Atari Falcon. :-)

BTW-locally in Vancouver, British Columbia, Canada, we have
8-10 dedicated Calamus 1.09 and SL users-4 of whom make a living
doing DTP with Calamus. Glad to hear that your support board exists,
and I will be phoning to get the sample Cal User Mag file. Thanks.

___ Mountain Reader II - #Demo 001

--
|Fidonet: Doug Byfield 1:153/7091
|Internet: Doug.Byfield@miramax.ship.net
|
| Standard disclaimer: The views of this user are strictly his own.

3036. How Many Falcons Sold?

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: Doug.Byfield@miramax.ship.net
Message-ID: <ef2_9505190124@direct.ca>
Source record: 165368

PS> I think everyone here are just guessing. :-)

Best Regards,
Pekka Saarinen

I would tend to go along with Pekka's estimate ! :-)

___ Mountain Reader II - #Demo 001

--
|Fidonet: Doug Byfield 1:153/7091
|Internet: Doug.Byfield@miramax.ship.net
|
| Standard disclaimer: The views of this user are strictly his own.

3037. Falcon News Group?

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: Doug.Byfield@miramax.ship.net
Message-ID: <ef3_9505190124@direct.ca>
Source record: 165369

Is there a Falcon news group? Should there be one? I would
like to see it happen...

sw> There isn't, there probably never
sw> will be, there's no need for one.

There are Falcon specific newsgroups on Atarinet and NeST which have
a reasonably large volume of daily mail. There is a need for Falcon
specific news groups, but just not here.

___ Mountain Reader II - #Demo 001

--
|Fidonet: Doug Byfield 1:153/7091
|Internet: Doug.Byfield@miramax.ship.net
|
| Standard disclaimer: The views of this user are strictly his own.

3038. Re: Upgrading

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D8qzpn.6D8@cix.compulink.co.uk>
Source record: 165370

In message <Pine.SUN.3.91.950514134655.9450B-100000@nic.cerf.net>,
libaubt1@nic.cerf.net said:
> Hi All,

Okay - I'm a TT owner - but I do know about Falcons - and have spent a lot
of time recently playing with Linux/68.

> * 14 megs of RAM sounds nice. I see here that Toad Computers sells
> a "14MB board" for $599. Is this the board, and not the RAM? I've

At $599 it ought to be the lot. Its too much for just the board. I don't
know what memory costs in the US - but here 16Mb is about 350ukp - 400ukp
which translates to about $5XX. $100 odd for the board would be about
right.

> never upgraded before, so I don't know. What does the RAM cost?
> And what does SIMM have to do with it?

SIMM is 'Single In line Memory Module' its the basic description of the
memory you want - though there are at least a dozen variations. Its likely
you would need a 16Mb 72pin 70ns SIMM. best to check though.

> * Compared to other upgrade options, the $99 PowerUp 32MHz is cheap.
> This is only cache, though, and really is not guaranteed to double

AFAIK its actually a clock doubler like the TT has. 15% to 30% speed
increase.

> * Now for the hard drive. Options, options, options! Toad also sells
> a 1.1GB HD for $619 (external) 8ms. I figure I'll get something like

Its almost always best to buy disks from general PC dealers as they will
be cheaper. If your new to this game though - Toad may be a better bet.

> * What's the diff between IDE and SCSI? I see a gig IDE HD for $399.
> SCSI is better, I think.

SCSI is a general peripheral bus standard which allows connection of up
to 7 different devices (mostly storage devices of one type or another).
IDE is basically a 2 Hard drive system - though modern PCs can cope with
4 drives - one of which can be a CD-ROM.

SSCI should be faster - at least compared to the Falcon IDE interface.
Actually the Falcon IDE drive is *bad news* under Linux/68 and you could
well be advised to removed it.

:-)

Roland.

@CiX

3039. English version of Junior Office - Please Advise When...

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: Dennis Remmer <dennis>
Message-ID: <3pe7uo$mom@azure.dstc.edu.au>
Source record: 165371

As a follow up to the recent posting regarding the English translation
of Junior Office, can we please be advised when it is uploaded
to Hensa or Umich.

Many thanks.

Dennis Remmer dennis@dstc.edu.au
Research Scientist, Business Development Ph: +61-7-3657564
Distributed Systems Technology CRC Fx: +61-7-3654311

3040. Re: FS: 1040ste, monitor

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: vdavis@netins.net
Message-ID: <00990821.111C0312@netins.net>
Source record: 165372

In article <3ots04$2cke@nic.smsu.edu>, mrf546t@nic.smsu.edu (Frank Mark R) writes:
>1040ste, 2mb ram
>
>14" b/w atari monitor
>
>best offer.
>
>email offers to mrf546t@nic.smsu.edu

How does $125 sound for both?

vdavis@netins.net
712-859-3625

3041. Re: Who has the most sexy AUTO folder?

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2fba93cd_Sven.Bornemark@p56.dada.ct.se>
Source record: 165373

To: alpldbia@w355zrz.zrz.TU-Berlin.DE

Hi Andre,

Answer to subject line: I never thought my auto folder was sexy in the first place..

> xboot.prg -- boot selector,

I have Stoop. Why don't you?

> dawnauto.prg -- Before Dawn screen saver,

I run TurboBlanker. Really efficient! Speeds up the Falcon when active, and supports evergy save mode.

> selectric.prg -- file selector (still my favourite - probably only
> until freedom becomes an eCPX),

And it soon will! Register Freedom *now* via Joe Connor, and get Space cheaper!

You forgot Imagecopy.

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

3042. Re: Downloading Problem

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: bign@fragile.termfrost.org
Message-ID: <3peecd$ha0@echoes.Wittenberg.EDU>
Source record: 165374

On 17 May 1995 14:35:37 -0500 PJ. Groves (P.J.Groves@Bristol.ac.uk) wrote:
: I am having problems downloading binary files for my Atari. (Text
: files are OK.)

: I use FTP either direct or inside Lynx. This gets the files (usualy
: *.LZH) to my account at work from which I then use Kermit in server
: mode to transfer them to my Atari for unpacking. Invaribly I get
: Bad Heading errors from UNLZH172.PRG when I attempt to unpack them.

: UNLZH172.PRG works fine on *.LZH files obtained from Public Domain
: libraries.

: I am setting file transfer at all points to binary.

: I also had the same problem when I had a CompuServe account - i.e.
: when I was downloading by a more direct route.

: Today I tried a self extracting *.TOS file, still without success !

I have had a similar problem downloading (zmodem) from the VAX at school. Invariably, all archived files will arrive with extra bytes of trash attached (127-450). usually stzip/lha301/zoo21 can unpack them. Sometimes not! I have a noisy GTE line but I get good , consistently so, DLs from local BBSs. Probably something to do with handshaking or something. I use HSMODEM04 drivers so I don't know what it is. Interestingly though, this only occurs when I use the internal protocols with Connect 2.46 and not with the old standby (SLOW) XYZ.TTP. Wierd eh? Not that it helps you though.

3043. Atari ST <> portfolio filetransfer Help needed

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: R.G.Simonis@io.tudelft.nl
Message-ID: <3pf7ma$30u@mo6.rc.tudelft.nl>
Source record: 165375

Help me please to connect atari portfolio to Atari-ST
Do you have a scheme with the connections to connect those two
computers

thank's in advance,

Rob simonis

R.G.Simonis@IO.TUDelft.nl

3044. Re: Are the maus alive?

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D8roHM.9sy@muster.hrz.uni-giessen.de>
Source record: 165376

Hi *
In <3oa502$5mm@m1.cs.man.ac.uk>, Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
[...-
: |> |> maus.os.linux68k
: |> |> maus.sys.atari.gemini
: |> |> maus.sys.atari.hardware
: |> |> maus.sys.atari.mint
: |> |> maus.sys.atari.software
: |> |> maus.sys.atari.talk
[...]
: Does anyone know of a news-server that carries these news-groups?
: Cheers
: Anthony

i use NNTPSERVER=news.uni-marburg.de
Unfortunately you cannot post any messages (unless you system belongs to
uni-marburg.de ,I think)
Here in Giessen (approx. 30 km from Marburg) I get these groups at
reasonable speed.

Martin
---
martin.schmidt@physik.uni-giessen.de

PGP public key fingerprint: 24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

3045. Re: Some GEM Programming Questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <3pf4t1$1bi7@rs18.hrz.th-darmstadt.de>
Source record: 165377

Hi!

In article <3pb6ar$fb6@info-server.surrey.ac.uk>, ee11cd@surrey.ac.uk (Mr Craig P Drummond) writes:
> [...]
> 1. When I 'm playing/recording a sound file I display a model dialogue
> box to prevent the user from accessing any other part of the system.
> The reason for this is that during simultaneous playback/record, the
> timing is very critical - therefore I cannot allow the user to perform
> any other actions. I display the dialogue using the normal calls,
> except I use evnt_multi() and not form_do() for user input. The reason
> for this is that I want to stop playback/record whenever ANY key or
> mouse button is pressed (anywhere). Unfortunatley if another program's
> window is open (such as XControl) when this dialogue is displayed and the
> mouse is clicked on top of the open window, then that window is topped,
> and my program doesn't receive the event. How do I prevent this - i.e.
> how can I display a system modal dialoguebox that waits for multiple
> events?
Well, I guess you don't lock the screen via wind_update. Do the following:
```
wind_update(BEG_UPDATE); /* lock the window-rectangle-list */
wind_update(BEG_MCTRL); /* reserve the mouse for your app */
[display dialogue, etc.]
wind_update(END_MCTRL); /* free the mouse */
wind_update(END_UPDATE); /* unlock the rectangle-list */
```

This should work.

> 2. Also, how can I detect if either mouse button (or both) is pressed using
> evnt_multi() - If I use the value 3 for the mouse parameter it still
> doesn't work.
For that, use evnt_button(258, 0, 3, ...) or set the corresponding vars of the evnt_multi-call to this values. This will cause the AES to wait for button 1 or button 2 _not_ being released, i.e. pressed (or even double-klicked). This trick has been undocumented, but AFAIR it's now allowed, and all versions of the AES are able to cope with it (except the Geneva-AES, but this may be fixed now).

> 3. How do I implement cycling of windows (i.e. using the CTRL-W keyboard
> short cut)? How do I know which window is the one that should be
> topped?
Well, for topping the windows, just use wind_set(window, WF_TOP); Of course, you do that only for windows that belong to your application (or of those using the AV-protocol, if your app supports this). The simplest method of cycling is just top the next window in your internal window-list (I hope you keep one), using a pointer or something similar. If you want to do it more

sophisticated, you could detect whether the running AES supports WF_OWNER
and the extra-fields in WF_TOP. With that, you are able to walk thru the
window stack currently on screen and identify your own windows. Cycling
could then mean topping the "lowest" window of your app. Try to support
WF_BOTTOM as well (backdropping)...

> 4. This isn't a programming question, as I've finished the record/playback
> section (apart from the niggles above) - I was thinking of uploading it
> to an FTP site so that I could get feedback from potential users (this
> would look good in my final report). How do I go about this - I've never
> actually uploaded anything - however I do have full internet access.
> Secondly, which FTP sites would be the best to upload it to?
I suggest uploading it to atari.archive.umich.edu, micros.hensa.ac.uk,
ftp.cnam.fr, and to ftp.uni-kl.de, because these are the most important
servers around (at least for atari-soft). If I forgot any, please name them.

Ciao

Thomas

P.S.: Yes, I'd be interested to see your results...

--
/--\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein	ignorance, prejudice and
Germany	fear walk hand in hand."
Email: binder@rbg.informatik.th-darmstadt.de	Rush
\--/

3046. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D8rsLB.Ly7@sci.kun.nl>
Source record: 165378

In <maury-1705951528560001@edwarda.interlog.com> maury@softarc.com (Maury Markowitz) writes:

>In article <D8MJ8n.J5t@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) wrote:

>> But it is the whole *essence* of TeX that you don't have to worry
>> about the way it comes out on the paper. Trust it --- probably don't
>> know half as much about typography as that program does.

> My my, that is a truly backwards statement if I've ever seen one!
> Up with punch cards!

I'm terribly sorry but I'm afraid you missed my point. I'm not saying
you should use punch cards because that produces better output in the
end, I'm saying you should _not_ use a WYSIWYG layout package when you
don't know anything about typography, which I'm sure will be the case
for the majority of users. The author of TeX has spent his time on
implementing typographically correct algorithms instead of focusing
on a flashy GUI (but this is < 1980 stuff). Frankly, I don't care
whether you find TeX hard to use. I don't care how easy it is with
your WYSIWYG WP to create an awful page in just a few seconds. I
don't care whether you can produce an ugly screaming yellow-on-pink,
shaded, rotated, skewed section head with a GIF texture-mapped onto
every `o' in it. I want readable, typographically correct documents.
And I'm willing to spend some time learning how.

>>|> And yet another one: I have seen many people who
>>|> would not use LaTeX/TeX "because it is so hard to use" spending hours
>>|> reading the manuals of their word processor, e.g. in order to find out how
>>|> they could produce a table according to certain layout idea. They never
>>|> succeeded...

> Oh that's BS and you know it. Making a table in my WP takes seconds.

I didn't write that, check your sources before you flame someone.

>>>The only thing that really convinced me about LaTeX was the ability to handle
>>>a mathematical formula. An important feature, but only for some of the users.
>> Including me.
> And me.

>>> may suppose that their IQ is not that low, I could come to the
>>> conclusion that what is called "user friendliness" of a program
>>> is not necessarily related to "mouse driven".

> Absolutely correct.

> As I have taken pains to explain in other groups, GUI and "easy to use"
>are NOT at all the same. Just look at Windows Program Manager/File
>Manager nightmare split up. Ease of use comes from standardization,
>familiarity and data-as-concrete. None of these require a GUI.

I agree.

> In fact, the only thing I can think of that makes most tasks easier and
>requires and GUI is WYSIWYG, perhaps rather relevant to this thread.

> I'll take another tack now...

> Would you use TeX to make a 3 page picture pamphlet? Probably not, it's
>not what it's for. However, you can do this AND formulas in FrameMaker.
>And a lot of other things too.

Ummm... What are you saying here? `Would you use program XXX for
something it's not meant for? No? Well, I have program YYY here that
does a better job at it. So it's better than XXX.'

I don't *want* to make 3 page picture pamphlets (nice tongue breaker,
that!), if I would I would have bought Calamus or something like it.
I want to make scientific documents. That's what I use TeX for.

> TeX, IMHO, is how computers USED to be. You entered arcane commands
>into text files then submitted them to batch programs for processing.
>Those days are over.

These are the days of `I know everything about everything. I *know*
how one should layout documents. Those archaic craftsmen are just
pathetic, with those hundreds of years of passed on experience about
the fine points of their art. I have a program here, built by as many
as ten programmers in two years time --- It must be just as good.'
God, everyday thousands of *ugly* documents are produced --- and their
authors don't even *realize* it.

These are the days of just having to press Shift-Alt-Cntrl-F6 to get
boldface text, instead of entering the arcane command sequence \bf.
These are the days of incompatilbe file formats, needing UUENCODING to
send them via e-mail. These are the days in which not having a PC
with wordprocessor XXX automatically means you can never read the
documents written with it on your own computer. These are the days of
having wordprocessor XXX 18.132 means you can't ever use your
documents of XXX 18.131 again. These are the days of having to
upgrade your computer just to be _able_ to run the next minor upgrade
of your wordprocessor.

I'm getting carried away... I'd better stop now.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

3047. Re: I wanna new group!

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: goringgn@aston.ac.uk
Message-ID: <D8rwC0.6oM@aston.ac.uk>
Source record: 165379

In article AA03651@ilmen.lanl.gov, hutch@ilmen.lanl.gov (Hutch) writes:
>In a previous message, goringgn@aston.ac.uk (Graham Goring) wrote:
>
>>>Y'know, I wish there was a seperate group for Atari games only. It's a real
>>>pain for us game freaks having to look through lots of techy articles.
>
>Whereupon I gave him several suggestions which prompted him to reply:
>
>> Thanks, but NOT ONE is even slightly related to the Atari COMPUTERS,
>> which is what I believe I am after.
>
>Well, excuse me for livin', smart pants. Your request did NOT say you were
>only interested in Atari COMPUTER games, now did it?

Well DUUUUURRRRRR, this is a computer group, n'est pas? (god knows what that means) I am after - and think you can follow the logical path here - COMPUTER games. If I wanted VIDEO games (for the unelnlightended, VIDEO consoles are like computers, but minus the keys) I think I could have made the deductive leap to post in REC.GAMES.VIDEO.ATARI.

>If you are too darn lazy to search the newsgroups yourself, then don't
>bitch if the results aren't what you want when someone tries to help you.

Honestly, thanks for trying. But try not to be so porridge-brained next time.

>If you want to start up a comp.sys.atari.computers.games newsgroup, then
>knock yourself out. Here's your first vote... NO!

Unfortunatley, someone voted YES! before you. It's all in the timing y'know.

>Sheesh.

Oh, and sorry it took so long to reply, I have more than one tedious little turd to reply to. (Now maybe that WAS going too far...)

>-Hutch- @ Fair Dinkum Tech

Graham - Have a nice day!

```
+-------------------------------------------------------------------+
|Why not visit my unfinished Home Page? Refreshments served every hour.|
+---------------+ http://www.aston.ac.uk/~goringgn/ +-----------------+
| Set in the beautiful country-side |
| Of Aston University |
+-----------------------------------+
```

3048. Re: Ugrade for NVDI and MagiC?

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGART.DE
Message-ID: <3pf9ps$vjb@info4.rus.uni-stuttgart.de>
Source record: 165380

In <5f0_9505180301@nisc.fidonet.org> Darren.Trutzenbach@f616.n2605.z1.fidonet.org writes:

> $69 is what MagiC cost me about 7 months ago and I purchased Nvdi actually for
> a little bit more. Why does the upgrade for NVDI cost the same as the non
> upgrade, sounds like a rip off.
Which version did you buy the first time?

Regards,
Gerd

gerd@theo2.physik.uni-stuttgart.de G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

3049. Re: Substation - Game Demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3pfe0l$6ah@m1.cs.man.ac.uk>
Source record: 165381

In article <3p9q9m$qng@whitbeck.ncl.ac.uk>, "Craig. Graham" <Craig.Graham@ncl.ac.uk>
writes:
>Also, you cann't pick up the flame throwers :(

Is that what they are? I thought they were extra airtanks (to give extra time), and
so, couldn't be picked up in the demo...

We could, of course be thinking about different things...

Anthony
--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap
---

3050. Re: Atari ST <> portfolio filetransfer Help needed

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: fvkampen@cs.vu.nl
Message-ID: <D8ry2B.FEC.0.-s@cs.vu.nl>
Source record: 165382

R.G.Simonis@io.tudelft.nl (Rg simonis) writes:

>Help me please to connect atari portfolio to Atari-ST
>Do you have a scheme with the connections to connect those two
>computers

>thank's in advance,

>Rob simonis

>R.G.Simonis@IO.TUDelft.nl

There is a complete program with schematics at src.doc.ic.ac.uk (mirror
of atari.archive.umich.edu). It requiers soldering with chips because
the ST parallel port is a bid braindead.

Good Luck

Florentijn van Kampen

--
+---+
| Florentijn van Kampen fvkampen@cs.vu.nl ppp24.pm.cs.vu.nl |
| http://www.cs.vu.nl/~fvkampen Bavo Music Lab. We Compose The Future... |
+---+

3051. Re: Atari "ResEdit" equiv?

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3pfg6h$719@m1.cs.man.ac.uk>
Source record: 165383

In article <D8MHEq.Ey9@udcf.glasgow.ac.uk>, sdreid@juno.music.gla.ac.uk (Stephen D. Reid) writes:
>Is there an equivalent of the Mac ResEdit for Atari ST?
>Steve

dunno. what does ResEdit do ?

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap
---

3052. Wanted: ST Replay 16

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: tapc6@central.susx.ac.uk
Message-ID: <3pfelr$p97@infa.central.susx.ac.uk>
Source record: 165384

Hiya

Does anybody have a copy of ST Replay 16 for me to buy. I'm in the Sussex area of the U.K... if that makes any difference

Also does anybody know if it is possilbe to have 1 ST as a sequencer (Which Sequencer I don't know?) and a second connected up as a Sampler (ST Replay 16). I'm a greedy git and have access to several ST's and if it is possilbe to do this could save me some money.

Thanks if you can help

Jason
EMAIL tapc6@sussex.ac.uk

3053. Re: Wanted: ST Replay 16

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: tapc6@central.susx.ac.uk
Message-ID: <3pfequ$p9k@infa.central.susx.ac.uk>
Source record: 165385

Jason Bailey (tapc6@central.susx.ac.uk) wrote:
: Hiya

: Does anybody have a copy of ST Replay 16 for me to buy. I'm in the
: Sussex area of the U.K... if that makes any difference

: Also does anybody know if it is possilbe to have 1 ST as a sequencer
: (Which Sequencer I don't know?) and a second connected up as a Sampler
: (ST Replay 16). I'm a greedy git and have access to several ST's and if
: it is possilbe to do this could save me some money.

: Thanks if you can help

: Jason
: EMAIL tapc6@sussex.ac.uk

P.S I can't spell Possible ,sorry

3054. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <3pfgiv$20l@newshost.uni-koblenz.de>
Source record: 165386

In article <FEQXDGECUP@zaphot.augusta.de>, aw@zaphot.augusta.de (Arno Welzel) writes:
|> In <3p7k21$ahc@newshost.uni-koblenz.de> Christoph Oberle wrote:
|>
|> >I wonder if there really was a standard to include pictures in LaTeX
|> >which are NOT in postscript format. Creating a document that includes
|>
|> You do not need a standard, as long as you do not want to exchange
|> documents with other people wich use other machines.
|> CS-TeX allows you to put GEM-images or GEM-metafiles into you documents.

OK, but what does CS-TeX create as output? Does it create
a standard DVI file that can be printed out on any other
platform that has TeX installed?

|> Did you ever try to use a Papyrus-document including pixel graphics
|> with other software (e.g. Works or Tempus Word)??

No, I didn't try that. But at least I know that everything I create
with papyrus at home will give me the same result with the same
software on a different platform: OS/2. papyrus also supports RTF
to import/export documents from other platforms.
I wonder if you could create a document with LindnerTeX, including
IMG files and 100% the same result under UNIX on a SUN workstation.

|> >The current implementations of LaTeX on the ATARI computer line are cheap
|> >(shareware), but NOT free (MultiTex is 75 DM, LindnerTeX about the same).
|>
|> If you do not need the latest implementation - e.g. LaTeX 2.09:
|>
|> CS-TeX is free!! It is AFAIK available via FTP at paderborn.de or
|> tu-berlin.de. And it is possible to use LaTeX 2e with CS-TeX.

Agreed, but can you expect that CS-TeX is supported any further?

|> >Which "sophisticated things"? My opinion is that this is absolutely not true.
|> >Talking about special features: LaTeX doesn't offer you scalable vector fonts.
|> >papyrus and comparable WPs _can_ do this via NVDI3/Speedo5.
|>
|> Did you really work with LaTeX? I dont think so... because you can
|> scale TeX-Fonts at ANY size you want!

But not _directly_! Every font that you need in a certain point size
has to be created with METAFONT first and saved as a compressed bitmap.
If you do this for _every_ point size that you might ever need, your
machine will be blocked for hours with this task. And afterwards, you
might have very few disk space left on your TeX partition.

Now don't tell me that this is an easy and flexible way to handle fonts.

|> >|> Oh, I forgot one last point: If there is something that LaTeX is not able to do,
|> >|> you are free to add your own macros written in TeX. Am I right when I say that
|> >|> if you are using a "normal" wordprocessor, you are limited to those features
|> >|> that its developers have implemented?
|> >How many average users are there who'd really spend the time to deal
|> >with TeX and to write macros in TeX. Hardly anyone. LaTeX itself already
|> >is complex enough.
|>
|> It is very easy to create environments, new commands etc.

That depends on what you want LaTeX to do.

|> Again: Did you really work with LaTeX? Did you ever read a good
|> book about?

I have worked with LaTeX for about 18 months and read standard
literature by H. Kopka about it.

I do not have any doubts that LaTeX is a very powerful system,
especially to create long documents with mathematical equations,
lots of references etc. However, I don't think that it is really
easy to use, especially for beginners, and that one doesn't have
to care at all about how the output is going to be.

For example, LaTeX doesn't free you from the task to set pagebreaks
right. It also doesn't tell you for a given tabbing environment
whether a word, placed at a certain tab position, will exceed to
the next tab position or still fit in its column. The problem is
similar when you want to place text in a given table environment
with relatively narrow columns (linebreaks ...).

LaTeX doesn't do everything automatically. Neither does any other
typesetting or wordprocessing software do this. But as soon as
problems like the above arise, a wordprocessor like papyrus is
quicker and easier to use.
papyrus doesn't have the power of LaTeX when it comes to certain
features like references and citations - although common environments
like {itemize} or {quote} are easily created and used - every
paragraph format that you create can be named and repeatedly
recalled with its name.
LaTeX is clearly weaker than papyrus when it comes to _other_
features that are more DTP-like, e.g. creating a "newspaper
style" page layout with text going from one box (not only
columns) to another and around graphics.

I don't claim that papyrus is the best software to create
documents, nor do I want to say that LaTeX is the worst
system to do this. Every system has its specific advantages.
However, LaTeX's advantages only become relevant with large
documents that contain equations, use a lot of references
etc.

|> Arno Welzel (aw@zaphot.augusta.de)

Christoph

3055. Re: Flash - HELP Please!

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505181341.AA00962@ilmen.lanl.gov>
Source record: 165387

In article IIo@netcom.com, narwhal@netcom.com (Narwhal) writes:
>I have an Atari 1040STf with a single disk drive. Up until recently I
>was using Flash II as my telecomm software but due to my faulty disk drive,
>which occasionally acts up (earthquake damage, long story), Flash II got
>eaten.

Just contact j.trautschol@genie.geis.com (that's John Trautschold, President
of Missionware Software) and explain your situation. Given that you are a
legitimate user of Flash II, he can sell you an upgrade to the latest version.
His upgrade prices are quite cheap, anyway.

-Hutch- @ Fair Dinkum Tech

3056. Re: Directory lister for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505181402.AA00981@ilmen.lanl.gov>
Source record: 165388

In article lamarth@delphi.com, lamarth@delphi.com () writes:
>Can anyone recommend a good directory listing utility that will run on the
>Falcon? That is, something I can use to select a directory and/or disk and
>send a listing of the contents to a printer or file. All of the utilities
>I've come across so far either crash or just simply won't work correctly.

I used to use a little utility called PRINTDIR but maybe it is one of those
utilities you mentioned that is not Falcon compatible. I just don't recall.
But doesn't UIS III support this capability? Rod MacDonald... you out there???

-Hutch- @ Fair Dinkum Tech

3057. Need No Bozos Floating Point libs

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1995May18.150324.7825@bay.cc.kcl.ac.uk>
Source record: 165389

For the last six months or so, I have been using Heat and Serve C 1.4
and am now dire need of floating point librarys that can handle 4 Word
variables. ie. double variables! ! I require them for path planning
algorithms.
As a last resort, investing in a commercial package such as Hisofts
Lattice C v5.6 capable of handling 4 Word vars, might be the only option.
Can anyone point to revised maths libraries for Sozobon C with double fp maths?
Thanks in advance.

-Alastair MacLeod, udem148@bay.cc.kcl.ac.uk-
-520STFM, 4 Megs-

3058. Falcon info needed

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: dmcdulin@cs.uct.ac.za
Message-ID: <3peqp5$ll0@ucthpx.uct.ac.za>
Source record: 165390

Hello all
I just need some info on the Falcon for a friend, planning to get one.
What is the reccommended amount of RAM to start off with, 1,4 or 14meg?
And hard drives? Possible to take bog standard 3.5" HD IDE and plonk
it internally? Prices?

Also, is it possible to use SIMMS instead of Atari's standard?
If so, how, prices, places to get stuff from and any info you think I've
missed, please inform me.

Email please if possible, I don't log on that often any more, and I'm
bound to miss any messages on news...

Thanks
BuzMack

--

```
__..--''``---....___ _...._ __
/// //_.-' .-/"; ` ``<._ ``.''_ `. / // /
```

3059. Re: Downloading Problem

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3pepej$a76@golem.wcc.govt.nz>
Source record: 165391

In article <9505171934.AA19482@mail.bris.ac.uk>, P.J.Groves@Bristol.ac.uk (PJ. Groves) writes:
>I am having problems downloading binary files for my Atari. (Text
>files are OK.)
>
>I use FTP either direct or inside Lynx. This gets the files (usualy
>*.LZH) to my account at work from which I then use Kermit in server
>mode to transfer them to my Atari for unpacking. Invaribly I get
>Bad Heading errors from UNLZH172.PRG when I attempt to unpack them.
>
>UNLZH172.PRG works fine on *.LZH files obtained from Public Domain
>libraries.

Toss all your LZH unpakers away and get the Only one that works will all LZH files...

LHA_3101.....!!!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3060. Digisound Sampler?

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: laramary@eden.rutgers.edu
Message-ID: <3peta0$6kv@er6.rutgers.edu>
Source record: 165392

I have Microsounds STReplay, and while I am happy with the software and resulting sample quality, I think I'd like to take a look at the DigiSound sampler for the ST, or whatever is speed compatable with WAV files. Replay will play WAVs, but the speed (NOT frequency) is off. I've found that WAVs fit DigiSounds playback speeds when coverted.

If anyone can point me in the right direction, or even if they have one for sale, please contact me...

--
|---|
If insecurity were a solid, it would look just like me.

3061. Falcon for sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: Putman <v932405>
Message-ID: <D8s19z.LLz@si.hhs.nl>
Source record: 165393

I regret this already, but I am selling my Falcon.

It includes:
- Screenblaster
- SVGA-monitor
- 4 MB RAM, 65 MB hard disk

Price: 1500,- Dutch Guilders (Only for sale in the Netherlands)

Contact me at: v932405@si.hhs.nl

3062. Re: I wanna new group!

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505181451.AA00991@ilmen.lanl.gov>
Source record: 165394

In article 6oM@aston.ac.uk, goringgn@aston.ac.uk (Graham Goring) writes:

>Well DUUUUURRRRRR, this is a computer group, n'est pas?
[...]
>Honestly, thanks for trying. But try not to be so porridge-brained next time.
[...]
>Oh, and sorry it took so long to reply, I have more than one tedious little turd to
>reply to. (Now maybe that WAS going too far...)

Oh, that's quite alright... I've come to expect such 'intelligent' replies.
Besides, if you are an expert in recognizing 'turds' then it is quite obvious
what part of the human anatomy you most closely represent. (touche')

Graham asks for newsgroups for "Atari games" and I respond with a list of all
games-related newsgroups that I could find. And for my trouble, he publicly
flames me because I gave him the names of _video_ games groups instead of
computer games groups. And then he sees fit to come back with more insulting
tripe such as the above. Amazing.

-Hutch- (really tiring of the incessant banality of this group) @ Fair Dinkum Tech

3063. Re: Atari "ResEdit" equiv?

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505181456.AA01005@ilmen.lanl.gov>
Source record: 165395

In article 719@m1.cs.man.ac.uk, jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
>In article <D8MHEq.Ey9@udcf.glasgow.ac.uk>, sdreid@juno.music.gla.ac.uk (Stephen D. Reid) writes:
>>Is there an equivalent of the Mac ResEdit for Atari ST?
>>Steve
>
>dunno. what does ResEdit do ?

Figger it out...

ResEdit = Resource Editor
^^^ ^^^^

It's a rather indispensible tool for modifying Macintosh applications.

-Hutch- @ Fair Dinkum Tech

3064. Re: Games: Team

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <3pfnm0$a6@studioweb.com>
Source record: 165396

```
: ftp://atari.archive.umich.edu/atari/Games/team.lzh

Ummm... not quite right Steve, you forgot a dir 8-)

atari.archive.umich.edu/atari/Games/Sports/team.lzh

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/

johnmoon@connexus.apana.org.au
```

3065. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: ab164@yfn.ysu.edu
Message-ID: <3pfohs$df7@news.ysu.edu>
Source record: 165397

I took a look at TEX a long time ago and decided that since
my stuff was not being published in book form, I had no real need
for it. As far as ease of use goes, it is right up there with WordStar.
Most of us have at least heard the horror stories about learning to
use WordStar. That program was one of the main reasons that IBM users
were afraid to learn more than one or two main applications. Who has
2-3 months to devoted to learning a new program? TEX falls along the
same learning curve! Shades of the Commadore 64 word processor! Of
course, there are things that demand that type of power. Luckily I
don't get into that complicated a document!
I do find it annoying that a shareware author would put the
docs for his program in TEX format. I wont name any names, but I am
of the opinion that straight ascii would have done the job more than
adequately! Hint! It was a telecomms program!
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

3066. Looking for Spreadsheet files for Federal Tax forms

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: ralph@cerfacs.fr
Message-ID: <RALPH.95May18172627@andie.cerfacs.fr>
Source record: 165398
Cross-posted to: misc.invest,misc.invest.technical,comp.sys.atari.st

I am looking for some spreadsheet files (either older *.WK1 or *.LDW)
for federal tax forms 1040, the Schedules A, B, and, D and form 2555.

They probably have not changed any over the last couple of years,
right?

Are these available from any FTP site?

Thanks to all,

--
Dr. Ralph P. Sobek Disclaimer: The above ruminations are my own.
Ralph.Sobek@cerfacs.fr Addresses are ordered by importance.
ralph@cerfacs.fr If all else fails, try:
Telephone: (+33) 61-19-30-47 sobek@eclair.Berkeley.EDU
FAX: (+33) 61-19-30-00
==========
The waves came in like arabian stallions gradually lapping into seahorses.
-- Pattie Smith

3067. Re: High Speed Modem on F

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: cs93dlh@sid.dcs.exeter.ac.uk
Message-ID: <D8s66p.9Hu@exeter.ac.uk>
Source record: 165399

> I average about 2500 cps and 24000 baud rates with 115800 DTE rates. No
> problems encountered. Of course, I have to keep the modem's auto-answer mode on
> all the time, as the Falcon's serial port "incoming call" wire is inactive.

Eh? The Falcon's ring detect line works flawlessly here. Maybe your cable is
at fault?

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT * MiNT-OS * MiNT-NET * Minixfs * X11r5 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

3068. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-18 00:00:00 UTC
From: dietz@lirmm.fr
Message-ID: <3pfr65$824@lirmm.lirmm.fr>
Source record: 165400

In <D8rsLB.Ly7@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) wrote:

> on a flashy GUI (but this is < 1980 stuff). Frankly, I don't care
> whether you find TeX hard to use. I don't care how easy it is with
> your WYSIWYG WP to create an awful page in just a few seconds. I
> don't care whether you can produce an ugly screaming yellow-on-pink,
> shaded, rotated, skewed section head with a GIF texture-mapped onto
> every `o' in it. I want readable, typographically correct documents.
> And I'm willing to spend some time learning how.

I'm really glad to see that there are some reasonable people out there who care about quality. Nevertheless, I think that people should be free to continue to create awful-looking documents - as long as I am not forced to read them...

Andreas

3069. Re: Atari ST emulators?

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <3pihj5$r5l@news1.halcyon.com>
Source record: 165202

In article <3p764a$rgc@news.rrz.uni-koeln.de>,
Joerg Bleimann <a2233495@athena.rrz.uni-koeln.de> wrote:
>Hi Atarians!
>
>Does anywhere in the Internet a usable ST emulator for MS-DOS PCs exist? Be-
>fore I entered the PC scene I had been an ST user for several years, therefore
>I'm familiar with the graphic user surface and some software. I'm also inter-
>ested in TT and Falcon emulators. Who can give me detailed information about
>them? Furthermore, are there any "nostalgia clubs" for old-fashioned 8- and
>16-bitters in the Net?

We've been selling Atari emulators for MS-DOS and Windows for 3 years.
Look on our web page on http:://www.halcyon.com/brasoft/ for complete
information or email me your postal address and I'll mail you our product
brochure.

- Darek @ Branch Always Software

==
Darek Mihocka email:brasoft@halcyon.com http://www.halcyon.com/brasoft
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 Compuserve:73657,2714 AOL:brasoft
==

3070. GEMULATOR 4.0 info on the Web now available

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <3pihr3$rdr@news1.halcyon.com>
Source record: 165203

Branch Always Software is now on the World Wide Web. You can access our home page at "http://www.halcyon.com/brasoft/". You can connect now and immediately download the latest freeware version of PC Xformer, the Atari 800XL emulator for MS-DOS, Windows, and OS/2 Warp.

Within a few days we will also have the PC Xformer 3.0a and Gemulator 4.0 product announcements posted, along with screen dumps of the new Gemulator 4.0 Mega STE emulator for Windows and OS/2 Warp, and a complete list of Atari dealers who sell Gemulator and PC Xformer.

If you only have news access but not web access, you can still email us and we'll mail you our free product brochure which contains all of that information. Just send us your postal mailing address if you would like it mailed to you, or your fax number if you want the information faxed to you directly. Our email addresses are:

Internet: brasoft@halcyon.com
America Online: BRASOFT
Compuserve: 73657,2714
GEnie: BRASOFT
Microsoft Network: BRASOFT

- Darek

==========
Darek Mihocka email:brasoft@halcyon.com http://www.halcyon.com/brasoft
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 Compuserve:73657,2714 AOL:brasoft
==========

3071. IBM 8515 on my F030?

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3pj9fo$dbo@gti.gti.net>
Source record: 165204

I've got an IBM 8515 monitor hooked up to my Falcon, and it's working to a point, execpt that I can't get ScreenBlaster to work with it (or very well). Anyone have any ideas on how to get it so I can get at least 800*600? The list of monitors doesn't list an IBM. Poking around at the risk of blowing the monitor, I discovered that it needs at least 31Hz horiz. sync and an unknown vert. sync. I don't know if this monitor is multisync or not (I sure hope so!!), but since it didn't cost me anything, I've nothing to loose...

btw: I have the original ScreenBlaster; I understand that there has been at least one update to the software, but just never got around to it.

3072. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3pi5cr$6vk@dux.dundee.ac.uk>
Source record: 165205

: Issue 2 is a corker indeed. Nicer paper than the first one.

I'm not to bothered about the paper, I very much doubt any one needs
it to be "soft, strong and absorbant". Issue one was so good I even
recemmended it to a new(ish) Atarian, it sone of the few magazies I have sen
which quite easily makes provision for experiecned AND novice users. When I get issue two
(or if) I'm going to strip naked and run through the streets of
Dundee shouting "Eureka!!", or perhaps I should target This Morning! :)

Rod

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

3073. Re: Some GEM Programming Questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <3pj1rt$pq8@brachio.zrz.TU-Berlin.DE>
Source record: 165206

In article <ftn_2.203.611.4_2fbb1b74_Christian.Dahl@tnogobl.ct.se>
christian.dahl@tnogobl.ct.se writes:

> > 1. When I 'm playing/recording a sound file I display a model
> > dialogue box to prevent the user from accessing any other part of the
> > system. The reason for this is that during simultaneous playback/record,
>
>Lock screen first with wind_update(BEG_UPDATE), and release it after the
>evnt_multi with wind_update(END_UPDATE).

In your case this isn't enough. Also use wind_update(BEG_MCTRL) /
wind_update(END_MCTRL) in this case. The BEG_UPDATE semaphor will
prevent anything from moving on the screen while set, whereas
BEG_MCTRL will send mouse events exclusively to the application
which has set it via evnt_multi so that windows don't react.

Christian Nieber +-----------------+
email chris@buran.fb10.tu-berlin.de | Always plan ahea|
R.O.M. logicware, the Home of Papyrus |_____________d|
Raschdorffstr. 99, D-13409 Berlin | |
Tel. ++49/30/492 41 27, FAX 491 93 67 | |

3074. Re: Stalker v3.04 and NVDI 3.01

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <f48_9505191650@genesplicer.org>
Source record: 165207

Re: _Stalker v3.04 and NVDI 3.01_, Desmond Liu wrote to All on 18 May 95:

DL> Anyway, I'm still having problems. When NVDI 3.01 is loaded and I
DL> initially start up STalker 3.01, I see the hard disk light on my Falcon
DL> flicker away. Presumably it is doing a vst_load_fonts() since I have a
DL> *lot* of Bitstream fonts in my font directory.
DL>
DL> After a while, the hard disk light stops and STalker seems to just lock
DL> up with the "STALKER.PRG" title on the top center of the screen. I do not
DL> see this problem when I use SpeedoGDOS 5.0 by itself without NVDI.

I had the same problem, and got it to work by disabling a bunch of my (bitmapped) fonts. I got the idea from someone on GEnie who had the same problem and the same solution. It would seem that STalker can't handle very many fonts.

3075. Re: Atari ST emulators?

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: Lisa's pet <honge@creighton.edu>
Message-ID: <Pine.HPP.3.91.950519183949.28003O-100000@bluejay.creighton.edu>
Source record: 165208

```
> : The other product is the GEMulator ST Emulator from Branch Always Software
> : in Washington state in the U.S. It consists of a pc card you insert in your
> : PC which holds the TOS ROMs from an actual ST. The emulation is done in
> : software on the PC. It's not as fast as the Janus board, but with a fast
> : '486 PC, it runs faster than a normal ST.
>
> The GEMulator 4.0, in the latest TOAD catalog, emulates a
> MegaSTE, supports MIDI, and costs about $160... Call Toad...
>
> --Lunatic
>
>
> : The GEMulator board currently costs US$99, and they also sell TOS 2.06 ROMs
> : for US$69 if you don't have a set already.
>

Where do I contact to get these things? Phone numbers, addresses, etc.?

**********************************************************************
_____________________________________________________________________
/ | \
| H. Young | "If it's not a Sony, it's a |
| Biology BS '95 | darn good trick." |
| Creighton University | |
| honge@creighton.edu | Darwin of Borg: |
| zenon@ibm.net | "Creationism is irrelevant. |
| (ABC) 592-5944 | Evolution is inevitable. |
| No postage required | Resistance is futile. You |
| Save the trees--Eat the beavers! | will be assimilated." |
\_____________________________________________________________________/

**********************************************************************
```

3076. re: falcon 030 cache

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <50a_9505191921@genesplicer.org>
Source record: 165209

Re: _falcon 030 cache_, Doug Little wrote to All on 19 May 95:

DL> The instruction cache is almost always effective, so leave it on at all
DL> times.

I wish I could. I'm the one who started this thread and never got an answer to my original query. What is the likely reason my 030 cache is so flakey? Even booting directly from floppy with nothing in memory it's sometimes on and sometimes off. And it might be on when I boot, but go off later.

3077. Falcon for sale (in the U

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <891_9505200106@flight.org>
Source record: 165210

In message #897, BOYD@ONRAMP.NET writes:

> I've a Falcon for sell too! In the US (preferably in the DFW Texas area!)
> Only prob is it doesn't like external SCSI drives (been told that it was
> common "loose spring" prob that an
> authorized repair center can fix) at all.. For me, it's no prob. For othe
> well..<grin>

My dad's interested in this beast. ;) But what exactly is this "Loose
Spring" thing? Can someone explain? Get as technical as possable... <grin>

> Only $600 or so plus 1040ST....

What do you mean by that? Trade in for a 1040? Thats what my dad's
currently using...
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3078. Re: Flash - HELP Please!

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <892_9505200106@flight.org>
Source record: 165211

In message #922, PETER FESZCZUR writes:

> Version 2.0E has now been released in ENGLISH... the demo is fully featur
> with only a shareware delay reminder to TRY and get you to pay the VERY l
> S/W fee of 35 DM (whats that in US$'s 20 ??)...
> Can't remember what FPT site I got it from, however you can get it direct
> STarCall's BBS on (GERMANY) 02363 2610

Ooooh! STarcall looks like a pretty good term program, but the version I
have is some old german version, anyone know an FTP site that has it? And
give the exact path, so I can grab it with a WWW or FTP mail server...
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3079. Re: High Speed Modem on F

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <893_9505200106@flight.org>
Source record: 165212

In message #944, D.L.HASTINGS writes:

> > problems encountered. Of course, I have to keep the modem's auto-answ
> mode on
> > all the time, as the Falcon's serial port "incoming call" wire is ina
>
> Eh? The Falcon's ring detect line works flawlessly here. Maybe your cable
> at fault?

It could also be the modem itself, the brain-dead factory defaults on my
modem included keeping the DCD line on all the time, try adding an AT&C1
to your init string.

---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3080. VGA ON ST ?

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <894_9505200106@flight.org>
Source record: 165213

In message #946, KEVAN WINCH writes:

> Hi, Is it possible to connect a multisync VGA color monitor to an ST ?

Yes you can, this should be in a FAQ...

In fact with a multisync you can use it as both a color and a mono monitor.

---------------------------- -//- ----------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

3081. Re: Atari "ResEdit" equiv

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <895_9505200106@flight.org>
Source record: 165214

In message #950, D.BHABUTA writes:

> : dunno. what does ResEdit do ?
>
> It changes the file type in the header of a file.

No, ResEdit: Resource Editor, it edits the resource fork of Macintosh
files, which are the same thing as those .RSC files that come with a lot of
GEM programs.

---------------------------- -//- ----------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

3082. ST506 HD ??????!?

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <896_9505200106@flight.org>
Source record: 165215

In message #987, JOHN 'JOHN..' TUFFEN writes:

> Hi,
> I've got a hard disk host adaptor for (it says on the PCB) an
> ST506 drive. What's it all about?! I have a 40 MB embedded SCSI drive
> from a mac (which won't work coz the connectors are all different).
>
> What do I do? (I know, buy an ICD host adaptor.....)
>
> any help would be appreciated.
>
> (What is an ST506 anyway? some sort of non-embedded SCSI drive I presume?

No, its an MFM drive! <shudder>

---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3083. Re: Substation - Game Dem

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <897_9505200106@flight.org>
Source record: 165216

In message #988, S94 writes:

> > >Also, you cann't pick up the flame throwers :(
> >
> > Is that what they are? I thought they were extra airtanks (to give extr
> time), and
> > so, couldn't be picked up in the demo...
>
> Ooh, I though they were fire extinguishers!

I thought they were tap-dancing elephants!

--- -//- ---

Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|

--- -//- ---

3084. Re: SCSI-drive questions (Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FETPAHUXUP@dksoft.ping.dk>
Source record: 165217
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <3pcaeh$aie@prime.mdata.fi> Pekka Saarinen wrote:

>I'm searching for a new 1Gb SCSI drive for my Falcon.
>The following questions have arisen:
>
>1. Is SCSI-II the same as FAST SCSI-II ?

Yes and no. SCSI-II is a set of commands and ONLY a set of commands.
FAST SCSI-II is a drive like the "normal" SCSI-II drive, but got some technical
commands for internal use. There's also WIDE SCSI-II and the latest SCSI-III.

A "normal" SCSI-II drive and a FAST drive are both compatible with each
other, (though some internal stuff wouldn't work ofcouse). Some people claim
a FAST model is faster, but i doubt that. Specially on the Atari you wouldn't
know the difference as Tos can max go up to around 1.8Mb/s

>2. Is anyone out there using an IBM SCSI-II drive(s) with their Falcon
> (= do they work with a Falcon, are they good?)

Sorry no!

>3. Are Seagate Hawk drives really "second class" as some dealers say?

It's probably "second class" if you compare it to the SpitFire model, but
i guess the Hawk is good enough for most issues.

>4. I recall once having a TOS-Magazin -program for testing hard disk
> performance (with graphical output). If anyone knows the program,
> please point me the ftp-site, or if you're really cool, uue it to
> me. That program was the only one that gave a graph of the
> drive's calibration interval & lenght, and that's something I have
> to know before buing a drive.

I think i recall what program you're talking about. And if thats the one
it doesn't work with Tos 1.6 and above. (Don't know if it'll work with
Tos 1.4). And it gave wrong results as well.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

3085. Re: 040 accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FETPAHVAUP@dksoft.ping.dk>
Source record: 165218

In <ftn_2.203.203.15$fidonet.org_2fb90db9_Tom.Thomason@fpc.ct.se> Tom Thomason wrote:

>To: sinclap2954@cobra.uni.edu
>
>From: tom_thomason@fpc.ct.se
>
>On 14 May 95, sinclap2954 shot this through the ether to All ...
>
> s> Which Performa are you talking about? The Performa PowerMac makes your
> s> Atari look like the Atari 8 bit OS and Geos!!GET OVER IT!
> >> Dan
> >> : TH
>
> I don't usually bother to write replies to these idiotic flame messages
>but there are a couple of points to be made here.
>
> Since this area is intended for Atari users who are perfectly satisfied
> with
>their machines (as you make it abundantly obvious as you are with your Mac,
>which I might point out I'm not overly fond of) why the hell do you bother to
>come in here to brag about your machine. WE AREN'T INTERESTED in your juvenile
>comments. If you want to discuss the pro's and con's in a polite manner, I'd
>assume you're welcome to stay but, if you haven't got anything _constructive_
>to add to the conversation why don't you ride off into the sunset.

No need to tell him this Tom. He is just an idiot who want to have some fun.
He got no idea what he is talking about, and insted of trying to learn, (which
i doubt he can), he just through away stupid comments. Ignore him insted, as
it'll probably be better for the rest of us. He is simply not worth it.

He tried to annoy us in the technical area a while ago as well. I guess he's
tired of this, and now tries this area. Some day he'll grow up, (hopefully!).

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

3086. Re: 040 accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FETPAHVDUP@dksoft.ping.dk>
Source record: 165219

In <ftn_2.203.221.11$fidonet.org_2fb7a454_Magnus.Kollberg@p11.straight.ct.se> Magnus Kollberg wrote:

>In a message sinclap2954 wrote to All
>
> s> Tos/Gem is a pathetic JOKE! GET OVER IT! System 7 has more features
> s> and functionality and is constantly being improved on. When was the last
> s> time Atari updated the OS? Oh, Atari is out of the computer market. Real
> s> users value apps and the Atari OS is not impressive.
>
>Is this not in the wrong area?
>
>I'm starting to get tired of hearing your stupied nonsense talk!!

Then ignore him insted of answering him. Thats what he want you all to do.
He is so stupid that none of us would really bother writing anything to him.
He is so spoiled that he wouldn't know the difference between left and right,
or perhaps Mac and Atari. It's not worth it.
>
>Shut up!

Exactly what he'd hope you would say! Don't!

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

3087. Linux Questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: tomlin@stomlin.spods.dcs.kcl.ac.uk
Message-ID: <800893522_OASIS_@stomlin.spods.dcs.kcl.ac.uk>
Source record: 165220

In article <3oc5bg$gvg@batph8.bnr.ca>
troyc@bnr.ca (Troy Carpenter) said:-

>1. Where are the Serial/Modem devices. There is one called /dev/ttyS0,
> it does not seem to be a serial port as it is for the amiga. Without
> a modem port, I cannot call out with xc! I have to use a TOS terminal
> program (like I am doing now!)

I *think* it's ttyS1 or ttyS2.

>2. Swap partitions. I have created a swap partition on my Seagate 157N.
> This is connected to my SCSI port after my internal Quantum 120. I
> have the Quantum setup with TOS partition 1, EXE2 partition 2.
> The Seagate has Minix partition 1, and EXE2 Swap partition 2.
> Everything works fine as far a Linux goes, but when AHDI tries to
> boot the drives on powerup, I get 2 bombs after the Seagate is detected.
> I have two choices at this point...use an ICD driver to bring the
> Seagate up, or leave it unplugged from the system until I bootstrap
> and then Linux detects it with no problem. I suspect this has
> something to do with the partition sector (0), because the drive boots
> fine when it is an exe2 partition. It is only when I run mkswap and
> then reboot that the problem occurs.

You need to set the partition type to something other than GEM or BGM.
Or you can use a swap file.

> I would rather get the drive to work with TOS, since partition 1 is
> my MiNT partition.

You can use MinixFS partitions under linux if you mount them manually &
not from the /etc/fstab file.

>3. Is there any way to format a drive without using the ICD formatter?
> I don't see any way with AHDI to format a drive, unless I am missing
> part of the distribution.

I suppose you must be missing a program called HDX.PRG. That's used to
format, partition & zero hard drives.

--

Keith Tomlin
tomlin@zippy.spods.dcs.kcl.ac.uk
////////////////////////////////////\\
/ S.P.O.D.S Site Earth = http://www.spods.dcs.kcl.ac.uk \
/ Installing Linux on a Falcon = http://www.spods.dcs.kcl.ac.uk/~tomlin \
\ Linux/m68k & Falcon030 stuff = /

```
\ ftp zippy.spods.dcs.kcl.ac.uk:/pub/Authors/tomlin or /pub/linux/linux-68k /
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
```

3088. Re: About LaTeX (was: Re: My newish PM61

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: tomlin@stomlin.spods.dcs.kcl.ac.uk
Message-ID: <800894520_OASIS_@stomlin.spods.dcs.kcl.ac.uk>
Source record: 165221

In article <3pfohs$df7@news.ysu.edu>
ab164@yfn.ysu.edu (tom lamparty) said:-

> I took a look at TEX a long time ago and decided that since
>my stuff was not being published in book form, I had no real need
>for it. As far as ease of use goes, it is right up there with WordStar.
>Most of us have at least heard the horror stories about learning to
>use WordStar. That program was one of the main reasons that IBM users
>were afraid to learn more than one or two main applications. Who has
>2-3 months to devoted to learning a new program? TEX falls along the
>same learning curve! Shades of the Commadore 64 word processor! Of
>course, there are things that demand that type of power. Luckily I
>don't get into that complicated a document!

Tom, I agree that TeX and LaTeX are not easy to learn (I've been using
LaTeX for a few years & I'm still learning), but I think you're wrong to
comare a *Wordprocesser* with a *typesetter*.

--

Keith Tomlin
tomlin@zippy.spods.dcs.kcl.ac.uk
//////////////////////////////////////\\
/ S.P.O.D.S Site Earth = http://www.spods.dcs.kcl.ac.uk \
/ Installing Linux on a Falcon = http://www.spods.dcs.kcl.ac.uk/~tomlin \
\ Linux/m68k & Falcon030 stuff = /
\ ftp zippy.spods.dcs.kcl.ac.uk:/pub/Authors/tomlin or /pub/linux/linux-68k /
\\//////////////////////////////////////

3089. About LaTeX (was: Re: My newish PM6100..

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: tomlin@stomlin.spods.dcs.kcl.ac.uk
Message-ID: <800898512_OASIS_@stomlin.spods.dcs.kcl.ac.uk>
Source record: 165222

In article <3p4t84$hi3@lirmm.lirmm.fr>
dietz@lirmm.fr (Andreas DIETZ) said:-

>You seem to misunderstand what LaTeX is about. LaTeX is a macro package for the
>*typesetting* system TeX. You may include pictures provided from other sources.
>I really can't believe that there exists a "silver bullet" program that does
>everything perfectly. I am happy if I have a good typesetting system which
>allows to include pictures prepared with a good drawing program... Besides, on
>UNIX systems you can run several processes in parallel, so you can type your
>text in one window and draw your pictures in another. Why should I need a
>single program that is (only supposed to be) able "to do everything?
>
>Yet another point in favor of LaTeX and TeX (besides the excellent quality of
>their output): they are free! And yet another one: I have seen many people who
>would not use LaTeX/TeX "because it is so hard to use" spending hours reading
>the manuals of their word processor, e.g. in order to find out how they could
>produce a table according to certain layout idea. They never succeeded... If I
>may suppose that their IQ is not that low, I could come to the conclusion that
>what is called "user friendliness" of a program is not necessarily related to
>"mouse driven". If you spend the same amount of time on reading a wordprocessor
>manual and reading a good book on LaTeX, you will be able to do much more
>sophisticated things in the latter case.
>
>Oh, I forgot one last point: If there is something that LaTeX is not able to do,
>you are free to add your own macros written in TeX. Am I right when I say that
>if you are using a "normal" wordprocessor, you are limited to those features
>that its developers have implemented?

I can only agree whole heartedly with *everythiny* stated above :-) Well
done Andreas ;-)

--

Keith Tomlin
tomlin@zippy.spods.dcs.kcl.ac.uk
////////////////////////////////////\\
/ S.P.O.D.S Site Earth = http://www.spods.dcs.kcl.ac.uk \
/ Installing Linux on a Falcon = http://www.spods.dcs.kcl.ac.uk/~tomlin \
\ Linux/m68k & Falcon030 stuff = /
\ ftp zippy.spods.dcs.kcl.ac.uk:/pub/Authors/tomlin or /pub/linux/linux-68k /
\\////////////////////////////////////

3090. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.800879537@gen-off-1>
Source record: 165252

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>When exactly did issue 2 come out?
I bought it on Tuesday.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
"You're going to win nothing" - PessiMystic Meg.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

3091. Re: 040 accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.800880162@gen-off-1>
Source record: 165253

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>In <djs.800618179@gen-off-1> David Stevenson wrote:
>>What the hell are you talking about?

>WYSISWYG means 'what you see is what you get'.
Yes, I know that. I was querying the statement that it's only available
on Atari.

--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
"You're going to win nothing" - PessiMystic Meg.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

3092. Re: Zip Drive Software?

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.800880268@gen-off-1>
Source record: 165254

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>In <djs.800618068@gen-off-1> David Stevenson wrote:
>>Not according to HiSoft, who have actually _tried_ it out.

>How did they remove the write protection?
Don't know, I have asked for more info.

>And who the hell you think Julian Reschke and Uwe Seimet are?
No idea. Who are you? Who am I?
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
"You're going to win nothing" - PessiMystic Meg.

==
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==

3093. wanted: GDATA Sampler for ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: sego@iem.mhsg.ac.at
Message-ID: <3phsp6$jkv@fstgds15.tu-graz.ac.at>
Source record: 165255

Hi,

we (Institute for Elektronik Music) need old GDATA sampler for the ATART ST,
maybe somebody wants to sell it to us

tnx
Seppo

****
* Dr. Gruendler Josef (Seppo) *
* Inst.f. elektronische Musik *
* MHS Graz Austria *
* Tel.: ++43-316-3897211 *
* Fax.: ++43-316-3897215 *
****

3094. Re: Substation - Game Demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <3pht4i$rtn@m1.cs.man.ac.uk>
Source record: 165256

In article <3pfe0l$6ah@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
> In article <3p9q9m$qng@whitbeck.ncl.ac.uk>, "Craig. Graham" <Craig.Graham@ncl.ac.uk>
writes:
> >Also, you cann't pick up the flame throwers :(
>
> Is that what they are? I thought they were extra airtanks (to give extra time), and
> so, couldn't be picked up in the demo...

Ooh, I though they were fire extinguishers!

S.Lai

3095. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.71.000C3DA1@cam.ac.uk>
Source record: 165257

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>When exactly did issue 2 come out?

I got it on Saturday (13th) - I wish they stated in the magazine when the next issue comes out (I think they might have but I havn't got the issue here to check).

Adrian

3096. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <3phtsk$s57@m1.cs.man.ac.uk>
Source record: 165258

In article <Pine.SOL.3.91.950516121020.1570A-100000@humpback>, Alan Gauton <ag@spd.eee.strath.ac.uk> writes:
> I got the second copy of AW yesterday. I haven't had a proper chance to look
> at it in depth, but initial looks suggest this mag is just going to get
> better and better.

That's what I thought of ST Review too, but AW beats even that in my opinion. Issue 2 is a corker indeed. Nicer paper than the first one.

S.Lai

3097. Re: Flash - HELP Please!

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3pgl69$k4m$1@perth.DIALix.oz.au>
Source record: 165259

Narwhal (narwhal@netcom.com) wrote:

<snip, snip>
: if there is a telecomm program that I can d'load that is similar to Flash
: but also has vt100 emulation and zmodem... I would be most pleased.
:
: If anyone can help me, please either post here or email me at:
: narwhal@netcom.com

Try STarCall... vt52,100,200,220,ANSI & TTY,, X,Y, & Z modem. Built-in text editor & separate buffer window...etc, etc... You will NEED a D/S disc drive (720K min) as the files to run the package total around 600K

Version 2.0E has now been released in ENGLISH... the demo is fully featured with only a shareware delay reminder to TRY and get you to pay the VERY low S/W fee of 35 DM (whats that in US$'s 20 ??)...
Can't remember what FPT site I got it from, however you can get it direct from STarCall's BBS on (GERMANY) 02363 2610

Try it you'll LOVE it......
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

3098. Re: ST Emulator4Macintosh

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: jtace@prometheus.hol.gr
Message-ID: <2fb7af9cc19420@prometheus.hol.gr>
Source record: 165260

Babis (elgato@athena.compulink.forthnet.gr) wrote:

>Please, please....
>Does anyone know of an ATARI EMULATOR for the Macintosh.
>If such a thing exists Iwould like to know more details.
>I think I've seen something out there but (how stupid!) I can remember
>where...
>Please help if you can.
>
>Thanks in advance
>
>elgato@athena.compulink.forthnet.gr
>ciark@hol.gr
>
>

There is an St Emulator for Mac computers...

And in Greek :

Yparxei kapoios emulator gia ST sta MAC. Legetai MACMagic h kapvs
etsi...Exeis atari esy???? h mac h kai ta dyo???

--

---------------------Friendly-----------------------
Jim Sourmelidis * jtace@prometheus.hol.gr *
-----------------Athens, Greece---------------------
The important thing is never to stop questioning.....
Albert Einstein

Okami Newsreader Version 0.26

3099. MiNTnet - Which file should I get?

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3pgqsi$8se@status.gen.nz>
Source record: 165261

Hello,

I have manaed to figure out what files I need to get MiNTnet up and running.

I have a couple of questions:

1. I believe it will work with MiNT 1.12 without need to recompile. Is this correct?

2. The latest version is 0.5pl6. Is this true, if not, what version is latest?

3. I have found that MiNTnet is at the atari.archive.umich.edu in /Mint/Network/. Well, there are so many files, and I am not sure which ones to download. I have discovered that I will be needing Telnet, Udpprobe, Ping, Ncftp. I have found those files without a problem. However, I cannot figure out which files contain the actual MiNTnet itself.

4. Do I need any other files not mentioned above? (Apart from Sh.)

5. Is there anything I should know not contained in the MiNTnet FAQ?

Your help is greatly appreciated.

-Mario Becroft (mbecroft@iconz.co.nz)

3100. Re: Digisound Sampler?

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: jturcott@freenet.calgary.ab.ca
Message-ID: <3pgpbd$19ic@ds2.acs.ucalgary.ca>
Source record: 165262

In article <3peta0$6kv@er6.rutgers.edu>,
The Sub-genius <laramary@eden.rutgers.edu> wrote:
>
> I have Microsounds STReplay, and while I am happy with the
>software and resulting sample quality, I think I'd like to take a
>look at the DigiSound sampler for the ST, or whatever is speed com-
>patable with WAV files. Replay will play WAVs, but the speed (NOT
>frequency) is off. I've found that WAVs fit DigiSounds playback
>speeds when coverted.
>
> If anyone can point me in the right direction, or even if
>they have one for sale, please contact me...
>

I think the program "SoundLab" is what you are looking for. I
have the Replay VIII cart, and have not used the replay software much
since I downloaded soundlab from GEine. It will play and save .WAV files.
It is also a faster program for things like echo, converting a sound from
one speed to another(in eather directions) you can sample and play back
at almost any speed from 6Khz to 30Khz in about 100 hz steps. It has
shaped fades and a bunch of stuff I'm sure to remmember as soon as I send
this off.
look for sound lab at on a cover disk(I don't get any magazines so I'm
not sure which one) Or you should be able to find it at any atari FTP site.

Jarl is out of here...

--
+---------------------------------+-------------------------------------+
	1) If it's green or wiggles, it's
Jarl Turcotte	biology.
j.turcotte@genie.geis.com	2) If it stinks, it's chemistry.

3101. Totally free - no joke!

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: dougmoen@millenium.texas.net
Message-ID: <3ph3j8$5lb@empire.texas.net>
Source record: 165263

Well I used to an ambitious ST game programmer but having to program Windoze and VAX systems at my job have melted my mind. I would like someone to get the benefit of a very good programing aid for GFA programmer on the ST. For the mere price of postage ($5.00) I will send you M.A.G.E (Magic Arcade Graphics Engine) $100.00 plus retail value for absolutly free, no strings attached (except for covering the five bucks shipping). So thats the deal, sounds too good to be true?? No this is for real, I simply want someone to get some use from this.

The details: E-Mail me at (dougmoen@texas.net) and tell me that you want it, I will reply to you for confirmation and then send the shipping cost ($5.00) at which point I will mail you M.A.G.E. Simple and basically except for the shipping.

--
--Your failure is complete joung jedi
----May the 7 pillars of booloo be with you!!

3102. Re: Atari history

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3pgr41$rs0$6@mhadg.production.compuserve.com>
Source record: 165264

> I like Atari very much. Had an Apple, like them too. Have a PC, like that
> as well.

Cool..! That's a _very_ refreshing attitude to hear voiced..!

I feel the same way.. I've never had a computer I didn't like, and never
even used one that wasn't fun to play with in some way.

The Atari 400/800 family is probably my favorite, but I like them all..!

BobR

3103. Re: Atari ST emulators?

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3pgrnf$rs0$7@mhadg.production.compuserve.com>
Source record: 165265

> Does anywhere in the Internet a usable ST emulator for MS-DOS PCs exist?

I know of two such ST emulators, but neither of them is either Shareware
or Public Domain.

The Janus board is a product out of Germany (I believe), which emulates the
ST in hardware.. that is, it has a 68000 CPU chip on it and is essentially
an "ST on a board" that you plug into a PC. It's very fast, but I know
virtually nothing more about it.

The other product is the GEMulator ST Emulator from Branch Always Software
in Washington state in the U.S. It consists of a pc card you insert in your
PC which holds the TOS ROMs from an actual ST. The emulation is done in
software on the PC. It's not as fast as the Janus board, but with a fast
'486 PC, it runs faster than a normal ST.

I just bought a GEMulator, but haven't had time to install it yet. People
I know who have one though say they work pretty well.

BRAsoft has announced a new version of the software which adds a lot of
features and improvements. The one main thing still lacking from a full
emulation of the ST is that there is no MIDI support as yet.

The GEMulator board currently costs US$99, and they also sell TOS 2.06 ROMs
for US$69 if you don't have a set already.

(The GEMulator I bought came with two sets of TOS, both 2.06 for the latest
and greatest, and 1.0 for early compatibility.. you can choose to run either
one through software commands.)

BobR

3104. Re: Flash - HELP Please!

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3pgsbi$rs0$8@mhadg.production.compuserve.com>
Source record: 165266

> Flash II got eaten.

Missionware Software will no doubt be willing to send you a replacement disk.. their address should be in your original documentation.

> So I ended up with a copy of the original Flash, the original telecomm
> software I used...and it's actually quite nice except:

> 1. I can't seem to set it for vt100 emulation (as I could with Flash II) 2.
> It only has xmodem and a very primitive ymodem batch (Flash II had zmodem)

The last version of Flash was 1.6... there are patch programs available to bring earlier versions up to that level, check on atari ftp archives.

The VT emulation in 1.6 is pretty crude, although it works for most applications (VAXphone can be somewhat messy though..!).

Version 1.6 also implemented CompuServe QuickB protocol, and you can download a Shareware external protocol program called XYZ.TTP which does X, Y and Zmodem. I had Flash set up with a macro key to call XYZ.TTP to do downloads.

Again, check atari ftp archive sites for XYZ.TTP

BobR

3105. STe paddle lines

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950518235943.13033E-100000@moose.erie.net>
Source record: 165267

I'm still looking for info on the resistance range of the STe
paddle lines. That is, what size potentiometer do I need to cover the
full 0-255 range?

3106. Re: Software Modem Compression

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: rvenable@deimos.cber.nih.gov
Message-ID: <1995May19.043126.28830@alw.nih.gov>
Source record: 165268

On 18 May 1995 19:16:30 GMT Darth Vader pontificated:
> I have a 1040STe, 1 meg, and connect to an HP unix system; is there any
> program to perform software compression of the communications? I remember
> using a similar program for a local Atari BBS a long time ago. Even the
> source for that program would help. If anyone has such a program, or such
> source, or know where to get it, let me know? I would be willing to port
> the host end over to UNIX, no problem.

Actually, you'd be much better off with hardware compression, which
requires modems that can match protocols. Modem costs are down, but
compression costs extra [insert monetary unit here].

You can, however, easily obtain the GNU gzip utility for both platforms;
check atari.archive.umich.edu or the mirror at archive.wustl.edu for the
ST version (binary included). If the HP unix is HP-UX 9.x (possibly 8.x),
check the U.S. mirror of the Liverpool HP-UX archive at ftp.cae.wisc.edu
for tested, debugged, and ready to compile source code.

Text files are typically 25% of their original size when compressed with
gzip; great for downloading PostScript for use with GhostScript on the
ST, for instance. The ST gzip works well with a command shell (e.g. Gulam),
since you can decompress quite a few files at once (disk space permitting).

--
Rick Venable =====\ |=| "Eschew Obfuscation"
FDA/CBER Biophysics Lab |____/ |=|
Bethesda, MD U.S.A. | \ / |=| / Not an official statement \
rvenable@deimos.cber.nih.gov \/ |=| \ or position of the FDA. /

3107. Re: FS: 1040ste, monitor

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: etat@delphi.com
Message-ID: <x82-jTe.etat@delphi.com>
Source record: 165269

<vdavis@netins.net> writes:

>>email offers to mrf546t@nic.smsu.edu
>
>
>
>How does $125 sound for both?

Sound like a Cheepskate offer...how about using the Mail reply function
or whatever it is..thereby eliminating trashy messages showing you cheepness.
<g>

3108. Re: Atari ST emulators?

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3phcf5$n1m@cville-srv.wam.umd.edu>
Source record: 165270

: The other product is the GEMulator ST Emulator from Branch Always Software
: in Washington state in the U.S. It consists of a pc card you insert in your
: PC which holds the TOS ROMs from an actual ST. The emulation is done in
: software on the PC. It's not as fast as the Janus board, but with a fast
: '486 PC, it runs faster than a normal ST.

: I just bought a GEMulator, but haven't had time to install it yet. People
: I know who have one though say they work pretty well.

: BRAsoft has announced a new version of the software which adds a lot of
: features and improvements. The one main thing still lacking from a full
: emulation of the ST is that there is no MIDI support as yet.

The GEMulator 4.0, in the latest TOAD catalog, emulates a
MegaSTE, supports MIDI, and costs about $160... Call Toad...

--Lunatic

: The GEMulator board currently costs US$99, and they also sell TOS 2.06 ROMs
: for US$69 if you don't have a set already.

: (The GEMulator I bought came with two sets of TOS, both 2.06 for the latest
: and greatest, and 1.0 for early compatibility.. you can choose to run either
: one through software commands.)

: BobR

3109. Re: WANTED: Atari 1040 ST or

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <5e3dL5e.johnhechtman@delphi.com>
Source record: 165271

Anthony Poli <Anthony.Poli@adlib.centron.com> writes:

>> Hi.. I am in need of either an Atari 1040 ST, or a Falcon 030 for use with
>> MIDI. If anyone has any for sale, or can direct me to someone that sells
>> them, I'd be grateful.. Thank you.

A friend of mine has a TOS 2.06 1040ste with 4 meg for only $125. Also a
brand new color monitor for $75. The cpu has a few dings on the case, but a
brand new keyboard and power supply. Leave me email if interested and I'll
give you her CI$ address.

3110. Faster than POV

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: Mark Williams <mark@aveleymc.demon.co.uk>
Message-ID: <800724834snz@aveleymc.demon.co.uk>
Source record: 165272

```
> R> PS - Where can I FTP Faster Than POV from? I've not seen it anywhere
> R> yet.
>
> RayTech BBS (Raytracing support for PC/Mac/ST/Amiga/Arc)
> Falcon's Realm BBS (Falcon030 BBS, with TT & ST support)
^^^^^^^^^^^^^^^^^^
I got it from there; But, I find it is not quite right; I get funny bits
clipped off foreground articles. I haven't played with this a lot yet...

> There are a number of others, but you will just have to try your luck. If
> you DO find it, can you place it on an internet site for everybody else, as
> it seems to be in demand!

Any suggestions as to sites? I haven't got together with who's who yet
either :)

--
Mark Williams - Aveley Medical Centre, Essex, UK
```

3111. STARDUST ripoff

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <3phv56$sih@m1.cs.man.ac.uk>
Source record: 165273

Just to warn you all - don't buy this game from ST Format. My friend Anthony Jacques ordered a copy from them at the end of FEBRUARY, and to this date (19th MAY) it has not arrived. All things considered, the UK distributor, Daze Marketing, has screwed up by not duplicating the disks, *but* a couple of weeks after sending his order, Future cashed my friend's cheque, when clearly there was no stock.

I am going to get my copy direct from the coders Aggression in Finland. They're a courteous bunch and won't mess you around. If anyone wants a copy of STARDUST, get in touch with Aggression at:

creator@xgw.fi

Their version is boxed and has manuals.

S.Lai

3112. Re: Who has the most sexy

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3phv51$poa@golem.wcc.govt.nz>
Source record: 165274

```
In article <ec8_9505190106@flight.org>, CALLUM.LERWICK@flight.org (CALLUM LERWICK) writes:
>> Answer to subject line: I never thought my auto folder was sexy in the fi
>> place..
>
>My auto folder:
>
> Warp 9 **** NVDI Far far better...
> ICDBOOT <<<<<<<<<<<< THIS DOES NOT GO INTO THE AUTO FOLDER AT ALL..
> FATSPEED Get TOS 1.04 then you will not need it...

Looks like you have a dumb Auto folder....!!!

*******************************************************************************
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
*******************************************************************************
```

3113. URGEND need tool to switch serial port and allocate 2.06

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: s6354@FB1.FHTW-Berlin.DE
Message-ID: <3pi4e8$i20@mars.fb1.fhtw-berlin.de>
Source record: 165275

hello atarians !

i somewhat urgendly need 2 little prgs:

a relocator for a tos2.06 rom image (need this for a F030)
a switcher that forces the output of serialport 2 to 1
(need this for a cubase driver that supports a 3-midiout port
on the serialport of the F030)

who can send me binaries or hint me where i can find'em ?

--

Jo'ogn (:
--------- fone: Germany49/Berlin30/606 91 85
--------- private http://www.fb1.fhtw-berlin.de/people/s6354/
--------- Atari http://www.fb1.fhtw-berlin.de/joogn

3114. Re: Stalker v3.04 and NVDI 3.01

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3pi6dt$j36@newsbf02.news.aol.com>
Source record: 165276

>After a while, the hard disk light stops and STalker seems to just lock
up
>with the "STALKER.PRG" title on the top center of the screen. I do not
see
>this problem when I use SpeedoGDOS 5.0 by itself without NVDI.

Send a note to gribnif@genie.com if this problem persists.

Al Fasoldt, Systems Editor, Syracuse Newspapers

3115. Re: searching for pov-editor

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3pi8sg$lpo@bs33n.staffs.ac.uk>
Source record: 165277

Doug Little (dlittle@nest.demon.co.uk) wrote:

: MB> It has never crashed for me, is your EB ED POV set to
: MB> reserve enough memory in the Parameters dialogue?

: Yup. Tried it. Has no effect.

Dies for me too. Although remove NVDI and things do get a bit better.

Isn't Faster Than POV a port from a PC/Unix version? I seem to remember
a discussion in RayTracing News about how POV is slow when doing some
basic algorithms and FTPov was the 'way' around this.

Rich 'my computers been raytracing for the last 3.7 days and its nearly
finished :)'

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

3116. Re: BBS Software For The Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: Mark McGowan <mmcgow1@zeus.towson.edu>
Message-ID: <Pine.ULT.3.91.950519104136.3203A-100000@zeus.towson.edu>
Source record: 165278

On 16 May 1995, Graham Irvine wrote:

> It was none other than -Unknown- who did write on 15 May 95 that ....
> -> Anyway, I couldn't find a BBS program that would work correctly on
> -> the Falcon. Has anything been put out to run on the Falcon?
>
> most certainly has ... Octopus is really nice BBS package ,arguably the best
> one around for ST or Falcon ATM and certainly works very nicely on the Falcon.
>
> MHYG
> Graham
>
> * Origin: The Archives of Oblivion (Turbonet 100:1011/8)
>
>

Okay, now we're getting somewhere. I've never heard of this program...is
it commercial, shareware...what? What are it's features...how much?
Where do I find it?

(((())(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((())
() mmcgow1@zeus.towson.edu () Mark () as860@freenet.buffalo.edu ()
() /\ /\ ()
() co262@cleveland.freenet.edu ()
(((())(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((())

3117. POV ST-Guide Manual

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3pibnc$ltj@bs33n.staffs.ac.uk>
Source record: 165279

I've found a very nice and useful ST-Guide to Persistance of Vision Raytracer. The filename is pov_h103.lzh and I am sure its on cnam.fr and uni-kl. If you use POV, its *well* worth the download. Saved me hours of wading through masses of print-out (yes, I printed out the entire manual!).

This has been a public information service ;)

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

3118. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1905951125490001@edwarda.interlog.com>
Source record: 165280

In article <D8rsLB.Ly7@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) wrote:

> I'm terribly sorry but I'm afraid you missed my point.

Wouldn't be the first time.

> end, I'm saying you should _not_ use a WYSIWYG layout package when you
> don't know anything about typography

Ok, I didn't miss the point.

I disagree vehemently. There seem to be two faces too this issue, those that pick up an example of bad design and say "You see? This is why desktop publishing is bad!". I'm I incorrect in placing you in the group.

And there's the group I'm in. The ones that note that DTP that's GUI based and easy to use has revolutionized an otherwise dead industry. When the Mac Plus first got PageMaker, printing was owned by companies with large presses and charged lots of money. Now there are print shops on every corner.

Yes there IS more bad work out there, but there's simply 10 times more of _everything_ out there. The GUI created a printing revolution!

> The author of TeX has spent his time on
> implementing typographically correct algorithms

Which, when it comes to the market, no one could give a hoot about.

The system that makes a nice looking output is the correct system. Period.

> instead of focusing on a flashy GUI (but this is < 1980 stuff).

GUI has NOTHING to do with it. It's usability. The fact that the Mac was the first machine that put it all in one place (and later the Atari, PC's etc.) is why people relate the two.

> Frankly, I don't care whether you find TeX hard to use. I don't
> care how easy it is with your WYSIWYG WP to create an awful page
> in just a few seconds.

I can create a superb page in seconds too. I can create a better looking document in a minute that you can in TeX period.

There's the same comment again. People who don't use TeX can't design. The two are completely unrelated I'm sorry to say.

> don't care whether you can produce an ugly screaming yellow-on-pink,
> shaded, rotated, skewed section head with a GIF texture-mapped onto

> every `o' in it. I want readable, typographically correct documents.

And again. You can make "readable, typographically correct documents"
in any of the commercial packages, and spend less time both learning and
constructing.

> > Oh that's BS and you know it. Making a table in my WP takes seconds.
>
> I didn't write that, check your sources before you flame someone.

I wasn't flaming you, I was flaming the other guy.

> > Would you use TeX to make a 3 page picture pamphlet? Probably not, it's
> >not what it's for. However, you can do this AND formulas in FrameMaker.
> >And a lot of other things too.
>
> Ummm... What are you saying here? `Would you use program XXX for
> something it's not meant for? No? Well, I have program YYY here that
> does a better job at it. So it's better than XXX.'

No, what I am saying here is that TeX does a few things well. Other
packages do all of that, and a lot more.

I wrote one of my projects (on plasma confinement) in TeX. After
leaving school I rewrote it in MacWrite with a formula editor. I can't
describe how much easier and faster it was, and the results looked BETTER
because I could EASILY tweak what I didn't like.

> These are the days of `I know everything about everything. I *know*
> how one should layout documents. Those archaic craftsmen are just
> pathetic, with those hundreds of years of passed on experience about
> the fine points of their art. I have a program here, built by as many
> as ten programmers in two years time --- It must be just as good.'
> God, everyday thousands of *ugly* documents are produced --- and their
> authors don't even *realize* it.

Sorry, that's an old and tired argument. I'm sure the buggy
manufactures had similar complaints about cars when they started appearing
too.

> These are the days of just having to press Shift-Alt-Cntrl-F6

No, those are PC's. These are the days of selecting text and selecting
Bold and it just IS. And you don't have to print it to see what it's
like. These are the days of placing text around pictures in seconds.
These are the days of doing colour matching and font selection on the
fly. These are the days of having your spell checking happen while you
type.

These are the days when you don't have to be a programmer or rich to
make a nice print.

Maury

3119. TOS 1.6

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: g.m.hockney@susx.ac.uk
Message-ID: <g.m.hockney-1905951620590001@edbtech.central.susx.ac.uk>
Source record: 165281

I have a Gemulator with TOS 2.06 & would like to get hold of a set of
1.6. Anyone got a spare set lying around that is not needed?
Thanks etc.

Geoff

3120. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: t94patsa@ida.liu.se
Message-ID: <D8u3Ho.GHv@ida.liu.se>
Source record: 165282

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>Am I right in presuming that Atari World issue 2 is now available?
>Well, my newsagent seems sceptical.

You are right, it is indeed available. I recieved my copy today thanks to
the excellent subscription service run by Sven Bornemark here in Sweden.

I must say that issue 2 looks mighty good too! This must rank as one of the
best english Atari magazines ever produced, if not _the_ best!

>Rod

/patrik

>Rod McCall, Junior Honours Computer Science & Accounts
>Dundee University, Scotland
>Home page: http://www.mcs.dundee.ac.uk/~rmccall/
>Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
>CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
>just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

--
Patrik Sanfridsson 1st year student in Computer Engineering
t94patsa@und.ida.liu.se Linkoping Institute of Technology, Sweden
z94patsa@isy.liu.se URL: http://www.edu.isy.liu.se/~z94patsa

3121. re: falcon 030 cache

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1541dlittle@nest.demon.co.uk>
Source record: 165283

General! We have intercepted a coded Imperial message from the Hodgkins system!
>> If something is messing with the cache, then there is a _slim_ chance
>> this write-allocate flag could be changed, but the effects would be
>> immediately obvious - CRAAAAASH!
PH>
PH> Do I assume that the write cache exists on a '030, just so that the
PH> CPU has quick access to recently changed data?

You assume correctly. The write-allocate flag tells the CPU to place any writes into the cache as well, which means the CPU will look there when the data is referenced in the future. Unfortunately, if the write-allocate flag is DISABLED, then the CPU looks in the cache for the data and gets an old value, which produces dangerous errors.

This sounds pointless, but has it's uses - the write-allocation takes an extra cycle, so when you are performing graphics tasks like block-fills, transfers polygons & texture-mapping, you can disable the write-allocator to gain speed since you don't change any variables or local memory that need to be re-read during that operation. You obviously need to enable the allocator and clear the cache when you are finished! You also have to watch out for interrupts (but there are ways to deal with this too).

If you really want to be clever you can deliberately 'lock' data into the cache (like bits of tables and so on) by using the 'freeze' bits which means you can stop other reads & writes from kicking useful data out of the cache you would rather keep.

In addition to this, if the datacache is not in use (i.e. you are performing a block-fill or block-copy operation) then you have nothing to gain by leaving it on. Disabling it will save a cycle or two on every instruction executed.

The instruction cache is almost always effective, so leave it on at all times.

Cheers,

Doug.

--

3122. Linux.68k & F030 Questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2fbc855e_Christian.Mittendorf@ostkupan.ct.se>
Source record: 165284

Hej!

I tried to install Linux 0.9.5 on my Falcon yesterday and I found some problems which really bother me. (The root.tar and the usr.tar were taken from the Whiteline Alpha CD.)

I created a minix and an ext2 partition on my internal IDE harddisk. A fsck directly after it showed no errors. But when trying to mount the ext2 partition I'll get a number of errors and the kernel refuses to mount it.
Is this an error of the IDE drive as somebody told me or have I done something wrong?

I also have problems to copy or move file. Also mounting devices works only via mount -a, otherwise do I get "unknown error".

And at least whenever I start a job in bash in the background and this job is ended I'll get logged out from the shell. Why?

Thanx!

chris

(UUCP Dialup connection)

3123. re: st506 hd ??????!?

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1549rcain@nest.demon.co.uk>
Source record: 165285

On 19 May 95 John wrote::

J'> I've got a hard disk host adaptor for (it says on the PCB) an
J'> ST506 drive. What's it all about?!

It will change the old-fashioned ST506 standard i/f into SCSI.

J'> I have a 40 MB embedded SCSI
J'> drive from a mac (which won't work coz the connectors are all
J'> different).
J'> What do I do?

Make or buy cable to connect to host adaptor.

J'> (I know, buy an ICD host adaptor.....)

That's right. And fit the 40Mb SCSI. I suppose you could also buy a ST506
to go with the ST506->SCSI adapter which would then give you a second drive
on the chain but it's prob. best to scrap the 506 adapter - who wants to
mess with them nowadays?

J'> (What is an ST506 anyway? some sort of non-embedded SCSI drive I
J'> presume?)

It's not even SCSI which is why you need the adapter to go with it for an
Atari. I think it was the first "standard" i/f for HDs (or Winchesters as
they were known then!).

Roger
rcain@nest.demon.co.uk

--

3124. Re: Did Atari Hose Us?

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: Richard.Guziewicz@p18.f107.n320.z2.fidonet.org
Message-ID: <8A9A2B4.00AD002B16.uuout@genesis8.frmug.fr.net>
Source record: 165286

In a message of 08 May 95 Dan Dreibelbis (2:320/220) wrote to All :
DD> I would really like to hear your comments on this issue -

I'm very much interested in someone geting the facts straight. As I use my Atari (Falcon 030) to run my business, long term prospects for its development and support are important.

--- JetMail 0.99beta18
* Origin: Walden Pond, France (FidoNet 2:320/107.18)

3125. Re: Thanks to all you Sundog

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: Richard.Guziewicz@p18.f107.n320.z2.fidonet.org
Message-ID: <8A9A2D4.00AD002B17.uuout@genesis8.frmug.fr.net>
Source record: 165287

Is this the same Sundog that was released on the old Apple II series coputers?
I've never seen this game sold anywhere in France.

--- JetMail 0.99beta18
* Origin: Walden Pond, France (FidoNet 2:320/107.18)

3126. Re: Falcon Accounts Program

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: Richard.Guziewicz@p18.f107.n320.z2.fidonet.org
Message-ID: <8A9A337.00AD002B18.uuout@genesis8.frmug.fr.net>
Source record: 165288

In a message of 07 May 95 John Perez (2:320/220) wrote to All :
Greetings from sunny Corbarieu, John!

I've been running my small firm using two excellent softs (under GEM), Gestion Commercial (Sales management) and Gestion Comptable (Accounting). The latter is, I'm afraid, too application-specific, in that accounting systems vary greatly from one country to the other. The first one however (Sales Management) is perhaps what you're looking for, as it does exactly what you're looking for, and more. It *is* a French soft, unfortunately, and at the moment exist only in French.

However, I was recently discussing its marketing with the developers over here in France (my firm handles software translations), and we all feel there would be a market for it abroad, as its open-ended design makes it easily adaptable to different business practices (I'm American myself).

It is very stable (I've run it on the Mega Ste, and now, the Falcon), and has been getting _excellent_ support for the past 5 years, with regular updates every 4 to 8 weeks. The author (I ring him every couple of weeks with ideas or criticism) says it will run on any Atari machine with a minimum of 500 Mo of RAM, and a floppy disk drive.

I don't know if I sparked your interest or not; I could probalby arragne to get a demo (in French) sent out to you, if you can handle a minimum of that language.

I've taken the trouble to write this because it's a product I enjoy using and believe in (it's a pity the French are not more aggressive with their marketing overseas).

--- JetMail 0.99beta18
* Origin: Walden Pond, France (FidoNet 2:320/107.18)

3127. Panasonic Control Codes

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: Ade@adesamm.demon.co.uk
Message-ID: <800911206snz@adesamm.demon.co.uk>
Source record: 165289

Hello,
After reading through my printers manual I have found it doesn't contain any information on it's control codes !!!
If anyone can give me a list, or tell me if one is available somewhere on the net. Please let me know, as I want this info.
My printer is a Panasonic KX-P2135. It's mainly the colour codes I'm after, but all would be nice.

Thanks for any Help!
Ade.

--
--- ---
(.) (.)
_ <_> _ Ade@adesamm.demon.co.uk
_____/
___/

3128. STe & 8 bit Hardware For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <3pin5k$ddr@batph8.bnr.ca>
Source record: 165290
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale.computers.other.misc,misc.forsale.computers.other.systems

I have the following item for sale. I have not used them for quite some
time, so they are just sitting around collecting dust:

Individual Price
1. Atari MegaSTE System ($400)
- 16 mHz 68000 CPU
- 4 Megs RAM
- TOS 2.06
- 1.44 Meg Floppy
- External Keyboard
SC1224 Color Monitor ($85)
80 Meg Hard Drive System ($100)
- ICD ADSCSI+
- OMTI RLL Controller
- OMTI MFM Controller
- 40 Meg RLL Drive
- 40/23 Meg RLL/MFM Drive
- All above in standard PC case
- HD system has complete Mint+Mintnet configuration

Whole System for $500!

2. Spectre GCR 3.0
All original software included
All Mac disks I have
PRICE: $200, shipping included
(I know this is high, but that is because I don't REALLY want to sell
this, but I will sell at this price! With a new version of "the
product which was previously known as Spectre" on its way finally
(see Dave Small's recent posts), this may be something to hold on to.)

3. PC Ditto II
All original software & hardware & manuals
I got this to work once, but then I switched to a Mega STE so I
cannot use this board. I cannot guarentee it works.
PRICE: $50, you pay shipping

4. Atari 800XL 8 bit system
- Atari 800XL 64K computer
- 1050 "Happified" floppy drive, which needs works.
Drive light comes on, but motor does not spin. Should be easy to
get fixed.
- Okimate 10 Color printer
- Amdek composite monitor (I even hooked this to my AV receiver and
watched TV with it)

- Tons 'o software: games, word processors, games, graphics, games
(did I mention games?)

Whole system for $100! No splits on this one.

Send email to:

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

3129. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3phota$5qn@epsilon.qmw.ac.uk>
Source record: 165291

On rmccall@mcs.dundee.ac.uk, Rod McCall (rmccall@mcs.dundee.ac.uk) typed away:
: Am I right in presuming that Atari World issue 2 is now available?
: Well, my newsagent seems sceptical.

Yup, it's been out in the shops for a fewdays now. Ask your newsie to
contact SM Distribution, and they'll tell him that it does exist.

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

3130. Re: Screen grab program

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3phqlj$5qn@epsilon.qmw.ac.uk>
Source record: 165292

On hillsp@genrad.co.uk, Paul Hills (hillsp@genrad.co.uk) typed away:
: What is the best program for doing screen grabs? Thanks.

ImageCopy is what all journos use. It is very good at it and is a
commercial prog.

GemView a shareware prog comes with a snapshot util

and there are another few around on ftp sites incl. Hensa.

You can't take shots of everything with these, and you may need a
hardware one... The Ripper cartridge takes care of everything else.

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

3131. Re: Shoestring Computers Newsletter (12-May-1995)

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D8uADJ.MH4@cix.compulink.co.uk>
Source record: 165293

> ** NEWSLETTER ** SHOESTRING COMPUTERS ** NEWSLETTER ** SHOESTRING COMPUTERS **

I don't think this newsgroup is the right place for advertising.

Ofir ogal@cix.compulink.co.uk

3132. Looking to buy/trade software

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95139.135723STIRRE31@MAINE.MAINE.EDU>
Source record: 165294

I am looking for three game titles for the ST:
Star Raiders, Star Wars, and MicroLeague Baseball.
If anyone is willing to sell these games or knows where I can
get copies at reasonable prices, please drop me an e-mail.
I am willing to trade Populous and Epic (both great games).
-scott tirrell
-stirre31@maine.maine.edu

3133. Selling: 520ST, disk drive

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95139.140012STIRRE31@MAINE.MAINE.EDU>
Source record: 165295

I am looking to sell my 520 ST and external double density disk
drive. Both are in good condition. The 520 is unmodified and
has 512K and TOS 1.0. I am looking for $60 plus shipping. Please
e-mail me if interested.
-scott tirrell
-stirre31@maine.maine.edu

3134. Re: Some GEM Programming Questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3pi61p$j3j@epsilon.qmw.ac.uk>
Source record: 165296

On smoore@chowgar.demon.co.uk, Simon Moore (smoore@chowgar.demon.co.uk) typed away:
: > actually uploaded anything - however I do have full internet access.
: > Secondly, which FTP sites would be the best to upload it to?

: I'd say the best sites ar umich (hard to get to but mirrored at sunsite) and
: Hensa. Give Danny here a shout and I'm sure he'll help you out.

Thanx for the cue, Simon. BTW, you can't upload to a mirror.

Anyway, to upload to hensa, ftp into micros.hensa.ac.uk, and make sure
you set the binary file transfer switch, by typing bin after logging
in.

cd into incoming, and then into the relevant sub-dir:
atari-tos
atari-mint
atari-falcon

and upload the file in there.

Once you have uploaded the file, you will not be able to see it as the
file permissions change straight away.

Please also upload or mail me a text file describing what you have
uploaded.

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

3135. Re: Substation Demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3pj090$1gu@golem.wcc.govt.nz>
Source record: 165297

] Right. Can't go anywhere in the elevator either - hmm, maybe that's it.

Yes you can, press 1, 2, or 3 on the numeric keypad.

I've completed the demo, damned difficult it is too!

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

3136. Re: POV ST-Guide Manual

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: nj1@ukc.ac.uk
Message-ID: <11557@falcon.ukc.ac.uk>
Source record: 165298

In article <3pibnc$ltj@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
>I've found a very nice and useful ST-Guide to Persistance of Vision
>Raytracer. The filename is pov_h103.lzh and I am sure its on cnam.fr and

Great... can anybody tell me where I can download POV v2 from (not FTPOV as I don't have an FPU), as well as a decent shell - please don't say I have to go back to using a darned command line!!! :)

>uni-kl. If you use POV, its *well* worth the download. Saved me hours
>of wading through masses of print-out (yes, I printed out the entire
>manual!).

You too, eh??? I left my dot-matrix going for a day with a load of continuous paper while I popped into town to do some shopping :) I was three hours and it still hadn't finished by the time I got back :) :)

Neil.
--
Neil Jones-Rodway 'Cos I don't worry about the future,
University Of Kent My days, they pass just like
a dream
-- Texas (Fade Away)

3137. Re: High Speed Modem on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: cs93dlh@mole.dcs.exeter.ac.uk
Message-ID: <D8tMyy.7Cr@exeter.ac.uk>
Source record: 165299

In article <D8FJ23.2wC@cix.compulink.co.uk> satty@cix.compulink.co.uk ("Stephen Atty") writes:

> > A friend of mine want to buy a modem for his falcon. An V34 (28.8Kbps)
> > would be great. But can the Falcom handle this speed? As I know, the
> > machine has only a 16440 UART :-(And we can't replace it with a newer
> > Had anyone tested these modems on a Falcon ? Which was the avergage
> > CPS, and what software to use? (BTW, GEW is limited to 19.2Kbps :-(
> Falcon RS232 can go upto 38400 baud with no modification - all you need
> is software that knows about the Falcon. I connect at this speed on a 14.4
> If you can afford a 28.8 then go for it as the Falcon can use it.

My Falcon handles 115200 baud with no modification quite happily. The highest CPS I have achieved so far with my 28k8 modem was a mere 7352cps though. :)

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT * MiNT-OS * MiNT-NET * Minixfs * X11r5 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

3138. netBSD Unix port

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: cs93dlh@mole.dcs.exeter.ac.uk
Message-ID: <D8ts6y.Gv7@exeter.ac.uk>
Source record: 165300

Can anyone remind me of the ftp site from which I can get the atari netBSD
UNIX port?

Does this version on UNIX run ok on a Falcon without an FPU?
Does it have virtual memory?
Is there an X port for it?

Thanks,
--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT * MiNT-OS * MiNT-NET * Minixfs * X11r5 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

3139. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: kentv@ifi.uio.no
Message-ID: <3phit6$ej8@oin.ifi.uio.no>
Source record: 165301

There seems to be a debate going on about wether or not LaTeX
is the right environment to choose for document production.
I can only rely my own experiences, but as a regular computer user
for over ten years, I have some experience in producing documents.
I own both Calligrapher and Papyrus, I am a frequent user of Word
(for small projects, that is) and I have experience in Framemaker,
Calamus and PageMager.

If I wanted to make a glory little pampleth with pictures and
colors on it, I wouldn't even thing about using LaTeX. And that
is of course because that's not what the program is ment for. And
I do not use LaTeX for small letters, memos etc., because it is faster
to launch the common wordprocessor, type the text and thats about it.
Or is it? I mean, how many of you haven't got experience in
sending the "same" document five times to the printer, correcting
small details each time?

Anyway, for longer documents I have used FrameMaker and LaTeX.
I have typed two master thesis (complete, with layout, index, table of
contents etc.) for students using FrameMaker, and that was *not* very
inspiring. It did go, though. Now I am writing my own thesis,
about 200 pages long, and I am extremely happy that I discovered
LaTeX in time. For a student -- and especially a computer science
student, who is used to programming languages -- LaTeX is brilliant.
It is the FASTEST system I have ever worked with, it produces fantastic
results, and I CAN CONCENTRATE ON THE WRITING, rather than every little
detail about pagelayout, textflow, concistency etc. I have used it for
producing technical manuals, translated from english to norwegian, and
the results are much better than the originals that I believe were
produces using Microsoft Word. And, the beauty of adding a simple
\tableofcontents to get a proper and decent looking index, as well as
the extremely powerful bibliographical facilities, is well worth the
"extra effort" in learning LaTeX.

BTW. I thought my girlfriend, who is a biologist with very little
computer experience, LaTeX in 3 days. The alternative for her would
be thick books (I have never seen a fast reading for Word or Framemaker)
and late evenings trying to make her indexes look nice, fixing up
citations etc. Now she carries on using a small reference article,
with no pain at all. And much faster than she would have done it with
any other tool, IMHO.

I believe all those complaining about LaTeX has one thing in common:
They have never bothered to learn it properly.

And that is in fact a faster process than learning Word or Papyrus or Framemaker. At my university the students uses either FrameMaker or LaTeX for their writings, and LaTeX is far preferred, especially among those who have BOTHERED to try out both.

Kent Vilhelmsen,
Microelectronics Group,
Dept. of Informatics,
University of Oslo

3140. Re: Need No Bozos Floating Point libs

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: schwab@issan.informatik.uni-dortmund.de
Message-ID: <vyz3fibr34x.fsf@issan.informatik.uni-dortmund.de>
Source record: 165344
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In article <1995May18.150602.7826@bay.cc.kcl.ac.uk>, udem148@bay.cc.kcl.ac.uk writes:

|> For the last six months or so, I have been using Heat and Serve C 1.4
|> and am now dire need of floating point librarys that can handle 4 Word
|> variables. ie. double variables! ! I require them for path planning
|> algorithms.
|> As a last resort, investing in a commercial package such as Hisofts
|> Lattice C v5.6 capable of handling 4 Word vars, might be the only option.
|> Can anyone point to revised maths libraries for Sozobon C with double fp maths?

You have to first find a *compiler* that supports 8 byte doubles, and
Sozobon is not one of them, it has sizeof(double) == sizeof(float).
Without compiler support you won't be able to use such a library. GCC
together with the MiNTlib does support 8 byte doubles (i.e., IEEE
double float).

--
Andreas Schwab "And now for something
schwab@issan.informatik.uni-dortmund.de completely different"

3141. Re: (no subject)

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3phrju$rqf@macondo.dmu.ac.uk>
Source record: 165345
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
efac001@alpha.qmw.ac.uk (D.Bhabuta) wrote:
>On se2ap@dmu.ac.uk, Alan Parker (se2ap@dmu.ac.uk) typed away:
>: I have a friend at Compo and he is considering working on a 486 hardware
>
>Not Simon, by any chance, is it. ;-)

Yep that's right! I'm finding it very hard to get any help with this,
as the PC groups are just a total mess and too hard to get a response.

Any ideas?

Alan.
--
/--------------------------------------------\
| From: Alan Parker |
| E-mail: se2ap@dmu.ac.uk |
| WWW: http://www.cms.dmu.ac.uk/~se2ap/ |
| System: Falcon030 4mb/170mb FPU |
\--------------------------------------------/
```

3142. ST506 HD ??????!?

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <3phriv$541@mailer.york.ac.uk>
Source record: 165346
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hi,
I've got a hard disk host adaptor for (it says on the PCB) an
ST506 drive. What's it all about?! I have a 40 MB embedded SCSI drive
from a mac (which won't work coz the connectors are all different).

What do I do? (I know, buy an ICD host adaptor.....)

any help would be appreciated.

(What is an ST506 anyway? some sort of non-embedded SCSI drive I presume?)

john..

|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|p
||mail: jat5@unix.york.ac.uk |||Flex music, York, UK.||h
|| jat@ohm.york.ac.uk ||| "home of the hits"||a
|| web: http://www.york.ac.uk/~jat5/ ||| (01904) 610745 ||k
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|e

3143. Re: (no subject)

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3pgqss$rs0$5@mhadg.production.compuserve.com>
Source record: 165347
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> He needs as much info about the 486 series of chips as possible.

There are literally _tons_ of books about the Intel line of microprocessors
available at virtually any bookstore that handles computer books.

In addition, Intel themselves can supply full technical details directly.

That would be the _best_ source of information.

BobR

3144. Re: Are the maus alive?

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: boyd@onramp.net
Message-ID: <3phpbv$b63@news.onramp.net>
Source record: 165348

> : i use NNTPSERVER=news.uni-marburg.de
> : Unfortunately you cannot post any messages (unless you system belongs to
> : uni-marburg.de ,I think)
> : Here in Giessen (approx. 30 km from Marburg) I get these groups at
> : reasonable speed.

I get all of 'em, with posting-access, here in DFW Texas.. Pretty quickpaced, too, on my current provider.
On my last provider, they were all "dead," so I posted a msg asking where everyone was.. Got *several*
email replies asking me not to post in English.. They should use German newsgroup names if they aren't
English..<grin>

3145. Re: English version of Junior Office - Please Advise When...

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: koehne@paris.informatik.uni-dortmund.de
Message-ID: <3phqa6$mcc@fbi-news.informatik.uni-dortmund.de>
Source record: 165349

In article <3pe7uo$mom@azure.dstc.edu.au>, Dennis Remmer <dennis> writes:
|> As a follow up to the recent posting regarding the English translation
|> of Junior Office, can we please be advised when it is uploaded
|> to Hensa or Umich.

Perhaps it's better if anyone subrscribes to the newsgroup
comp.sys.atari.announce
and more programmers would use that group specially for that announces!!!
That newsgroup is imported into the German MAUS-Net, too, where most of the
programmers of German-Software are reachable!

Tell the programmers that they shoul use that newsgroup so everyone can get
quick
info about new releases!!

Thanks for help...

Bye

...Patrick

--
UseNet : koehne@ls10.informatik.uni-dortmund.de
Maus-Netz: Patrick Koehne @ UN

3146. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: Alan Gauton <ag@spd.eee.strath.ac.uk>
Message-ID: <Pine.SOL.3.91.950519110840.3834B-100000@humpback>
Source record: 165350

The second issue of ATW was definitely in the shops in Glasgow on
Tuesday. For some reason they don't have it in John Menzies in Edinburgh
Waverley, which is where I bought my copy of Issue 1 from.

AG

Alan Gauton | Tel +44-(0)141-552 4400 x.2686
Signal Processing Division | Fax +44-(0)141-552 2487
Dept. of Electronic and Electrical Eng. | E-Mail ag@spd.eee.strath.ac.uk
University of Strathclyde, Glasgow G1 1XQ.| http://www.eee.strath.ac.uk/~ag/

3147. Re: What is TOWER 2

Newsgroup: comp.sys.atari.st
Date: 1995-05-19 00:00:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3phqqp$ou3@mserv1.dl.ac.uk>
Source record: 165351

Towers II is "Tryware". Access to the the first 3 levels is possible. To go
further than that you will need a password which is taken from the manual.
If you wish to continue by purchasing the manual you effectively have purchased
the full game and in that respect it is then a commercial product.

In my opinion it is well worth the money, and the game really starts to
improve after the demo section.

++
+ Mark Stephen Smith : msh@dl.ac.uk +
+ Atari Web Pages : http://www.mcc.ac.uk/~dlms/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

3148. Re: Directory lister for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199505200617.a39883@ms.maus.de>
Source record: 165102

In article <Be2dbPX.lamarth@delphi.com>, lamarth@delphi.com wrote:
>Can anyone recommend a good directory listing utility that will run on the
>Falcon? That is, something I can use to select a directory and/or disk and
>send a listing of the contents to a printer or file. All of the utilities
>I've come across so far either crash or just simply won't work correctly.

Download Gemini, open console window, enter "ls -l > PRN:".

3149. Surplus for Sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: John.Kolak@1632.gigo.com
Message-ID: <882_9505202328@gigo.com>
Source record: 165103

Hardware For Sale:

Atari Falcon 030 Computer. Warranty, 2 weeks old. $699

Atari 1040 ST Computer. Manuals, disk, no box. Clean. $99
Atari Megafile 30. Manual, disk, no box. Clean. $99
Atari SM124 Mono Monitor. Clean, manual, no box. $49

Supercharger External IBM Emulator (NEC V30), $99
- Only $30 more than PC Ditto, but faster (Norton SI 4.0), plus includes MS-DOS and manuals and works as ST RAMDISK
- Multitasks ST and PC programs
- Easy external installation (cable plugs in DMA port)

Ocean Master 5S 5 1/4" Floppy Drive, $99
- Works as 40 track PC compatible drive or 80 track ST compatible drive (allows backup of ST 3.5" disks) (makes for a cheap backup media! Will include 125 5 1/4" floppies in 2 disk files if desired for this purpose)

Zoom 2400 External Modem, $25

Software for Sale:
- Pagestream 1.8, manual, box, disks: $35
- Publishing Partner, manual, box, disks: $10
- Tracker ST 2.03, manual, disk: $20
- Construction Estimator 2.0, manual, disk: $10
- Timeworks Partner ST, box, manual, disks: $20
- Mavis Beacon Teaches Typing (color only): $15
- Manapro General Ledger (for Mac), sealed, never opened: $35

Call John Kolak, (916) 726-2358, Tue-Sat before 2pm Pacific Time, Anytime Sun-Mon
No E-mail please.
--
: Fidonet: John Kolak 1:203/1632 .. speaking for only myself.
: Internet: John.Kolak@1632.gigo.com

3150. FS Atari ST system

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: heathen@innotts.co.uk
Message-ID: <ABE304CF966839271@seriala06.innotts.co.uk>
Source record: 165104
Cross-posted to: comp.sys.atari.st,misc.computers.forsale.other.systems,

Unfortunately, financial constraints dictate that my Atari System must go.
The complete system bar the hard drive is on offer, comprising:

Hardware:

Atari 520STe, d/s drive, 4 meg RAM TOS 1.62
Naksha mouse with mouse/joysick extensions
a couple of nondescript joysticks (can't remember the make)
Alfa data Trackball
Alfa data clock module
Tatung 14" mono monitor
System Solutions Translator (DMA-SCSI) cable
Star LC2420 mono 24pin dmp multifont printer
Hewlett Packard paintjet 3630A colour inkjet printer (no manual or box)
All lead, cables etc
also external d/s drive (non-functional), thrown in as a bonus for a
fiddler!
spare motherboard, no ram, non working serial port
Major items boxed with manuals

Serious software:
Neodesk 4
NeoCli 2.1
Geneva
Timeworks 2
Fontkit Plus 4
Data Manager Professional
GFA basic 2
Personal Finance Manager 2
Atari Introduction to data management (superbase personal)

Games:

Elite
Millenium 2.2
Populous
SimCity
Tower of Babel
Steve Davis Snooker
The President is Missing
Star Trek - The Rebel Universe

plus:
another couple of hundred disks, many having free/shareware
six stackable Banx boxes

Magazines:
Atari STUser mags, various, later ones with disks
STFormat mags, full set to June 95, with disks
STReview, some mags, with disks
ST World issue 1 + 2

Open to offers on any item, but I'm looking at around ukp100 for the ST,
mouse and clock, ukp10 for the trackball, ukp100 and for each printer,
ukp50 for the monitor and ukp30 the translator.
serious software between 5 and 25 depending on item, games at a fiver each.
all plus shipping via system of your choice.
Mags I'll haggle over, but about a tenner a year with disks seems fair.

On the other hand 500 quid can have the lot, complete, and I'll throw in a
six way mains socket rail to plug it into.

e-mail with offers, (if any) please, and we'll discuss matters.

I don't like selling it, the ST has been a damned good workhorse for a lot
of years for me; unfortunately I need the money to buy a decent printer for
the new Mac.
That's progress.

3151. Re: 040 accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <FEUADGBUUP@zumdick.rhein-main.de>
Source record: 165105

In <ftn_2.203.203.15$fidonet.org_2fb90db9_Tom.Thomason@fpc.ct.se> Tom Thomason wrote:

>To: sinclap2954@cobra.uni.edu
>
>From: tom_thomason@fpc.ct.se
>
>On 14 May 95, sinclap2954 shot this through the ether to All ...
>
> s> Which Performa are you talking about? The Performa PowerMac makes your
> s> Atari look like the Atari 8 bit OS and Geos!!GET OVER IT!
> >> Dan
> >> : TH
>
>their machines (as you make it abundantly obvious as you are with your Mac,
>which I might point out I'm not overly fond of) why the hell do you bother to
>come in here to brag about your machine. WE AREN'T INTERESTED in your juvenile
>comments. If you want to discuss the pro's and con's in a polite manner, I'd
>assume you're welcome to stay but, if you haven't got anything _constructive_
>to add to the conversation why don't you ride off into the sunset.
>
Forget it. That Mac-lamer has nothing going on in his life. Posting
inane shit,that's all he can do, coz thats the only time he receives
attention in his life. Show some pity on him and reply to
his threads regularly, so there's something happening (like I do now f.e.)
for him. Don't even think this is the only newsgroup 'blessed' by his
presence.

You can't get rid of the 'Filzlaus'!

Nat!

------------------"Bang that bit that doesn't bang"---------------

And I love to talk philosophy / but I gotta take a piss
Man, that philosophy / runs right thru you

David Lee Roth

3152. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: agoold@cix.compulink.co.uk
Message-ID: <D8uoEw.EFw@cix.compulink.co.uk>
Source record: 165106

In response to ag@spd.eee.strath.ac.uk's message:
>
> The second issue of ATW was definitely in the shops in Glasgow on
> Tuesday. For some reason they don't have it in John Menzies in
> Edinburgh Waverley, which is where I bought my copy of Issue 1 from.
>

I was at Glasgow Airport today and they had 20/30 copies of issue 2

==========
Al (agoold@cix.compulink.co.uk)
==========

3153. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2fbd2847_Sven.Bornemark@p56.dada.ct.se>
Source record: 165107

To: rmccall@mcs.dundee.ac.uk

Hi Rod,

> When exactly did issue 2 come out?

It hit the UK streets on Monday 15th of May.

Being the Scandinavian distributor, I can also report that Swedish subscribers
got their copies on Thursday-Friday the same week.

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

3154. Re: Elite or Elite II players out there?

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D8uqqt.I33@cix.compulink.co.uk>
Source record: 165108

In message <3p334a$58k@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz said:
>] Well I just learned that Elite II was made for the ST. If any
> of you] have played this game, I'd love it if you could drop me an
> e-mail note!
>
> Don't bother, it doesn't take very long to get the most powerful ship,
> and then all you can do is fly back & forth trading and shooting
> easy-to- kill ships. It gets very boring!

It depends what you are used to.

I played it pretty solidly for a few weeks - and only got a medium sized
ship. Okay so I'm not much of a games player - and I didn't use any
'cheats' - but its not quite a 5 minute job.

:-)

Roland.

@CiX

3155. Re: SM125 Advice Saught

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D8uqqu.I3o@cix.compulink.co.uk>
Source record: 165109

In message <3p7uai$162@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk said:
> Someone recently offered me an Sm125. I believe it is monochrome, but
> is it better than the SM124? Also he offered it to me for 75 (ukp)
> this sounds a bit expensive!!

Its has a slightly nicer case than a SM124 - but otherwise is much the
same.

SM124/5 monitors currently have a UK resale price of about 50-60ukp in good
condition.

:-)

Roland.

@CiX

3156. Re: Telnet on Atrai?

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D8uqqv.I49@cix.compulink.co.uk>
Source record: 165110

In message <3p8bvt$d1i@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk said:
>
> CAn I use MiNT-net from inside GEM or do I have ot set up MiNT + X?

You can use MiNT-Net without X - but you must be running MiNT. I use
MiNT-Net quite successfully with MTOS, or just MiNT on its own. It should
work with MiNT and the ROM AES also.

:-)

Roland.

@CiX

3157. Re: Zip Drive Software?

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D8uqqw.I4u@cix.compulink.co.uk>
Source record: 165111

In message <3p8epo$o88@usenetp1.news.prodigy.com>, RLSA99A@prodigy.com said:
> Roland,
>
>
>

This message *looked* promising - but stopped short I think! ;-)

:-)

Roland.

@CiX

3158. Re: Setting up MiNT

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D8uqqy.I60@cix.compulink.co.uk>
Source record: 165112

In message <Pine.SUN.3.91.950516190347.3596A-100000@nic.cerf.net>,
libaubt1@nic.cerf.net said:

> MGR also looked big, so I figured that was important. Do I want that
> if I'm going to install X11R5? And, will X allow me to run GEM
> programs? I'm not not sure of anything any more ;(BTW, I know I
> need MiNTOS to run X (or do I!). MiNTOS scares me right now, though

Don't bother with MGR. Its a lot smaller and neater than X11R5, but nobody
cares about it anymore. I deinstalled my copy years ago.

X won't let you run GEM programs. There is apparently an GEM emulator for
X, but whether this is has been ported to MiNT-X I don't know. Anyway it
is also certainly going to be easier to reboot and run GEM native - unless
you have a really powerful Atari (accerated Falcon or TT).

You don't need MiNTOS to run X (or almost anything else). MiNTOS integrates
the MiNT enviroment very nicely - but as a whole you don't need it. The
odd part of it (like syslogd) come in handy from time to time though. I
supose it depends on how much Unix you know ;-)

:-)

Roland.

@CiX

3159. Re: Atari "ResEdit" equiv?

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D8uqyK.ICL@cix.compulink.co.uk>
Source record: 165113

>: dunno. what does ResEdit do ?
>
>It changes the file type in the header of a file.

It does much more than that. It is a resource editor like WERCS or
Interface, but since the concept of resource files is different on the Mac
and GEM platform there is no similar utility under GEM.

Ofir ogal@cix.compulink.co.uk

3160. Re: QUES: X-or for Atari ST and Kawai K5

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: gustavo@dent.uchicago.edu
Message-ID: <D8ut4L.Kt7@midway.uchicago.edu>
Source record: 165114

In article <gbar-1905950431560001@gbar.pr.mcs.net>,
Robert L. Hays <gbar@mcs.com> wrote:
>I just got v. 1.1 of X-or for the ST. I have a Kawai K5 synth at v. 1.2.
>The X-or profile says it is for ROM v. 1.0 (is that the Kawai version it
>wants?).
>
>When I try to do a Get Bank, the singles get transfered, but the first
>multi fails, stopping the operation. This happens regardless of whether I
>ask for singles or multis from the performance window.
>
>Any ideas/suggestions/places to get a better profile?

Well, I have the same setup, same software version and it works fine
for me. However, let me offer a few suggestions, since the SYSEX
implementation of the K5 is a bit finicky:

1- Do you have any MIDI merging device between the computer and the
K5? If so, connect the K5 directly to the computer and try.

2- Do you have two-way communication between the synth and the
computer? This is important because of the handshaking that the K5
requires.

3- Is the K5 daisy-chained to other equipment using a MIDI THRU? If
so, proceed as in (1).

Sorry if this sounds too obvious. Good luck.

Gustavo

3161. PC-Ditto help!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: gustavo@dent.uchicago.edu
Message-ID: <D8utG7.LEn@midway.uchicago.edu>
Source record: 165115

Hello!
I just purchased a second-hand copy of PC Ditto, and much to my chagrin, I found that I need to have a DOS system disk to start it up. Now, I have DOS formatted disks but not the system files (IBMBIO.COM, IBMDOS.COM and COMMAND.COM or equivalent), nor easy access to an IBM machine. I wonder if some charitable soul could e-mail me an uuencoded copy of those files. Thanks in advance!

Gustavo

3162. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3pjpsu$jct@lastactionhero.rs.itd.umich.edu>
Source record: 165116
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- baldrick 130099 May 14 18:41 ./0ls-lR.Z
-rw-r--r-- baldrick 131106 May 14 18:43 ./0ls-lRc.Z
-rw-r--r-- baldrick 412325 May 14 18:38 ./0index
-rw-r--r-- baldrick 165385 May 14 18:39 ./0compind.Z
-rw-rw-r-- entropy 11733 May 15 16:54 ./Mint/0index
-rw-r--r-- baldrick 110867 May 4 16:23 ./Mint/X11/9wm.tgz
-rw-r--r-- baldrick 130395 May 15 20:12 ./0ls-lR.Z
-rw-r--r-- baldrick 131281 May 15 20:14 ./0ls-lRc.Z
-rw-r--r-- baldrick 412370 May 15 20:10 ./0index
-rw-r--r-- baldrick 165452 May 15 20:10 ./0compind.Z
-rw-r--r-- baldrick 28903 May 16 13:53 ./Games/0index
-rw-r--r-- baldrick 331635 May 12 10:26 ./Games/Sports/team.lzh
-rw-r--r-- baldrick 130668 May 16 19:56 ./0ls-lR.Z
-rw-r--r-- baldrick 131513 May 16 19:57 ./0ls-lRc.Z
-rw-r--r-- entropy 8214 May 16 19:51 ./Programming/0index
-rw-r--r-- baldrick 45721 May 16 14:25 ./Programming/Gfa/gfash105.lzh
-rw-r--r-- baldrick 43804 May 16 14:22 ./Programming/Gfa/gfafly49.lzh
-rw-r--r-- baldrick 165603 May 16 19:54 ./0compind.Z
-rw-r--r-- baldrick 412520 May 16 19:54 ./0index
-rw-rw-r-- weiner 9831 May 17 16:20 ./Applications/0index
-rw-r--r-- baldrick 41778 May 17 15:24 ./Applications/Databases/money_10.lzh
-rw-rw-r-- entropy 11909 May 17 13:12 ./Mint/0index
-rw-r--r-- baldrick 19159 May 3 16:43 ./Mint/X11/x.man.lzh
-rw-r--r-- baldrick 326699 May 4 16:24 ./Mint/X11/xanim.tgz
-rw-r--r-- baldrick 20827 May 3 16:43 ./Mint/X11/xterm.man.lzh
-rw-r--r-- baldrick 499720 May 12 20:49 ./Mint/X11/xv-3.01-MiNT.tgz
-rw-r--r-- baldrick 131309 May 17 16:49 ./0ls-lR.Z
-rw-rw-r-- entropy 31773 May 17 13:03 ./Utilities/0index
-rw-r--r-- baldrick 10369 May 17 12:56 ./Utilities/Tosfixes/enhancer.lzh
-rw-r--r-- baldrick 131859 May 17 16:52 ./0ls-lRc.Z
-rw-r--r-- baldrick 257013 May 12 10:28 ./Ste/subdemo.lzh
-rw-rw-r-- weiner 3136 May 17 12:41 ./Ste/0index
-rw-r--r-- baldrick 54117 May 12 10:19 ./Programming/gemgraph.zip
-rw-r--r-- baldrick 9257 May 12 10:19 ./Programming/makecpx1.lzh
-rw-r--r-- entropy 8412 May 17 13:02 ./Programming/0index
lrwxr-xr-x baldrick 34 May 17 13:01 ./Programming/enhancer.lzh ->
../Utilities/Tosfixes/enhancer.lzh
-rw-r--r-- baldrick 12643 May 17 12:40 ./Falcon/0index
lrwxr-xr-x baldrick 21 May 17 12:38 ./Falcon/Games/subdemo.lzh -> ../../Ste/subdemo.lzh
-rw-r--r-- baldrick 413148 May 17 16:45 ./0index
-rw-r--r-- baldrick 165708 May 17 16:46 ./0compind.Z
-rw-r--r-- baldrick 28964 May 19 12:42 ./Games/0index
-rw-r--r-- baldrick 35386 May 19 10:56 ./Games/Arcade/punssi11.lzh
```

```
-rw-r--r-- hyc 15688 May 19 12:40 ./Graphics/0index
-rw-r--r-- baldrick 33899 May 19 10:54 ./Graphics/ximg.lzh
-rw-r--r-- baldrick 131365 May 19 16:44 ./0ls-lR.Z
-rw-r--r-- baldrick 171942 May 17 16:40 ./Sound/Players/paula24.lzh
-rw-r--r-- weiner 4471 May 19 12:46 ./Sound/0index
-rw-rw-r-- entropy 31841 May 19 12:35 ./Utilities/0index
-rw-r--r-- baldrick 37544 May 17 17:53 ./Utilities/Mouse/mouse23.lzh
-rw-r--r-- baldrick 131985 May 19 16:47 ./0ls-lRc.Z
-rw-r--r-- baldrick 413382 May 19 16:40 ./0index
-rw-r--r-- baldrick 233206 May 17 16:32 ./Network/Ka9q/Nos/oasis110.zip
-rw-r--r-- boydm 5651 May 19 12:49 ./Network/0index
-rw-r--r-- baldrick 165878 May 19 16:41 ./0compind.Z
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3163. Searching for non-commercial games...

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: Ansy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <pM0-7Lp.mindbomb_bbs@delphi.com>
Source record: 165117

I was looking through an old ST magazine and saw a review of a Shareware Footy Manager <anorak on> game, now that the seasons over and I'm going through withdrawal symptoms, I was wondering if this (or other) Footy sims are available on any FTP sites (or could be uploaded to em for me:}).

Thinking about it, what about any 'cool' games such as Sim-Pig etc., that I just seem to have missed out on...

reccomendations please...?!?! <anorak off>

Thanks, Andy

3164. Re: Some GEM Programming Questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D8v2pA.9M8@cix.compulink.co.uk>
Source record: 165118

```
>> 2. Also, how can I detect if either mouse button (or both) is pressed using
>> evnt_multi() - If I use the value 3 for the mouse parameter it still
>> doesn't work.

Use the following values:

evnt_multi(evnt_mask,0x102,3,0,...)

This allows you to detect both mouse buttons as well as double-clicks. For
triple clicks use 0x103.

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

3165. FORSALE: Atari ST/TT Software

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <3pk136$8cs@canopus.cc.umanitoba.ca>
Source record: 165119
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

```
======================================================================
SOFTWARE
======================================================================
OSS Personal Pascal.............$ 22.00 (full manual included but no box)

Night Shift.....................$ 10.00 (cute fun Lucasfilm platform/action)
Firezone........................$ 5.00 (strategic war game)

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Other items FORSALE! For a list, send e-mail with the *subject* "SEND INDEX"
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
All prices are suggested, feel free to make an offer, though I will give first
priority to those offering my asking prices. If you are interested in any of
the items, please reply via e-mail as soon as possible. Questions are
welcome. All prices are in US dollars. Buyer pays shipping. Shipping costs
are non-negotiable. Volume discounts available.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

--
<Trevor_Cordes@umanitoba.ca> $ Atari TT030/8 48Mhz $ cds,comics,s/wr,videos,
3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with
University Of Manitoba, Canada $ DrWho SCTV Unix AvT $ the subject: SEND INDEX
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
```

3166. team release date?

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <3pk2sg$qfe@studioweb.com>
Source record: 165120

```
can anyone tell me when team is to be released?

--

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/

johnmoon@connexus.apana.org.au
```

3167. Re: How Many Falcons Sold?

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May20.200438.43600@cobra.uni.edu>
Source record: 165121

In article <ef2_9505190124@direct.ca>, Doug.Byfield@miramax.ship.net (Doug Byfield)
writes:
> PS> I think everyone here are just guessing. :-)
>
> Best Regards,
> Pekka Saarinen
>
> I would tend to go along with Pekka's estimate ! :-)

What, not many?

>
>
> ___ Mountain Reader II - #Demo 001
>
>
> --
> |Fidonet: Doug Byfield 1:153/7091
> |Internet: Doug.Byfield@miramax.ship.net
> |
> | Standard disclaimer: The views of this user are strictly his own.
>

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

3168. Re: Atari history

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3plmreoen3@mhafc.production.compuserve.com>
Source record: 165122

> The national distributor for Atari here in Sweden won't even let go of
> review machines so those publications and television programs covering this
> sector of the electronics industry don't ever write anything about it.

Some things never change. Back when Atari Explorer (Atari Corp's "inhouse"
magazine) was still being published, the people running the magazine could
NOT get a Portfolio to review from Atari, so they reprinted a review article
from a PC oriented magazine.

The article contained some mild criticisms of the product, and Leonard Tramiel
blew a gasket. He said Atari Explorer (remember, this was *ATARI'S OWN*
magazine) would NEVER, EVER get any Portfolio products to review from him.

The editors ran an editorial in the next issue giving their sides of what
happened, and Atari promptly fired them.

And people wonder why Atari has such problems succeeding in the world.

> Ironically, it may be the Tramiel's exit from the stage that may save Atari
> for us.

Amen..!!

BobR

3169. Re: Decompacting

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3plnf9oen4@mhafc.production.compuserve.com>
Source record: 165123

> I have an atari, which is not connected to the internet, so I am
> downloading programs using my Macintosh. It would be much appreciated if
> someone could tell me what the major decompacters are and where I can get
> them. I do have arcx.ttp however.

I'm assuming you've successfully moved the files from the Mac to the ST
using the Mac/IBM file transfer process..?

The file compression methods used on the ST are for the most part fully
compatible with the IBM versions of the same methods. That is, you can
interchangably compress and uncompress them on either machine. I know there
are Macintosh versions of these programs too, although I don't know what the
exact filenames are. You could obtain those and do the decompression
directly on the Mac if you wanted to.

As for the native ST applications, the ARC utility you already have is not
used very much these days, but there are still a lot of Atari files on
archives and BBSs that use this method, so it's good to have.

Other native ST methods include LZH (which is compatible with LHA.EXE on
the IBM) and ZIP (which is compatible with the IBM version).

Look in the Archivers directory on any Atari ftp archive site to find the
ST versions of these compression utilities. Also most local BBSs should
have the latest versions available.

The archive at atari.archive.umich.edu or one of its mirrors would be a
good place to look.

BobR

3170. Re: Give it Up Sinclap!

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3plnopoen5@mhafc.production.compuserve.com>
Source record: 165124

> OK Pea, buy a color magazine and amuse yourself, but get out of here!
> Go to rec.mac.wanking.

Does that somehow make Atari computers better..?

BobR

3171. Re: ST506 HD ??????!?

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D8uqqx.I5F@cix.compulink.co.uk>
Source record: 165223
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In message <3phriv$541@mailer.york.ac.uk>, jat5@york.ac.uk said:
> Hi,
> I've got a hard disk host adaptor for (it says on the PCB) an ST506
> drive. What's it all about?! I have a 40 MB embedded SCSI drive from
> a mac (which won't work coz the connectors are all different).

The ST506 is a previous standard to SCSI. You might well have an
ST506->SCSI adaptor. If so you can pick up a cheap ST506 based drive and
make it into a SCSI one AFAIK.

> What do I do? (I know, buy an ICD host adaptor.....)

Yup - as you still need a way of connecting the SCSI drives to the Atari.

:-)

Roland.

@CiX

PS AFAIK ST506 were the first standard of drives used in PCs. They had two
data cables as opposed to the single one of the later IDE and EIDE ones.
They weren't very big - and were quite slow.

3172. Re: ST506 HD ??????!?

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D8v4Bx.BH3@cix.compulink.co.uk>
Source record: 165224
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In message <3phriv$541@mailer.york.ac.uk>, jat5@york.ac.uk said:

>I've got a hard disk host adaptor for (it says on the PCB) an
>ST506 drive. What's it all about?! I have a 40 MB embedded SCSI drive
>from a mac (which won't work coz the connectors are all different).

>What do I do? (I know, buy an ICD host adaptor.....)

>(What is an ST506 anyway? some sort of non-embedded SCSI drive I presume?)

ST506 was the interface used on the original IBM XT. You might be able to
find a drive from one of the advertisers in Micro Mart, however, if I was
you I'd get a host adaptor, eg. ICD Link, for the SCSI drive instead.

Barry wilsontjb@cix.compulink.co.uk

3173. Re: Tramel on TV, stock to rise?

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D8vIIG.Ap4@cix.compulink.co.uk>
Source record: 165225

In message <3p6t4h$i60@newsbf02.news.aol.com>, markvanwyk@aol.com said:

>KICU, channel 36 in San Jose, California, ran a report on "Silicon Valley
>Business" Sunday, May 14, touting the new Atari Corporation "Jaguar IVR"
>virtual reality headset developed with a company called Viruality PLC.

Virtuality PLC is company here in Leicester, UK. It's one of (if not the)
foremost companies that supply virtuality games h/w & s/w to arcades.

Phil.

3174. Re: Tramel on TV, stock to rise?

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3pkjef$8n3@dux.dundee.ac.uk>
Source record: 165226

Phil Hodgkins (phodgkins@cix.compulink.co.uk) wrote:
: In message <3p6t4h$i60@newsbf02.news.aol.com>, markvanwyk@aol.com said:

: >KICU, channel 36 in San Jose, California, ran a report on "Silicon Valley
: >Business" Sunday, May 14, touting the new Atari Corporation "Jaguar IVR"
: >virtual reality headset developed with a company called Viruality PLC.

: Virtuality PLC is company here in Leicester, UK. It's one of (if not the)
: foremost companies that supply virtuality games h/w & s/w to arcades.

I think its safe to assume the headset exists and is fully working. I am
sceptical however as to what (if any) VR software Atari will launch that
is any good (rather than just crappy 3D graphics).

Rod

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

3175. atari to pc transfer.

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: Mike.Carter@sawasdi.apana.org.au
Message-ID: <15e_9505210214@sawasdi.apana.org.au>
Source record: 165227

F > As for which formatter to use? Well, take your pick:
F > DC-Format 3.2 IBM Format FloorMat! Hope this helps... Ari

What about fcopy Ari, I think the first 2 or 3 versions by Martin are now PD?
CU,
Mike..

... A social life? What board can I download THAT from?
___ Mountain Reader II - #00000047

| Fidonet: Mike Carter 3:800/846
| Internet: Mike.Carter@sawasdi.apana.org.au

3176. Has Calamus Been Port

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: Doug.Byfield@miramax.ship.net
Message-ID: <102_9505210114@direct.ca>
Source record: 165228

JA> From: Jens Andreasen <jens-and@dsv.su.se> Subject: Re: Has
On 18 May 1995, Doug Byfield wrote:

DT> ... Calamus is available for Windows NT

> Hi Darren-any ideas what the minimum DECENT speed PC is
> needed to run SL NT? I have heard that a DEC Alpha workstation

JA> runs SL NT Most important is to have lots of memory on board,
JA> else the os will spend it's time swopping processes to/from
JA> disk. Something like 32meg will do.

I suspected as much. When Windows NT needs 16 megs, and I use SL with 14 megs on my Falcon...well...do the math! :-) Unfortunately, business concerns may dictate getting the SL/NT version. On the other hand, by the time you add up the cost of all that PC equipment, I could get a 1200 DPI laser and/or a dye sub printer. And do most of my own final copy. How much are used Ultrasetters selling for these days? Believe me, Jens, I would rather NOT have to deal with Microsoft! :-)

___ Mountain Reader II - #Demo 001

--
|Fidonet: Doug Byfield 1:153/7091
|Internet: Doug.Byfield@miramax.ship.net
|
| Standard disclaimer: The views of this user are strictly his own.

3177. TrueImage

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: Doug.Byfield@miramax.ship.net
Message-ID: <103_9505210114@direct.ca>
Source record: 165229

I recently purchased TrueImage from Falcon Systems in New
Westminster, British Columbia, Canada. (604-522-2915 Voice)
While I am impressed and love the program, I can't seem to
locate the serial # of my copy! I am a registered owner of
Lattice C 5.6, DevpacDSP, Harlekin2, Truepaint, Clarity Falcon,
Diamond Back 3, Diamond Edge and probably a couple more that
I have forgotten at the moment. Thus I am very familiar with
your convention of locating the product serial # on the reverse
side of the disk label on master disk #1. However, there is no
serial # printed anywhere: not in the manual, on the disks, or
on the registration card. I even tried using the memory editor
in Harlekin to try and locate an imbedded serial # within
the program. However, nothing remotely resembling a serial #
was found. I am not sure if this copy of TrueImage came directly
from Hisoft or from Oregon Research, as the normal ORE sticker was
not on the box or manual. Therefore, I am sending this email to
both Hisoft and Oregon Research. Thanks in advance, your help is
appreciated.

Yours
Doug Byfield
Internet: Doug.Byfield@miramax.ship.net
Fidonet: Doug Byfield 1:153/7091
--
|Fidonet: Doug Byfield 1:153/7091
|Internet: Doug.Byfield@miramax.ship.net
|
| Standard disclaimer: The views of this user are strictly his own.

3178. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3pkc88$9f3@inca01.inca.co.nz>
Source record: 165230

CALLUM LERWICK (CALLUM.LERWICK@flight.org) wrote:
> In message #759, C. Deforrest Smith writes:
>
> > You realize, of course, that HD disks are -rated- by their manufacturers
> > 2.0MB?

> Most of that 2 megs is taken up by FAT/Directory tables, sector headers,
> etc, so you only end up with 1.44 megs of actual storage.

High density discs are rated as 2.0 megabytes *unformatted*. A disc manufacturer can not tell just how a disc will be formatted by the user, so the 2.0 megabytes is considered the MAXIMUM capacity possible. (Some computers format discs differently to give more space - the 800k Apple Macintosh, the 880k A-meagre and so forth, on "1.0 megabyte" discs).

Consider that a disc is like a carpark. Without putting lines down, chaos reigns. Once you had parked your car, you would be unable to find it again (instead of "aisle three, fourth car from the end", it would be "it's out there somewhere").

In reality, however, on a disc, you also need to put down "You are on track 34" signposts, "That was sector 13" markers, as well as "All the cars in that sector total 1485" error checking (CRC - Cyclic Redundancy Check).

It is this extra data that consumes the extra space. The book "Atari ST Drives inside And Out" by Abacus/DataBecker (which deals exclusively with the Double Density 720k discs) shows just how this data is arranged. By shortening the size of the "signposts", one can alter the format of a disc.

This is dangerous, however, as your formatting software must talk directly to the disc controller in your computer to do so - change the controller, and your software may not necessarily work. Not to mention that the disc controller or disc drive in your computer may just support your "illegal" hacks, but perhaps no one else can read the data on your disc - not good if it happens to be a backup you need to restore onto your new replacement machine after the old one blew up.

However, under a multitasker like MultiTOS, certain "cheating the system" software can fail, or produce unreliable discs. I find that 21-sector formats by FastCopy are just too unreliable (even on expensive "big name, never fail" 3M diskettes). Data written yesterday may not always read back exactly the same as it was written.

Under MonoTOS, similar problems can occur.

Once the disc has been prepared by formatting it, you can then begin to store information on it.

But to do so reliably, the operating system must be able to locate the data again as well. So it allocates a "disc contents" area. The way this is done will differ from computer to computer. This is part of the reason why you can't read a Macintosh disc on your ST without using the EXCELLENT Dave Small SpectreGCR.

On an Atari, PC, and some other computers there are three parts to this : Boot sector (also known as the "Master Boot Record" in MessyDOS lingo), a "File Allocation Table" (FAT) to store details of which blocks on the disc are empty/in-use/badly-mangled, and a Directory, storing the names of files on the disc.

A freshly formatted high density disc (with no "disc contents" written to it), can store 80*18*2*512 (80 tracks, 18 sectors per track, 2 sides, 512 bytes per sector) for a total of 1474560 bytes. Subtracting the boot sector, FAT and directory, you are left with 1458176 bytes (TOS 3.06 and the Falcon do 1k more). So a 1440k disc (1474560 bytes, which is really about 1.4 megs) is reduced to 1424k.

The "painted lines and signposts" take up the bulk of the space. The 600k taken up by this makes the 16k Bootsector/FAT/Directory pale into insignificance.

3179. Re: Who has the most sexy

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950520115343.22225A-100000@mars>
Source record: 165231

```
Right now, my autofolder
is minimalistic
to the very extreme.
Boots extremely fast,
causes no sideeffects.
I'ts the zen of autofolders.

It's empty

// Jens M Andreasen :-)
```

3180. Re: Has Calamus Been Ported T

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950520122051.22225D-100000@mars>
Source record: 165232

On 18 May 1995, Doug Byfield wrote:

> DT> ... Calamus is available for Windows NT
>
> Hi Darren-any ideas what the minimum DECENT speed PC is needed
> to run SL NT? I have heard that a DEC Alpha workstation runs SL NT

Most important is to have lots of memory on board, else the os will spend
it's time swopping processes to/from disk. Something like 32meg will do.

// Jens M Andreasen

3181. Re: Substation Demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995May20.132922.1928@cathy.ijs.si>
Source record: 165233

In article <199505172206.a27827@a2w.maus.de>,
Ian Taylor <Ian_Taylor@a2w.maus.sub.org> wrote:
>"Craig. Graham" (Craig.Graham@ncl.ac.uk) wrote on 16.05.95:
>>It does seem a mite easy (but that said, I've not found any of the keys
>>for the locked rooms yet).
>Me neither, killed everything I could find, including those two guys
>who just leave their boots behind. Pretty pathetic looking monsters
>and scenery, hopefully it'll get better on different levels or maybe
>thy'll have time to fix it up before release. With better gfx it
>would make a fine game. The controls are quite responsive, although
>running doesn't seem to make much difference.
I've only found one key so far, it is the RED key (which opens the toilet
on the first floor and a room on the second floor). It is on the third floor,
at the end of a long corridor. Also in that room: a bomb. (the one you drop
with the TAB). I tried dropping it, but it just disappeared.

I spent an hour (over several games) trying to get out of the messhall, where
you get the autogun. Finaly figured it out.

Watch out for the toilet: it contains a new monster, but also a medikit
(which has the same effect as food, only more so).

>>Also, you cann't pick up the flame throwers :(
>Right. Can't go anywhere in the elevator either - hmm, maybe that's it.
Press 2 or 3 on the KEYPAD to go to second and third level (is the final
game going to have only 3 levels or will they change the controls? Hmmmm).

I wish I could afford the time to play this game properly. I'd get the money
somehow...
--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

3182. How to read out a cardridge plugged in 1040 ST ?

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: zxmvq08@hp12.zdv.uni-tuebingen.de
Message-ID: <3pki02$pef@newsserv.zdv.uni-tuebingen.de>
Source record: 165234

Hi
got a problem .... Is it possible to read out a cardridge plugged in
thwe userport of the 1040 st ? Can I save the plot on Disk or in a Eprom ?
Are there any programms that can do this ?
Is it even possible to make programms run that only can run with a cardridge
(I heard about that the Cardridge has memory up to 128 KB), without that
cardridge ?...Ore is this too fantastic ?

Id be happy for some hints
bye Rainer

3183. Re: Elite or Elite II players out there?

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1995May20.142821.7868@alder.cc.kcl.ac.uk>
Source record: 165235

In article <3p334a$58k@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz (steve wells) writes:
>] Well I just learned that Elite II was made for the ST. If any of you
>] have played this game, I'd love it if you could drop me an e-mail note!
>
> Don't bother, it doesn't take very long to get the most powerful ship,
> and then all you can do is fly back & forth trading and shooting easy-to-
> kill ships. It gets very boring!

Unless anyone fancies hacking into the game and tarting it up!

-Al-
-udem148@bay.cc.kcl.ac.uk-

3184. Re: Stalker v3.04 and NVDI 3.01

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: rcollins@magnus.acs.ohio-state.edu
Message-ID: <3pks6u$j8a@charm.magnus.acs.ohio-state.edu>
Source record: 165236

In article <70849-800860776@mindlink.bc.ca>,
Desmond Liu <Desmond_Liu@mindlink.bc.ca> wrote:
>> You MUST upgrade to 3.04 if you want the GDOS stuff to work with STalker.
>
>Whoops. The subject title should have read "STalker v3.04 and NVDI 3.01"
>(like I did in this subject title.) I've applied the patches to upgrade my
>STalker to v3.04.
>
>Anyway, I'm still having problems. When NVDI 3.01 is loaded and I initially
>start up STalker 3.01, I see the hard disk light on my Falcon flicker away.
>Presumably it is doing a vst_load_fonts() since I have a *lot* of Bitstream
>fonts in my font directory.
>
>After a while, the hard disk light stops and STalker seems to just lock up
>with the "STALKER.PRG" title on the top center of the screen. I do not see
>this problem when I use SpeedoGDOS 5.0 by itself without NVDI.

----Stuff deleted concerning SpeedoGDOS------

I have been told that STalker only handles Monospace fonts. This mean you will
have to use the included GDOS and config the GEMSYS file with fonts that have
the *.FNT at the end of it. Then type these names into the ASSIGN.SYS file to
load them for use.

Works for me. However, your milage may very.

Raymond Collins	Atari TT030 4/4 MB ST/TT RAM 245 HD
rcollins@magnus.acs.ohio-state.edu	Travel By ZyXEL 19,200 bps
or rcollins@freenet.columbus.oh.us	Die Hard Atari Fan since 1983

3185. Re: New Atari Dealer in Australia!

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <3pl0n5$428@studioweb.com>
Source record: 165237

```
: Avoid Austech though...

Awwww! WIZZ, dont be like that, just cos they ripped you off the mongrels!!!

--

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/

johnmoon@connexus.apana.org.au
```

3186. MiNTNet and SLIP

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3pl21e$o6t@gti.gti.net>
Source record: 165238

I am having some troubles getting SLIP going, and wanted to ask if anyone can give me a hint...

First, I downloaded MiNT 1.12, and that runs fine. Then I downloaded NET-070, and put the SOCKDEV and the SLIP in my MultiTOS directory, and rebooting tells me 4 SLIP and 4 PPP channels, so I am assuming that works fine.

Next, I downloaded dip, since I've used that many times on my Linux machine, but when I run dip -t it tells me 'you do not exist. go away'...

So finally, I tried the directions that was part of the README.SLIP inside NET-070. Seems simple enough: start the loopback device first, then start the comm session to create the connection, and run slattach. Nothing gives me an error, but when I try telnet, it never makes a connection. Since I don't know if my resolv.conf is correct, I am not using any hostnames at this point, just IP numbers.

Can someone lend a hand? Thanx

3187. Re: New Atari Dealer in Australia!

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <3pl0r9$428@studioweb.com>
Source record: 165239

```
: What free trade, a load of ROT, we still pay Duty and what ever from OZZ
: and its only Free to OZZY and NZ made products....

Roger, READ THE PAPERS!

--

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/

johnmoon@connexus.apana.org.au
```

3188. Re: Games: Team

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <3pl0vm$44u@studioweb.com>
Source record: 165240

```
: Oh yeah, thanks! :)

Just tryin' to keep you on ya toes! hehehehe

--

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/

johnmoon@connexus.apana.org.au
```

3189. Re: 040 accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FEUICCBUUP@cabal.shnet.org>
Source record: 165241

```
In <djs.800880162@gen-off-1> David Stevenson wrote:
>guenther@cabal.shnet.org (Thorsten Guenther) writes:
>
>>In <djs.800618179@gen-off-1> David Stevenson wrote:
>>>What the hell are you talking about?
>
>>WYSISWYG means 'what you see is what you get'.
>Yes, I know that. I was querying the statement that it's only available
>on Atari.

You snipped the Postscript statement by me for _what_ reason, then?

Because you can't stand the fact that Postscript is _not_ WYSIWYG?

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
---------------------------------------------------------------- /
- In the sky a mighty eagle doesn't care about what's illegal - \_
- On it's wings the rainbow's light it's flying to eternity. - )
```

3190. Re: Are the maus alive?

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FEUICCBXUP@cabal.shnet.org>
Source record: 165242

In <3phpbv$b63@news.onramp.net> boyd@onramp.net wrote:
>> : i use NNTPSERVER=news.uni-marburg.de
>> : Unfortunately you cannot post any messages (unless you system belongs to
>> : uni-marburg.de ,I think)
>> : Here in Giessen (approx. 30 km from Marburg) I get these groups at
>> : reasonable speed.

> I get all of 'em, with posting-access, here in DFW Texas.. Pretty
>quickpaced, too, on my current provider. On my last provider, they were
>all "dead," so I posted a msg asking where everyone was.. Got *several*
>email replies asking me not to post in English.. They should use German
>newsgroup names if they aren't English..<grin>

1) The newsgroup names provided by the Mausgates are chosen for
understandability, not for national pride. See de. for comparison.

2) Mausers are somewhat stupid when it comes to the fact that there are
people out there who _don't_ understand German.

3) Please format your lies to 70-75 chars next time!

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

3191. Re: [MinixFS] attribute problem

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.72.00115DDD@cam.ac.uk>
Source record: 165243

In article <3opoot$9d8@liberator.et.tudelft.nl> eems@nlr.nl (Eems , J.P. van der) writes:
>Hi,

>I have installed MiNT and MinixFS. It all seems to work fine.
>BUT, when I put an executable on a minix partition it executes
>even when the attributes are : -rw-rw-rw- (so no executable flag)!!

>Anybody know of this problem?

I have a feeling this is a bug that is fixed in some diff (I think it might be
a MiNT problem rather than MinixFS).

Adrian

3192. Thing

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.73.00117FA2@cam.ac.uk>
Source record: 165244

On the desktop and most replacement desktops, if you top window A and then double-click on a program in window B whilst holding the right-mouse-button down, the the program will run with the current directory set to A. This is really invaluable but I can't get Thing to do it, it just changes the mouse cursor to a hand thinking I want to move the directory listing.

Also is there a way to get the directory listings a bit neater, on my Minix partition I get:

quite.a.long.filename. 1234

Which is really irritating as then I can can't see both the name and the size with one other window on the screen.

Adrian (apb25@cam.ac.uk)

3193. Re: High Speed Modem on F

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <0a5_9505200727@genesplicer.org>
Source record: 165245

Re: _High Speed Modem on F_, Richard.Guziewicz@p18.f107.n320.z2. wrote to All on 16 May 95:

RG> I'm using an Alto V34 with a standard Falcon TOs 4.02, and a
RG> Semper/jetmail/LED package without any problems. (HSMODEM 6 as well)
RG> I average about 2500 cps and 24000 baud rates with 115800 DTE rates. No
RG> problems encountered. Of course, I have to keep the modem's auto-answer
RG> mode on all the time, as the Falcon's serial port "incoming call" wire is
RG> inactive.

Huh? I use Semper on my Falcon just fine without AA enabled.

3194. Re: Who has the most sexy

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <9c3_9505201226@flight.org>
Source record: 165246

In message #964, ROGER SHEPPARD.. writes:

> > Warp 9 **** NVDI Far far better...
> > ICDBOOT <<<<<<<<<<<< THIS DOES NOT GO INTO THE AUTO FOLDER AT A
> > FATSPEED Get TOS 1.04 then you will not need it...

Warp 9 came with my 'puter, how well does NVDI run on a 1mb machine?

Upgrading my TOS is the least of my worries.

> Looks like you have a dumb Auto folder....!!!

I'm a simple person, I'm using a 520ST with TOS 1.0 and 1 meg ram, I'm having trouble getting my harddrive to auto boot, so my 'puter is booting off a floppy at the moment, I'm using ancient hardware, most of which I got free, that won't let me cold-boot directly off a hard drive anyway*, so I need* ICDBOOT in drive A: autofolder.

I'm using an original ICD STHD SCSI host adapter, with three MFM drives connected to Xebec SASI controllers, I'm using ICD utils ver 6.0.7, which no longer supports SASI controllers, so I can't reformat/repartition/set autoboot/park any of my hard drives, my C: boot partition is currently has a bad sector where the main FAT table is stored so I can't store anything on that partition, and i can't reformat the drive so it no longer uses that sector for the FAT. So in other words I NEED A COPY OF ICD UTILS OLDER THAN VER 4.6!

I have yet to fool with the Supra utils I have, they supposefly support SASI controllers...

--- -//- ---
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
--- -//- ---

3195. Scanner driver for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: lamarth@delphi.com
Message-ID: <BK8ebl2.lamarth@delphi.com>
Source record: 165247

I had a question on scanners for Falcons- are there any drivers out there (either freeware or commercial) that would run any SCSI-based flatbed scanners? If so, what brands/models scanners will they work with? Oh, and when I say 'driver', I mean something that will simply pull in a image into a standard format (GIF, JPG, whatever) and save it to disk.

Thanks in advance....

David (lamarth@delphi.com)

3196. Re: Substation Demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: popemerlin@delphi.com
Message-ID: <JM2-rT-.popemerlin@delphi.com>
Source record: 165248

Ian Taylor <Ian_Taylor@a2w.maus.sub.org> writes:

>>the lack of joystick/joypad and mouse support is a real bummer

Support for these will be included in the final game.

>>It does seem a mite easy (but that said, I've not found any of the keys
>>for the locked rooms yet).
>Me neither, killed everything I could find, including those two guys
>who just leave their boots behind. Pretty pathetic looking monsters
>and scenery, hopefully it'll get better on different levels or maybe
>thy'll have time to fix it up before release. With better gfx it
>would make a fine game. The controls are quite responsive, although
>running doesn't seem to make much difference.

The graphics in the final game include a lot more monsters and other
scenery but in order to keep up the speed the scenery doesn't change
that much but the rendering is much improved.

Phin

3197. how big a hard drive 4 ST?

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: dzander@solaria.sol.net
Message-ID: <3plqnq$2vo@solaria.mil.wi.us>
Source record: 165249

Hello all,
I feel this may be a stupid question but I was once told no question is
stupid, just stupid answers. :-)

Is there any kind of limit on the size of a hard drive for an AtariST?
I never owned nor worked with hard drives before so any explanation of
what a "partition" is and what "hard drive utilities" I may need would
be appreciated. I'd like to really get a large (540MB-730MB) hard
drive and fill it up with games, programs I write, and other stuff.
Any help would be appreciated. Thanks.

--
Douglas Zander
dzander@solaria.mil.wi.us

3198. re: falcon 030 cache

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1555dlittle@nest.demon.co.uk>
Source record: 165250

TM> From: Terry.May@rebel.genesplicer.org (Terry May)
TM> Re: _falcon 030 cache_, Doug Little wrote to All on 19 May 95:
TM>
DL>> The instruction cache is almost always effective, so leave it on at
DL>> all times.
TM>
TM> I wish I could. I'm the one who started this thread and never got
TM> an answer to my original query. What is the likely reason my 030
TM> cache is so flakey? Even booting directly from floppy with nothing
TM> in memory it's sometimes on and sometimes off. And it might be on
TM> when I boot, but go off later.

Ok, I thought I'd replied - but I'm never sure all of my messages actually reach their destination! (There have been a few down-links at this end recently).

Anyway - to keep to the point, how do you know your cache is turning on and off when you have no software installed? Are you just going by speed or do you load up some other program to check it?

If you are sure it's switching itself off even on a clean desktop with no accs & autos then it can only be either your TOS version or a hardware fault. I very much doubt such a hardware fault could occur -especially since the cache is internal to the CPU. It is much more likely that the chip would burn out completely if something went wrong.

It is possible your TOS version is messing with the cache during interrupts or system rom-calls. What TOS do you have? Do you have any additional hardware like accelerators or other such enhancements?

Any info would help my reply.

Cheers,

Doug.

Black Scorpion Software Developments Falcon030 & Jaguar
Doug Little Neil Stewart Nick Hesketh Dave Encill

--

3199. gif viewer for 1040ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-20 00:00:00 UTC
From: cswayne@brahms.udel.edu
Message-ID: <3pmb8e$gu7@brahms.udel.edu>
Source record: 165251

HI guys!!!

Is there a .gif viewer for my Atari1040ST??? Lemme know...

cswayne@brahms.udel.edu

actually, Im real interested in finding out what has happened in the
industry in the past three years as far as Atari is concerned...and how
Atari users have managed to stay alive in a PCWindows world...any info
yo might might have..I'd be happy to hear about.

CURT WAYNE

3200. Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <3pn521$8eu@news.cc.utah.edu>
Source record: 165125
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I don't know if this has been asked before, but what would be involved in making a little black box that would allow you to plug a PC serial mouse into the ST mouseport? Has anyone ever done it? Is there docs for this hack somewhere? Or does it already exist? I'm not interested in pluggging a serial mouse into my serial port because I only have one and it's constantly being used by my modem. I assume it is possible, and could be about the size of a MouseMaster or even smaller. Any info would be greatly appreciated.

--
\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu
\ Film Studies Major, U. of U. \ Home Page:
\ For PGP Public Key, \ http://www.cc.utah.edu/~ewj8218
\ finger ewj8218@u.cc.utah.edu \

3201. Re: NOS/Oasis on systems OTHER than Demon?

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3pn14k$stb@ccpnws.in2p3.fr>
Source record: 165126

I have been using NOS at my lab on a SLIP line with no problem (the ST
was connected to a Xyplex terminal server running at 38400 bauds [HSMODA
serial port modification]). A French magazine has distributed KA9QQ/NOS
in their last issue and described how to connect to an Internet Provider
using PPP, so I believe it works !
--
+---+
| ACOUNIS Stephane Laboratoire de Physique Nucleaire et des |
| Hautes Energies - Universite PARIS 6 |
| Tel: (1) 44-27-43-62 Fax: (1) 44-27-46-38 |
+---+
I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

3202. Re: Shoestring Computers Newsletter (12-May-1995)

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3pn3fi$atn@news2.delphi.com>
Source record: 165127

ogal@cix.compulink.co.uk ("Ofir Gal") writes:

>> ** NEWSLETTER ** SHOESTRING COMPUTERS ** NEWSLETTER ** SHOESTRING COMPUTERS **

>I don't think this newsgroup is the right place for advertising.

Not to rain on your parade, but where should I advertise for an Atari Specific Support Company? The Macintosh .wanted group? How about the Amiga .marketplace group? Or just misc.forsale.computers.atari? Oh wait, that doesn't exist. Nor does comp.sys.atari.marketplace. If these newsgroups existed, I would post there. I am trying to support and help fellow Atari Users. I started the company with that in mind first and foremost. Should I just expect people to "find" me?

Sorry if I seem harsh, but I am planning some good things for the Atari market (what's left...). I would think people would be happy to see me around.

Whatever...

Dom Alvear
Shoestring Computers

P.S. If other people feel I should just give up and not post to this newsgroup, tell me.

>-------------------------------
>Ofir ogal@cix.compulink.co.uk
>-------------------------------

3203. Spectre128 for sale -- $150

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: ggreenbe@mailbox.syr.edu
Message-ID: <3plvrk$jg8@newstand.syr.edu>
Source record: 165128

I've got a Spectre128 cart with Mac ROMs that I'm willing to sell for $150, including shipping. I've got the disks for v. 1.9, 2.65, and 3.0, and the manuals, too. This is NOT the GCR, so you will not be able to read Mac disks directly, but will have to use other means for getting Mac software to your hard disk or Spectre formatted disks.

Email to ggreenbe@mailbox.syr.edu if interested.
--Gerry

3204. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D8wKxD.Do4@cix.compulink.co.uk>
Source record: 165129

In message <TB4ZB1Z@moacs.indiv.nl.net>, waldi@moacs.indiv.nl.net said:
>
> But if there is a real coproc in the system, the overhead would be
> relatively expensive, and there is also a problem with optimizing

Whats worse AFAIC is if there *isn't* a maths cop-pro in the system. This is the normal case for most Ataris - and yet adding autodetect FPU code will actually *slow* the program down where it can least afford it.

:-(

Roland.

@CiX

3205. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: simon@bassland.demon.co.uk
Message-ID: <801019704snz@bassland.demon.co.uk>
Source record: 165130

What is the subscription address for Atari World?
My main newsagent here in Ipswich, Suffolk - where I live - is W.H.Smith,
and they don't stock it. I am asking for the _subscription_ address, coz by
the sounds of it, it is well worth it!

Ah.....what is the cost for a 12 month, UK subscription?

Many thanks....
Wilf. :)
--
/\
| Simon Williams AKA Wilf |
| simon@bassland.demon.co.uk |
\/

3206. NOS/Oasis on systems OTHER than Demon?

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: jprice@ivory.trentu.ca
Message-ID: <D8wozz.JyE@blaze.trentu.ca>
Source record: 165131

Has anyone had any luck using the NOS/Oasis package to connect an STe
to a PPP (that's what I need to do) other than Demon? I've downloaded
"startup110.zip" and Oasis 112, both seem to be behaving as they're
supposed to. However, before subscribing (and paying for) a PPP
account, I'd like to know if anyone else has tried to do this, and
if so, if there's any obvious actions I need to take. I'd use
Demon except for the fact that I live in Canada. From some of the posts
I've read, it looks as if this may be a deep subject, but any
help for a beginner would be greatly appreciated, including
directing me to appropriate literature. Is there a "PPP for Dummies"
manual somewhere? Any and all help will be appreciated.

jprice@trentu.ca
via
via
via
Trent University Unix system and Uniterm
(oops)

Jim Price

3207. Re: Tramel on TV, stock to rise?

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: dandee@gatecoms.gatecom.com
Message-ID: <3pmc0k$gqv@gatecoms.gatecom.com>
Source record: 165132

Michael Olin (molin@cxc1.cl.msu.edu) wrote:
: markvanwyk@aol.com (Markvanwyk) writes:

: >shorts when Jaguar and games missed promised development times.) This
: >report made it sound like Atari is about to bust out big. Is the profit
: >train about to leave the station again? If so, will you be on it? The
: >headset will retail for $300. The Jaguar game console retails for $150.
: >BTW - not one word in the report about Atari computers, of course.

: Yeah, sure... The headset should be available real soon now, probably just
: days after the CD ROM is released.

: Don't hold your breath...
: --
: =-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
: |||
: Keep up the fight ||| I love my country
: or lose the right... / | \ but I fear my government

Cynical are we, Mike?

3208. Re^2: Substation Demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: christian.dahl@tnogobl.ct.se
Message-ID: <ftn_2.203.611.4_2fbe750a_Christian.Dahl@tnogobl.ct.se>
Source record: 165133

```
> Right. Can't go anywhere in the elevator either - hmm, maybe that's
> it.

Press 1 to 3 on the keypad (read the textfile included!).

CD

( UUCP Dialup connection )
```

3209. Re: SCSI-drive questions (Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D8y8Cz.Mo@cix.compulink.co.uk>
Source record: 165134
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

> 1. Is SCSI-II the same as FAST SCSI-II ?

Not all SCSI2 drives are FAST SCSI2.

> 3. Are Seagate Hawk drives really "second class" as some dealers say?

Seagate SCSI drives are a lot better than they used to be - mainly because
Seagate bought some top quality drive companies (*). My best SCSI drive is a
Seagate - however I generally buy other makes if I can.

(*) All AFAIK and IMVHO of course

:-)

Roland.

@CiX

3210. Re: High Speed Modem on F

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D8xFzM.DLM@crash.cts.com>
Source record: 165135

D.L.Hastings (cs93dlh@sid.dcs.exeter.ac.uk) wrote:

: > I average about 2500 cps and 24000 baud rates with 115800 DTE rates. No
: > problems encountered. Of course, I have to keep the modem's auto-answer mode on
: > all the time, as the Falcon's serial port "incoming call" wire is inactive.

: Eh? The Falcon's ring detect line works flawlessly here. Maybe your cable is
: at fault?

: --
: * {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
: * MiNT * MiNT-OS * MiNT-NET * Minixfs * X11r5 *
: * Looking for a Falcon sample editor? Get SuperSam v1.08! *

I think he meant "CARRIER DETECT"...

3211. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D8xG53.6M8@cix.compulink.co.uk>
Source record: 165136

In message <TB4ZB1Z@moacs.indiv.nl.net>, waldi@moacs.indiv.nl.net said:
>
>> Exactly how this is done and how it affects the speed of using fp maths,
>> I don't know.
>
>I suppose that the overhead of testing a flag, which indicates whether
>software emulation or an I/O mapped FPU must be used, is acceptable.

A jump through a vector (set by the initialisation code) would be quicker.

That's how I'd do it (IF I were capable that is :)

Phil.

3212. Re: Zip Drive Software?

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199505211031.a39908@ms.maus.de>
Source record: 165137

In article <FESTCHDIUP@cabal.shnet.org>, Thorsten Guenther
(guenther@cabal.shnet.org) wrote:
>>guenther@cabal.shnet.org (Thorsten Guenther) writes:
>>
>>>As Julian Reschke stated in Mausnet, the drivers currently available have
>>>to be enhanced to control these critters. We'll see who is first to solve
>>>this problem.

My posting was based on the article in the German magazine c't,
nothing more.

>>Not according to HiSoft, who have actually _tried_ it out.

If they tried it and it worked, fine!

3213. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D8xG55.6Mt@cix.compulink.co.uk>
Source record: 165138

In message <801019704snz@bassland.demon.co.uk>, simon@bassland.demon.co.uk said:
>
>What is the subscription address for Atari World?

Atari World Subscriptions
Unit 3 Green Farm
Abbots Ripton
Huntingdon
Cambs PE17 2PF
UK

You can also phone 01487 773 543 and use a credit/debit card.

>Ah.....what is the cost for a 12 month, UK subscription?

They are only doing 3 month subs ATM, at £7.50 (or £12.00 with disks).

Phil.

3214. Re: Tramel on TV, stock to rise?

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D8xJMr.CFH@cix.compulink.co.uk>
Source record: 165139

In message <3pkjef$8n3@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk said:

> I think its safe to assume the headset exists and is fully working.
> I am sceptical however as to what (if any) VR software Atari will
> launch that is any good (rather than just crappy 3D graphics).
>

It was featured in Computer Weekly (18/05/95) saying that it had been shown
at a recent computer show. Looked really odd - it had what looked like two
red ping-pong balls stuck on the front

Steve

3215. Re: Falcon boots SO slow.. help!

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D8xGID.EFy@crash.cts.com>
Source record: 165140

Leslie Hartmier (leslieh@warpcon.ersys.edmonton.ab.ca) wrote:
: In <3np8f4$r7j@bs33n.staffs.ac.uk> Requiem wrote :

: >It finally happened... I ditched my nasty little internal IDE drive from
: >my Falcon that was giving me so much grief and bought a spanking brand new
: >external SCSI 730meg.. it works like a dream.. however I removed the IDE
: >from the Falcon in order to place it in my PC laptop (where it now runs
: >fine!) but my Falcon takes an AGE to boot.... its as if its scanning for
: >an IDE and can't find one but takes about 20 seconds to determine that
: >there is nothing plugged in, it then boots the SCSI and works fine.
: >
: >So.. how the hell can I get it to stop searching for the IDE? Don't tell
: >me I'm stuck with a slow booting Falcon until I buy a little 20meg IDE to
: >stop this annoying problem! It happens at every reset.. and is most most
: >frustrating.. perhaps some STF or AW contributors would care to add this
: >to one of their Question and Answers pages respectively...
: >
: >Rich
: >
: What driver software are you using? I use HDDriver, and it works
: quite quickly enough for my liking (plus the XHDI spec).

: Leslie

No, no, no, it's not the driver (no offense). It's the TOS ROM searching
for the IDE. Almost every Atari FTP sight has a Falcon utility called
something like "Falcon-fast-boot", or something to that effect.
Basically, it turns off the scanning for the IDE hard disk and I think
turns off the IDE controller completely. I believe it installs a small
booter in the floppy boot sector before any hard disk is scanned for.
From what I hear, it works beautifully.

Good luck

Rich

3216. Re: NOS/Oasis on systems OTHER than Demon?

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D8xH3u.FDL@crash.cts.com>
Source record: 165141

jprice@ivory.trentu.ca wrote:
: Has anyone had any luck using the NOS/Oasis package to connect an STe
: to a PPP (that's what I need to do) other than Demon? I've downloaded
: "startup110.zip" and Oasis 112, both seem to be behaving as they're
: supposed to. However, before subscribing (and paying for) a PPP
: account, I'd like to know if anyone else has tried to do this, and
: if so, if there's any obvious actions I need to take. I'd use
: Demon except for the fact that I live in Canada. From some of the posts
: I've read, it looks as if this may be a deep subject, but any
: help for a beginner would be greatly appreciated, including
: directing me to appropriate literature. Is there a "PPP for Dummies"
: manual somewhere? Any and all help will be appreciated.

: jprice@trentu.ca
: via
: via
: via
: Trent University Unix system and Uniterm
: (oops)

: Jim Price

Jim, sure its possible. However, it will take some surgery. The
NOS/Oasis package was written specifically for the Demon system. Its
installation etc. are only for it. However, as with NOS, I have been
able to get it to work with my PPP connection here in San Diego.
However, I do not use it as my Telnet dialup has excellent Usenet, FTP,
Email, and Web browsers right on line that far surpass NOS or Oasis.
Sure I have to use VT102 and Zmodem to transfer and it is an extra step,
but I have 60 hours at $23 a month and free 4 megs of storage with $0.30
charges for each meg above that after 4am. It's not worth it to me to
bother with it. If I want to use a nice Web browser, then I just use my
PowerMac down at the office with all of its free software.

I think MiNTnet is a better choice from what I hear. Its more generic to
set up (although still a nightmare).

My Falcon is my favorite computer for programming and ordinary use.
However, it just plain sucks for Internet software. Mac's and PC's have
a monopoloy in that arena. Setting up software for my PowerMac took
twenty minutes and that's it. When I have the opportunity (not often, it
does other things) I use it for "netting". I just wish the Atari's were
as easy to "net" with. It wouldn't be too hard for a Falcon to do. It's
graphics and GUI are very similar to a Mac's. Porting software over
would not be difficult (if you had the source to the Mac's software).

Yes, I'm rambling...sorry.

Good luck,

Rich

3217. Wanted: Used ...

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: sky1@ix.netcom.com
Message-ID: <3pnit6$boj@ixnews3.ix.netcom.com>
Source record: 165142

NetWork equip.: Modems, Muxes, T-1, etc

maxthump@aol.com

3218. For sale: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: japolis@boulder.earthnet.net
Message-ID: <japolis-2105950910460001@199.45.146.102>
Source record: 165143

Spectre GCR 3.0 complete, unregistered, with roms, system software and a
big bunch of disks of utilities and programs to get you
started........$100 obo

--
"Always remember: Wherever you go...there you are!"
Jeff Apolis
japolis@boulder.earthnet.net
JeffApolis@aol.com

3219. Misc software and book for sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: japolis@boulder.earthnet.net
Message-ID: <japolis-2105950912510001@199.45.146.102>
Source record: 165144

Hello! I have the following items for sale or trade:

"productivity stuff"
Image CAT .....$20.
Mini Office (Nicely done graphs and stuff, from UK) .....$25.
Spectre GCR 3.0 complete, unregistered, with system software and a big
bunch of disks of utilities and programs to get you started.....$100.

"books"
THE GUIDE TO CALAMUS DESKTOP PUBLISHING.....$25.

Or.. how about..... All for $150.

Add $2.90 for shipping, or shipping is FREE with three or more items!
Payment forms acceptable are Check, MO, or trade for any of the items below.
I am looking for Tracker/ST, STeno, Studio Photo, Imagecopy 2, True paint, Warp
9 v3.80, or EdHak or who-knows-what. Let me know what you have! (please
legal only, with disks and docs) Call (303)473-0511 or EMAIL to
JApolis@nyx.cs.du.edu or jeffApolis@aol.com

Thanks!

--
"Always remember: Wherever you go...there you are!"
Jeff Apolis
japolis@boulder.earthnet.net
JeffApolis@aol.com

3220. Re: Thanks to all you Sundog

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.77.0012E08B@cam.ac.uk>
Source record: 165145

In article <8A9A2D4.00AD002B17.uuout@genesis8.frmug.fr.net>
Richard.Guziewicz@p18.f107.n320.z2.fidonet.org writes:
>Is this the same Sundog that was released on the old Apple II series coputers?
>I've never seen this game sold anywhere in France.
I think it is - where you fly around the universe and pick up cryogens and other "pods" for a growing colony. I got stuck near the end as I couldn't find the last cryogen pod - I searched the whole universe twice (apart from the last place that I don't think you are supossed to go to until the very end) and still couldn't find it.

By the way there are two planets quite close were you can buy guns (actual guns- not a pod) and fill up you ship with them, then sell them at another planet for an absolute killing!

Adrian

3221. NOS/Oasis on systems OTHER than Demon?

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: fvdakker@sterbbs.nl
Message-ID: <7861-236135501@sterbbs.nl>
Source record: 165146

jprice@trentu.ca wrote:

IN>Has anyone had any luck using the NOS/Oasis package to connect an
IN>STe to a PPP (that's what I need to do) other than Demon? I've
IN>downloaded "startup110.zip" and Oasis 112, both seem to be behaving
IN>as they're supposed to. However, before subscribing (and paying
IN>for) a PPP account, I'd like to know if anyone else has tried to
IN>do this, and if so, if there's any obvious actions I need to take.
IN>I'd use Demon except for the fact that I live in Canada. From some
IN>of the posts I've read, it looks as if this may be a deep
IN>subject, but any help for a beginner would be greatly appreciated,
IN>including directing me to appropriate literature. Is there a "PPP
IN>for Dummies" manual somewhere? Any and all help will be
IN>appreciated.

I think it is working with non-dinamic IP-adresses. The trouble is
that more and more providers over here don't support static
IP-adresses anymore :-(

Greetings,

Frits van den Akker, JFA Software, E-mail: fvdakker@sterbbs.nl
MajorNet: Program@STR Fido: Frits van den Akker@2:2802/221

--
|[From]==|
| Worldgroup Information Services Europe, WISE: +31 (0)1880 - 40035 |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 36 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

3222. Sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3po19h$58p@dux.dundee.ac.uk>
Source record: 165147

It appears that the Oric 1 sold more than the Falcon. I have therefore
decided to sell my Falcon and buy an Oric one. Hopfeully the bigger
user base will provide more support.

thanks for your help, through the last few months.

Rod

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

3223. Re: TOS upgrade

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: keiths@pavilion.co.uk
Message-ID: <3po6u3$309@fitzherbert.pavilion.co.uk>
Source record: 165148

Graham.Irvine@mettav.exnet.com (Graham Irvine) wrote:

> KS> dead. When I revive it can I download TOS2.6 from somewhere and load
> KS> it in with GEMRAM then? It looks like this is what you are saying?

>I don't know if that is possible but I was refering to the fact that a machine
>with TOS2.06 in chip ROM would be able to accept the WinX patch
>and that some of the features of WinX require that TOS (the version of GEM
>shipped with TOS2.06 to be more precise) or greater to work.

Yeah I got that. It would be nice if it was possible to load 2.06 in
RAM though.

>Graham

> * Origin: The Archives of Oblivion (Turbonet 100:1011/8)

Keith
100:1011/12.0
2:254/108.12
Ben Kratz
FTPmail at Imperial College
John Hanson
Kenny
Luke Brown
Marshall
Mike Carter
Mike Smith
Oliver Skelton
Pavilion_Helpline
Raza
Sharon Banoff
Steve Beldard

3224. I'm a newbie so be gentle...

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: Dave Munsie <dmunsie@delphi.com>
Message-ID: <h6-9Tx-.dmunsie@delphi.com>
Source record: 165149

Our new email address is DMUNSIE@DELPHI.COM
Please have a look at our new WEB PAGE where you can read about our new
games and get some info on up and coming products.
Munsie On The Web @ http://www.iadfw.net/munsie/index.html
Our file access area should be up and running within the next 24-48 hours.
Thank you...

3225. Re: Downloading Problem

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D8y7oI.LzD@cix.compulink.co.uk>
Source record: 165150

```
>I am having problems downloading binary files for my Atari. (Text
>files are OK.)
>
>I use FTP either direct or inside Lynx. This gets the files (usualy
>*.LZH) to my account at work from which I then use Kermit in server
>mode to transfer them to my Atari for unpacking. Invaribly I get
>Bad Heading errors from UNLZH172.PRG when I attempt to unpack them.

You need a more up-to-date version. Try LHARC Shell v3.10.

-------------------------------
Ofir ogal@cix.compulink.co.uk
-------------------------------
```

3226. Re: gif viewer for 1040ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: Ade@adesamm.demon.co.uk
Message-ID: <801092302snz@adesamm.demon.co.uk>
Source record: 165151

In article <3pmb8e$gu7@brahms.udel.edu>
cswayne@brahms.udel.edu "Curtis Wayne" writes:

> Is there a .gif viewer for my Atari1040ST??? Lemme know...
>
There are quite a few PD progs that will let you view .gif pictures.
Pchrome, Speed of Light & Gem View are a few I can think of off the top of my
head!
Pchrome is great to veiw them using the full Atari range of colours, and you can
save the pics out as Spectrum 512 pics.
Gem View & Speed of Light, I believe reduce the colours down to the current res
amount (4 or 16), but will let you manipulate the pic a bit more.

Hope this helps.
Ade.

--
--- ---
(.) (.)
_ <_> _ Ade@adesamm.demon.co.uk
_____/
___/

3227. Re: Telnet on Atrai?

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3pot44$sol@gti.gti.net>
Source record: 165152

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Craig. Graham (Craig.Graham@ncl.ac.uk) wrote:
: : In article <FEOEEGATUP@ath.shnet.org>, g_hoh@ath.shnet.org (Guenther Hohenstein)
writes:
: : |> Hello to all,
: : |>
: : |> is there any program to use telnet or ftp on Atari STE?
: : |>
: : |> Guenther H.

: : KA9Q / NOS or MiNT-net with Unix Telnet & Ftp.

: CAn I use MiNT-net from inside GEM or do I have ot set up MiNT + X?

You can use MINTnet within GEM, so long as you have MINT (as the name
implies). Unfortunately, it seems to be mildly painful... I downloaded
net-070, which includes socket and SLIP drivers, and they work fine.
I had a pain in the ass getting a SLIP connection going. I eventually
ended up downloading MINT-OS, which gives me an init environment,
logging in as root and running dip. From there it was a simple matter
of getting telnet and lynx...

KA9Q, IMHO, is doubly painful, since it uses a nasty internal
command set, where dip uses some very easy to remember commands

3228. no!desk 3.02 problems.

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1557dbrewood@nest.demon.co.uk>
Source record: 165153

I'm trying to run No!Desk 3.02 on a TOS 4.02 Falcon and am experiencing the following problems:

- When using Stoop to auto-boot No!Desk I get an altert box saying that it can't find the .OVL file despite the file being in the H:\NOSYS\ directory, which all other files are contained within. If I OK the warning alert and then let the system drop back to the TOS desktop and then run NODESK.PRG manually all is just fine.

- When selecting the 'install applications' menu I only get 5 file masks, and can't find a way of adding more.

- The desktop directory windows under No!Desk seem to be stuck in the grey colour, is there any way of changing these at all? WinColor 1.5 seems to be ignored by No!Desk.

If any kind soul can advise a way around these problems it would be greatly appreciated.

Daron - dbrewood@nest.demon.co.uk

--

3229. Tcache

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: Terry.May@rebel.genesplicer.org
Message-ID: <222_9505212107@genesplicer.org>
Source record: 165154

I just downloaded the English version of Tcache from GEnie and am pretty impressed with the docs. I was wondering if anyone would like to share their own experiences with it? How do you like it? Any drawbacks? How does it compare with ICD's cache (if you know)? Anything at all you can share.

3230. Linux & CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2fbf1bfe_Christian.Mittendorf@ostkupan.ct.se>
Source record: 165155

Hej!

I got my first Linux now installed and most things work just fine.
But there is one problem I have is my CD-ROM. Hopefully somebody here can give
me a hint how to solve it.

I have Linux 0.9.5 PL18 and while booting I get the following message:

```
[...]
scsi0 : Atari native SCSI
scsi : 1 hosts.
Vendor: PHILIPS Model: CDF080 Rev: 1.5
Type: CD-ROM ANSI SCSI revision: 02
Detected scsi CD-ROM sr0 at scsi0, id 0, lun 0
scsi : detected 0 SCSI disks 1 CD-ROM drive total.
Scd sectorsize = 2048 bytes
[...]
```

So I get my CD-ROM recognized and I have included the following in my fstab:

```
[...]
/dev/sr0 /mnt/cdrom iso9660 ro
[...]
```

But while trying to mount /dev/sr0 I get the following message:

```
[...]
isofs_read_super: bread failed, dev 0xb00 iso_blknum 16
[...]
```

Any hint what I could have done wrong? Or is it a problem of my CD-Rom or
perhaps the kernel?

mvh,
christian

P.S. BTW, how much diskspace is needed for a minimal(!) X-Win system?

(UUCP Dialup connection)

3231. Re: Substation Demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fbf2f07_Tom.Thomason@fpc.ct.se>
Source record: 165156

To: Ian_Taylor@a2w.maus.sub.org

On 17 May 95, Ian Taylor shot this through the ether to All ...

>> the lack of joystick/joypad and mouse support is a real bummer
IT> Right, and the fast route to RSI

It seems as if Joypad control will be included in the commercial version.

IT> What can you do with the computer terminals?

Haven't solved that little riddle yet.

>> Also, you cann't pick up the flame throwers :(

Nor this one.

IT> Right. Can't go anywhere in the elevator either - hmm, maybe that's
IT> it.

There's a textfile included with the demo that explains the controls. In order to use the elevator to change levels, you enter the elevator and when the door closes you press 1,2 or three on the numeric keypad to go to the corresponding level. There's a keycard on level three that allows entry into the locked room opposite the elevator on level 1.

ATB,
Tom

(UUCP Dialup connection)

3232. Re: What is TOWER 2

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fbf3122_Tom.Thomason@fpc.ct.se>
Source record: 165157

To: msh@mserv1.dl.ac.uk

From: tom_thomason@fpc.ct.se

On 19 May 95, M.S. Smith shot this through the ether to Tom Thomason...

MSS> Towers II is "Tryware". Access to the the first 3 levels is possible.
MSS> To go further than that you will need a password which is taken from
MSS> the manual. If you wish to continue by purchasing the manual you
MSS> effectively have purchased the full game and in that respect it is then
MSS> a commercial product.

That's what I said, with the exception that I used the term Shareware rather
than Tryware for the demo.

MSS> In my opinion it is well worth the money, and the game really starts
MSS> to improve after the demo section.

I agree.

ATB,
Tom

(UUCP Dialup connection)

3233. Re: 16 Mhz trouble

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FEVLFBUU@ttgk.nextjk.stuyts.nl>
Source record: 165158
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In <3pcalu$66f@m1.cs.man.ac.uk> S94 wrote :

>> I've had the "16 mhz blues" in two flavours:
>>
>> 1. The socketted chips had become a little loose. Pressed them back.
>>
>> 2. The CPU gets tooo hot after approx 4 hours of use. Glued some extra
>> metal arrangement (what I found in the kitchen) on top.
>
>Yes, after a few hours it gets hot enough to boil water (I put a few drops on it
>and they sizzled!) and burns to the touch, but I've left mine on for a month with
>no problems.

Hmm, for Intel processors this is quite normal, but for Motorola ???
My 68030 in the TT gets about 30-40 degrees and it's running 32 Mhz, I
guess the 16 MHz processor in the Mega STE isn't a real 16 Mhz one or is
not Motorola... Anyway, a small heatsink may solve the problem.

Gert

--

-- --
Atari TT-Point
-- --

3234. Wanted : Pure C 1.1

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: Michel Vanhamme <100422.651@CompuServe.COM>
Message-ID: <3pnjfcfev1@mhade.production.compuserve.com>
Source record: 165159
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st,de.comp.sys.st

I'm looking for Pure C 1.1, original disks and manual. If you'd like to sell y
yours, please email me at 100422.651@compuserve.com

Oh, BTW, I live in Belgium, Europe!

Thanks,

-Michel.
--
Michel Vanhamme

3235. Re: PC-Ditto help!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3po5iuecp3@mhadg.production.compuserve.com>
Source record: 165160

> I wonder if some charitable soul could e-mail me an uuencoded copy of those
> files. Thanks in advance!

Hmm.. I don't think that would work since the disk needs to be bootable,
and you'd need a running copy of DOS to create a boot disk so you could
boot into DOS... catch 22...

Not to mention DOS isn't "PD".

(Surely someone at the University of Chicago could make you a "backup" disk?)

BobR

3236. PC-DITTO HELP!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <4dd_9505221526@flight.org>
Source record: 165161

```
G> I just purchased a second-hand copy of PC Ditto, and much to my
G> chagrin, I found that I need to have a DOS system disk to start it
G> up. Now, I have DOS formatted disks but not the system files
G> (IBMBIO.COM, IBMDOS.COM and COMMAND.COM or equivalent), nor easy
G> access to an IBM machine. I wonder if some charitable soul could
G> e-mail me an uuencoded copy of those files. Thanks in advance!

I had the same problem. And no, you can't just mail DOS.SYS etc, the
disk needs to be formatted in a certain way, I'll be happy to send you
a Magic Shadow disk image of a MS-DOS 5.0 boot disk, and as an extra
bonus I'll give you a few utilities with it that are useful. Actually,
alot of them are mandatory, FORMAT.COM, MODE.COM...

---
* MMST 2.09 UnRegistered
---------------------------- -//- ----------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------
```

3237. RE: ATARI ST EMULATORS?

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <4de_9505221526@flight.org>
Source record: 165162

```
LP> Where do I contact to get these things? Phone numbers, addresses,
LP> etc.?

Here's how to reach Toad Computers:

800-448-TOAD orders
410-544-6943 info
410-544-1329 FAX
410-544-6999 BBS
toad@genie.geis.com -or- toad@charm.net -or-
http://www.charm.net/~toad/

---
* MMST 2.09 UnRegistered
---------------------------- -//- ----------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------
```

3238. GIF VIEWER FOR 1040ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-21 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <4df_9505221526@flight.org>
Source record: 165163

C> Is there a .gif viewer for my Atari1040ST??? Lemme know...

I highly recommend finding a program called Speed of Light, it works
very well for me. You could also find a program called Photochrome,
but it doesn't handle odd-sized pictures very well.

---
* MMST 2.09 UnRegistered
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3239. ACSI, 'CCC Learning Station' -- help, please...

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: adhst2+@pitt.edu
Message-ID: <3pqv72$6ev@usenet.srv.cis.pitt.edu>
Source record: 165052

I just acquired a couple of 1040STfm's, and they came with monitor stands which are labeled 'CCC Learning Station'. Apparently they were from a middle school down south somewhere. On the underside of these stands is a box, about 6" x 8" or so, labeled as:

ACSI Model II
PCB Rev

There is an 8-bit DIP switch and three female sockets which accept Atari HD cables (one on the same side as the DIP, two on the other).

Does anybody know what these are, and what I can do with them?

Could this be some kind of file server system?
--
See ya,
Allen

- Allen Householder --- adhst2+@pitt.edu -- http://www.pitt.edu/~adhst2 -

3240. Re: MagiCMac demo won't work!

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: mss@xs4all.nl
Message-ID: <3pqu94$3sg@news.xs4all.nl>
Source record: 165053

When you boot the demo try to hold the ALT key. Now you can change the settings and the PATH TO EASE!!! I think that's why the computer did not load up. Choose MAGIC_C for the C drive, and things will work again.

(I hope... :-))

With regards,

Martin Molenaar, mss@xs4all.nl

3241. Shoestring Computers May Specials

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3pr24s$imm@news2.delphi.com>
Source record: 165054

** SPECIALS ** SHOESTRING COMPUTERS ** SPECIALS ** SHOESTRING COMPUTERS **

Good Until: 31 May 1995

Hard Drives: Quantum MV540S w/ICD case & AdSCSI+ $425.00
includes ICD SCSI Pro Utilities

SyQuest SQ3105S w/105MB cart, case & The Link 2......$400.00

CD-ROM Drives: NEC CDR-510 OEM 3x (256K, 195ms access, 150ms seek, 450KB/s)
w/compact case only.............................$300.00
w/case & The Link 2.............................$375.00
either includes ExtenDOS Pro

Ordering: Please e-mail me at one of the addresses below. All terms
for the order will be confirmed via e-mail. I charge actual
UPS shipping on all pre-paid orders. COD orders require an
additional $10.00 on top of regular shipping. All orders
will ship UPS ground. 3-day, 2-day, and next-day shipping
available at actual cost. Other shipping options can be
worked out.

CIS: 74030,3254 Delphi: DOMINGO GEnie: D.ALVEAR I'net: DOMINGO@DELPHI.COM

3242. How to start comp.sys.atari.marketplace?

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3pr2cn$ip1@news2.delphi.com>
Source record: 165055

Since people seem to have lots of stuff for sale, how about a
c.s.a.marketplace newsgroup?

Can some kind soul help me start this? Or at least tell me how?

Dom

3243. Re: BBS Software For The Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: Mark McGowan <mmcgow1@zeus.towson.edu>
Message-ID: <Pine.ULT.3.91.950522184446.11308B-100000@zeus.towson.edu>
Source record: 165056

On Wed, 17 May 1995, Kim Andersen wrote:

> Try Octopus. Probably the best available shareware BBS for any Atari computer.
> Use it for free in a month before paying.
>
So where can I find this program on Internet? I've tried a few different
sites and haven't been able to find it.

Thanks,
Mark

(((())(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((())))
() mmcgow1@zeus.towson.edu () Mark () as860@freenet.buffalo.edu ()
() /\ /\ ()
() co262@cleveland.freenet.edu ()
(((())(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((())))

3244. advice offered + advice sought

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: rosenkra@convex.com
Message-ID: <3prnqb$1mi@convex1.convex.com>
Source record: 165057

on the subject of WYSIWYG vs LaTeX (really GUI vs text UI):

canons for software/hardware selection:
1) use what works best for you.
2) use the right tool for the job.
3) periodically sample alternatives to optimize 1) and 2).
4) avoid arguments over "my X is better than your Y", even if
X is widely believed to satisfy 2), because you can't possibly
know that X satisfies someone's 1), nor do you know which is
more important.
5) seek and value advice from experts; respect experience; you can't
possibly know everything.
6) never limit your options; always consider the big picture.

best: offers advantages; ameliorates problems; reduces stress or
gives comfort
right: satisfies requirements; offers advantages; optimizes

personally, i use troff (DWB) under unix (95%), wordperfect on PC (3%),
and word on a Mac (2%). this currently optimizes 1) and 2) for me. i
use wp and word because i have to. i use DWB because i know it well,
i can get postscript output, it has been standard on unix, i can use
emacs and not have to learn another editor, i can easily reuse prior
documents, i don't do DTP, and it does the job for me.

[stepping off the soapbox now, seeking your advice...]

since my mega4ST bit the dust, i was forced to go back to my 1986 1040ST.
for what i use it for (vt100 dialup terminal to work via uniterm) it is
totally adequate.

however, i am considering a replacement, if only to insure that if the
1040 goes south, i am not scrambling for a replacement. i am considering
either a falcon or another PC (i have a beefy 486 now, but it is in the
basement running my midi studio -- my work office is upstairs in a spare
bedroom). i am still considering the falcon, eventhough it is my under-
standing that atari no longer makes them (correct me if i am wrong on
this) because:

- i am very familiar with programming ST's (i have not written
one line of windows code :-).
- i have been very satisfied with ST's, mostly since it has
been possible to create a unix-like environment (thanx to people
like bammi, esmith, et al).
- i might find it useful for audio applications.

so, i have some questions (i have these covered for the PC world, though compare/contrast would be helpful, too):

1) where can i get one (new)? does toad carry them? (i am very familiar with toad, formerly living about 5 miles south of severna park.) is it C-Lab that makes them now?

2) in the past, i seem to mostly wear out floppy drives on STs and have probably replaced 5 or 6 of them in the past 9 years (not bad, i suppose). so i would expect the same on the falcon. i would probably look into buying 2-3 up front for the inevitable (and questionable future of the falcon). are these readily available, are they "specials" or would a generic 3.5" drive from say CompUSA work (and if so, any mods needed and what would they be -- jumpers, etc)?

3) i have a toadfile 150 (circa 1991, i think). it has an ICD host adapter though i forget which one. in the cabinet, i also have a floptical drive. i interface the toadfile unit to the ST via ACSI. can i use this on the falcon as-is or would i need a new host adapter? if so, which one?

4) what cpu upgrade options do i have (faster clock, better cpu, etc)? how do these perform say on compiles and graphics? are they really worth it? (here i mean at least 2x improvement over standard system.) what is the normal cpu in the falcon and its clock speed?

5) i'd probably be looking into a 15" monitor (i have a 17" MAG on my 486 which is really nice). what are my options here in general? what would be a decent monitor, considering i would be sitting in front of it for ~10 hours a day? i find the SM124 (now SM144, i think) to be excellent as far as eye fatigue is concerned. this factor would be my highest concern. how would this monitor be interfaced to the falcon? might as well include ballpark pricing as well. $500 range is what i am thinking at this point.

6) i prefer a detached keyboard as on the mega4ST. in fact, IMHO, that keyboard is probably the best i have used in 20 years of computer use, both for key layout and key action (mainly the former). what options do i have for this, including adapting the mega4 keyboard? eg, tower cases, etc. if a tower case, could i gut the toadfile 150 and place its contents (3.5"/half harddrive, 3.5"/half floptical, host adapter, power supply) in the tower (or minitower)? note that i think the mega4 cable is relatively short.

7) i would probably opt for maximum memory. is that 14MB? should/can i buy a lesser config and buy memory from another source? if so, what exactly should i be looking for (access/cycle time, size; part number and source would be optimal)? i am not worried about saving $50 if it means hassles later on. $200 saving might be different. but at $40/MB, that is $560.

8) i would want a SCSI or SCSI-2 port. is this standard, and if so, what flavor of SCSI is it (SCSI, SCSI-2, FAST, WIDE, FAST+WIDE, etc)? if not, how do i go about getting SCSI? note that the SCSI requirement

is mainly driven by requirements to transfer data between a sampler
(synth) and the system. also note that the toadfile 150 has an external
SCSI port. could i use that off the existing IDC host adapter?
while i am at it, is CD-ROM a possibility on the falcon? is ISO 9660
(or whatever the standard is) supported?

9) a major use of the system will be as a VT100 terminal to connect to
work. uniterm has been almost perfect for this, both for VT100 emulation
(it is as far as i can tell perfect there) and also for file transfer
(i use kermit, though downloading is much slower than uploading).
i currently have a practical peripherals PM14400FXMT fax modem that
i operate at 9600 baud. this is of course external (RS-232). (the host
i connect to is limited to 9600, so don't please don't tell me about
faster modems, etc.) i would love to continue to use uniterm (2.0e)
if possible. is it possible? if so, how? if not, what would be a good
terminal program that gets VT100 right? ideally, i'd like the term
to be the entire screen (which would be super on a 15" monitor, just
like an old sun 3 w/s i used to use). i would perfer a character size
no smaller than what i get on SM124 or SM144. if the term is in a
window, could i resize the window the entire screen, and if so, could
i keep the 80x24 aspect ratio, essentially increasing character size,
as well as having the option to set say 132x40 (assuming i can hack
a termcap on the other end)? what about fax support?

a) i will eventually buy either a laser printer or an HP deskjet (560C
or similar). i'd more than likely run something like ghostscript
(which works fine on my 486). 2 applications i can think of include
printing postscript documents and getting hardcopies of faxes (see
above). is this possible and how?

b) finally, also in the music use vein, i would want to add digital i/o
(either AES/EBU or SP/DIF). what are my options here, including cost
and software? at a minimum, i would want low level drivers so that
i could write my own applications. the main application i can think
of so far is moving stuff back and forth from my Tascam DA-30 or DA-88.
this of course also implies eventually getting a decent size disk
(at least 0.5GB, SCSI). one of the things i would be looking to do
is record some old albums (vinyl) that will never make it to CD, clean
up the pops and scratches, and then move them back to DAT (and possibly
CD after that). is there software for this now? if not, would i have
enough drivers and low level stuff (and documentation, in english)
to be able to at least transfer DAT->falcon disk (BGEM partition or
minixfs) and back again?

c) oh, one more thing: gcc is my compiler of choice, though with only 1MB
on the 1040, i have not touched it in quite a while. what is the current
status of gcc? i think i have something like 2.1 or so now. what
support for the 56k chip is there (assembler, etc)? is it possible to
write a GEM application that uses the 56k with gcc only? ie, do i have
to get some other development system? if so, what would i get and is
it compatible with gcc? ie, can i link gcc .o's with this other system's

.o's? does gcc produce code for the 680x0 in the falcon? what about
if i upgraded the cpu, assuming this were possible? briefly, how do
you write applications that make use of the 56k?

d) and yet another: would a network be something i should consider? i
would want a PC<->falcon LAN. i'd want to transfer files (as in
FTP). possibly also a terminal session (say csh in either direction).
is this viable? cable run would be something like 30 feet.

any other issues i might have overlooked or that i should consider?

my budget is say $2500. for this i could get a P5-75/16MB/PCI/15"/540MB
or 486DX4-100 PC. i am not considering a Mac, though it would be optimal
for music. this system will be used primarily for work.

note that i'd prefer to procure as much of this from US suppliers (mainly
for convenience). i have no problems with buying from overseas or canada.
(in fact, living in detroit area, i am only about 10 miles north of
windsor -- yes, north. :-)

sorry for the length of this. and thanx for helping. i'd prefer email
responses if possible (rosenkra@convex.com). here is your chance to
keep a long-time atari user a longer-time atari user (only don't be
too obnoxious, ok? :-).

incidently, if i do write any interesting stuff for the falcon, i'll
more than likely pass it along....

-bill

--
Bill Rosenkranz |UUCP: {uunet,texsun}!convex!rosenkra
Convex Computer Corp. |ARPA: rosenkra@convex.com

3245. NOS with dynamic addresses

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: bbeck@lilfort.mlnet.com
Message-ID: <FEWUEHBXUP@lilfort.mlnet.com>
Source record: 165058

How to get Demon Nos to work with dynamic addresses

1) I have had to configure NOS to use SLIP instead of PPP. I just
can't seem to hold a carrier using PPP. If your STARTUP.NOS file is
configured to use PPP just comment out all of the PPP parameters
and change the attach line to:

attach asy AUX: 0 slip sl0 32767 576 19200

2) DO NOT use the built in dialer with NOS. Comment out the dial line
in STARTUP.NOS. Use a seperate comms program, one that doesn't hang
up the line when you quit the program and also has a built in text
editor. (Storm, Freeze Dried Terminal, etc.)

3) Run your comms program and load the STARTUP.NOS file into the text
editor. Dial your provider and log in.

4) When you get your ip address go to the text editor and change the
line with your ip address to the one just assigned to you, and save
the file.

4) Quit your comms program and run DEMON.TOS. When you reach the main
menu press A and you should be connected. To test if you are, at the
net> prompt type: ping XXXXX.XXXXXX.XXXXXX (replace the x's with
your domain name sever name). You should see something like rtt:220.

Note: I have had to edit my active file and nntp.dat files by hand. i have
also not been able to get my mail delivered to me although I have no
problem mailing out. FTP and telnet work fine.

The newsest version of NOS, version 0.42 I think, is supposed to be able
to negotiate an ip address with your provider using PPP although I have been
able to get this to work. It also has paging during ftp sessions so a whole
directory does not scroll by. It is available at disabuse.demon.co.uk

If you have any problems feel free to email me at:

bbeck@lilfort.mlnet.com

3246. re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1562dbrewood@nest.demon.co.uk>
Source record: 165059

In a message of 22 May 95 D.Bhabuta (0) wrote to All :

DB> It was a computer which was around at the same time as the
DB> Spectrum. My first computer was an Oric 1, and although it was a
DB> much better computer than the Speccy, it didn't have much software
DB> support (in those days, these were games), whereas the Speccy had a
DB> lot.

Remember the wonderful keyboards they had as well, rubbery pads, or
clicking notches.

Daron - dbrewood@nest.demon.co.uk

--

3247. Re: gif viewer for 1040ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: sos@sos.shn.com
Message-ID: <FEWSEDFCUP@sos.shn.com>
Source record: 165060

In <3pmb8e$gu7@brahms.udel.edu> wrote:

>HI guys!!!
>
>Is there a .gif viewer for my Atari1040ST??? Lemme know...

GemView, WatchIt, Papillon, Zeigsmir, PhotoChrome, SpeedOfLight
and a lot of others...

>cswayne@brahms.udel.edu
>
>actually, Im real interested in finding out what has happened in the
>industry in the past three years as far as Atari is concerned...and how
>Atari users have managed to stay alive in a PCWindows world...any info
>yo might might have..I'd be happy to hear about.

Well, no new hardware, but a lot of really good software...

>CURT WAYNE

SOS

--
Forgot a smiley somewhere? Sorry. :-) :-)) :-(:-}
PGP key available on request.
--
*** UPOINT 'medium' ***

3248. Re: Megafile Disk Driver ...

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: sos@sos.shn.com
Message-ID: <FEWSEDFFUP@sos.shn.com>
Source record: 165061

In <Pine.SUN.3.91.950522195604.14798A-100000@earthlight.co.nz> Bob Brown wrote:

>Hi There,
>
>I have a Megafile 60 Atari Hard Disk Drive and I was wanting to know what
>the latest version of the driver software was available and where ...

The latest AHDI is 6.061.

>I'm currently running AHDI v3 (1989) and I did have v5.0 a wee while ago,
>but I dropped it for favour of the previous version, because I knew that
>it worked.
>
>Heaps o' help appreciated!

Try HuSHI or HDD. They are both MUCH better than AHDI.

SOS

--
Forgot a smiley somewhere? Sorry. :-) :-)) :-(:-}
PGP key available on request.
--
*** UPOINT 'medium' ***

3249. Re: Substation Demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199505222136.a29233@a2w.maus.de>
Source record: 165062

popemerlin (popemerlin@delphi.com) wrote on 21.05.95:

>>>the lack of joystick/joypad and mouse support is a real bummer
> Support for these will be included in the final game.
Good! That is a big step in the right direction.

>The graphics in the final game include a lot more monsters and other
>scenery but in order to keep up the speed the scenery doesn't change
>that much but the rendering is much improved.
Is there still time to make changes? If not take it and get it right
otherwise I don't think you are going to sell many and that would be
bad for all of us.

How about:

Putting some simple colour on those boring walls, or floors or
ceilings - preferably all three. If it wasn't for the squashed
monsters and the occasional button I would think it was a mono
game. Maybe a mono game might be better anyway, using
textures, would that free any cycles?

Rereleasing the demo with the joystick and mouse support. My
fingers won't take any more cursor pressing, and pain ain't
a good selling point.

I really was impressed with Obsession, for anyone who likes pinballs
check it out. I know those Unique people can do it right - I hope they
can do it again.

BTW in desperation I RTFM and discovered that the elevator controls
are documented, thanks to all those who took the trouble to let me
know.

Ian_Taylor@a2w.maus.de The hidden secret of life is

3250. Re: I wanna new group!

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: goringgn@aston.ac.uk
Message-ID: <D8zFuo.5J3@aston.ac.uk>
Source record: 165063

In article AA00991@ilmen.lanl.gov, hutch@ilmen.lanl.gov (Hutch) writes:
>In article 6oM@aston.ac.uk, goringgn@aston.ac.uk (Graham Goring) writes:
>
>>Well DUUUUURRRRRR, this is a computer group, n'est pas?
>[...]
>>Honestly, thanks for trying. But try not to be so porridge-brained next time.
>[...]
>>Oh, and sorry it took so long to reply, I have more than one tedious little turd to
>>reply to. (Now maybe that WAS going too far...)
>
>Oh, that's quite alright... I've come to expect such 'intelligent' replies.
>Besides, if you are an expert in recognizing 'turds' then it is quite obvious
>what part of the human anatomy you most closely represent. (touche')

Turtle? Do I represent my bottom? Um, only in court cases. Arses make such bad lawyers you know (though not vice versa :)).

I think the word you are looking for was resemble. Sheesh, I know I REALLY kick myself when I make mistakes like that and only notice after posting (I make them so often that my left leg has gone gangrenous (SP?) and fallen off as a result of the bruising).

>Graham asks for newsgroups for "Atari games" and I respond with a list of all
>games-related newsgroups that I could find. And for my trouble, he publicly
>flames me because I gave him the names of _video_ games groups instead of
>_computer_ games groups. And then he sees fit to come back with more insulting
>tripe such as the above. Amazing.
>
>-Hutch- (really tiring of the incessant banality of this group) @ Fair Dinkum Tech

Oh, I quite like it. :)

Nice bantering with you, Hutch.

Graham

```
+-------------------------------------------------------------------------+
|"Life without somebody you hate isn't life at all" - Me, just then....|
+---------------+ http://www.aston.ac.uk/~goringgn/ +------------------+
| For a really crappy read..... |
+-----------------------------------+
```

3251. Patching TOS 16MB partition limit?

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3ppmr6$6ft@news2.delphi.com>
Source record: 165164
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Since I am technically deficient in this area, I was wondering if anybody has considered writing a patch for TOS 1.0/1.2 so that 32MB partions can be used? Is this even possible? Or should I just get TOS 1.4/2.06 for ALL my machines?

Dom

3252. Re: ST506 HD ??????!?

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3ppnmv$oba@inca01.inca.co.nz>
Source record: 165165
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

John 'john..' Tuffen (jat5@york.ac.uk) wrote:
[snip]
> (What is an ST506 anyway? some sort of non-embedded SCSI drive I presume?)

An ST506 drive is as follows :
Seagate
Technologies
5 1/4 inch
06 megabytes unformatted

I might be wrong - it could be an 8-inch drive - havent seen one for aeons

All Seagate drive names can be broken up in this manner :
ST = Seagate Technologies
x = Form factor of device
1 = 3.5 inch Half height
4 = 5.25 inch, full height (?)
5 = 5.25 inch, full height (?)
9 = 2.5 inch, (Half height?)
yyy = _Unformatted_ capacity
(This may be followed by A, N, R or some other single letter)
N = SCSI
A = AT-Bus (IDE)
R = RLL

(There was a text file available a few years ago which documented this,
giving many more values than I've written above - purely from memory -
but, unfortunately it has since become a tad lost/destroyed/invisible.)

The ST157N in my TT is a 3.5in, half height, 57MB unformatted SCSI.
The ST5065 in my Megafile60 is a 5.25 inch, half height, 65MB unformatted.

Unfortunately, I can't recall any other drive manufacturer sticking to
this, or any similar naming scheme. A pity - it really does make it
easier to know what a drive is before even seeing it "in the flesh".

3253. Re: ST506 HD ??????!?

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <3ppr6f$krj@mailer.york.ac.uk>
Source record: 165166
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: In message <3phriv$541@mailer.york.ac.uk>, jat5@york.ac.uk said:
: > Hi,
: > I've got a hard disk host adaptor for (it says on the PCB) an ST506

: The ST506 is a previous standard to SCSI. You might well have an
: ST506->SCSI adaptor. If so you can pick up a cheap ST506 based drive and
: make it into a SCSI one AFAIK.

Sorry, I should have made this clearer - the thing I have is an
AHDI->ST506 adapter (I bought it recently, mainly for the box and power
supply).

So (Next question) where can I get a ST506 compatible drive from? I've
had someone tell me that these are also known as MFM or RLL drives.

Thanks for everyone's responses so far!

john..

|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|p
||mail: jat5@unix.york.ac.uk |||Flex music, York, UK.||h
|| jat@ohm.york.ac.uk ||| "home of the hits"||a
|| web: http://www.york.ac.uk/~jat5/ ||| (01904) 610745 ||k
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|e

3254. Atari Emulator For The PC - HELP!

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: cm4bckpj@bs47c.staffs.ac.uk
Message-ID: <3pphh8$5r1@bs33n.staffs.ac.uk>
Source record: 165167

Does any one out there know of an FTP site or anything like that where
I can get my hands on a Atari ST emulator for the PC ?

Cheers!

Post here, or E-Mail:

CM4BCKPJ@BS47A.STAFFS.AC.UK

3255. Re: gif viewer for 1040ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ppaea$sp3@golem.wcc.govt.nz>
Source record: 165168

In article <3pmb8e$gu7@brahms.udel.edu>, cswayne@brahms.udel.edu (Curtis Wayne) writes:
>HI guys!!!
>
>Is there a .gif viewer for my Atari1040ST??? Lemme know...
>

Yes the Only one PhotoChrome 4, has more colours than all the others....

Atari has closed down as far as Computers, they just make a games consol
and are not doing to good....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3256. MagiCMac demo won't work!

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3pp8dl$rom@sinsen.oslonett.no>
Source record: 165169

I need some help! I tried the Magicmac demo on a Mac II the other day
(II ci I think), but it just made the computer freeze.
We tried several times, and got the intro picture "demoversion" etc.
but it wouldn't go any further. We did manage to make it go further once,
but then it locked because I tried to run the "FUJI" program.

Hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun

3257. Re: Sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3ppf05$4q5@osiris.wu-wien.ac.at>
Source record: 165170

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: It appears that the Oric 1 sold more than the Falcon. I have therefore
: decided to sell my Falcon and buy an Oric one. Hopfeully the bigger
: user base will provide more support.

What is an Oric 1?

Regards,

Alfred

3258. Megafile Disk Driver ...

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: Bob Brown <bob@earthlight.co.nz>
Message-ID: <Pine.SUN.3.91.950522195604.14798A-100000@earthlight.co.nz>
Source record: 165171

Hi There,

I have a Megafile 60 Atari Hard Disk Drive and I was wanting to know what
the latest version of the driver software was available and where ...

I'm currently running AHDI v3 (1989) and I did have v5.0 a wee while ago,
but I dropped it for favour of the previous version, because I knew that
it worked.

Heaps o' help appreciated!

Bob Brown, \|/ ____ \|/ bob@earthlight.co.nz
9 Severn St, @~/ ,. \~@ Don't Panic, rb1@mercury.tekotago.ac.nz
Mosgiel, Otago, /_(__/)_\ and don't forget Bob Brown@3:770/540
NEW ZEALAND __U_/ your towel! +64 3 4895575 (voice)

3259. font converting

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: teosn@strix.udac.uu.se
Message-ID: <3ppgv6$v31@columba.udac.uu.se>
Source record: 165172

Hello!

Does anyone know of any software converting calamus fonts to a format for
Mac or PC?

Yours /Stig N.

--
<--->
< ///---///. Stig Norin, Inst. of Theology >
< // // University og Uppsala, Box 1604 >
< /l " " l/ S-751 46 UPPSALA, Sweden >
< (l + L + l) tel +46 18-182227 fax:+46 18-128471 >
< * --- * e-mail:Stig.Norin@teol.uu.se >
< ******* res. adr: Sandstensv. 4 >
< _/ <> l_ S-752 67 UPPSALA >
< () tel. 018-469557 >
<--->

3260. Re: how big a hard drive 4 ST?

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: diehl@bonk.io.org
Message-ID: <3pplc8$k9l@ionews.io.org>
Source record: 165173

Douglas Zander (dzander@solaria.sol.net) wrote:

: Hello all,
: I feel this may be a stupid question but I was once told no question is
: stupid, just stupid answers. :-)

: Is there any kind of limit on the size of a hard drive for an AtariST?
: I never owned nor worked with hard drives before so any explanation of
: what a "partition" is and what "hard drive utilities" I may need would
: be appreciated. I'd like to really get a large (540MB-730MB) hard
: drive and fill it up with games, programs I write, and other stuff.
: Any help would be appreciated. Thanks.

The maximum limit (which no one is ever likely to need to reach), under ICD Utilities using maximum size BGM partitions (512mb per partition, 14 partitions) is 7 gigabytes. Therefore, you'll have no trouble with a meansly 540 megger. :-)

: --
: Douglas Zander
: dzander@solaria.mil.wi.us

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

3261. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: bericd@bri.hp.com
Message-ID: <D8z78E.Fr4@bri.hp.com>
Source record: 165174

Phil Hodgkins (phodgkins@cix.compulink.co.uk) wrote:
: In message <TB4ZB1Z@moacs.indiv.nl.net>, waldi@moacs.indiv.nl.net said:
: >
: >> Exactly how this is done and how it affects the speed of using fp maths,
: >> I don't know.
: >
: >I suppose that the overhead of testing a flag, which indicates whether
: >software emulation or an I/O mapped FPU must be used, is acceptable.

: A jump through a vector (set by the initialisation code) would be quicker.

: That's how I'd do it (IF I were capable that is :)

At the start of the program have a check to see if the FPU is in
place.
If it is not there then change the LINE_F vector to your emulation
code (which you have with the program as a matter of course). This
check will only occur once in each execution and will incur no
overheads to the system from then on.

Beric..

3262. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D8z79B.JBL@sci.kun.nl>
Source record: 165175

In <maury-1905951125490001@edwarda.interlog.com> maury@softarc.com (Maury Markowitz) writes:

>In article <D8rsLB.Ly7@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) wrote:

>> end, I'm saying you should _not_ use a WYSIWYG layout package when you
>> don't know anything about typography

> I disagree vehemently. There seem to be two faces too this issue, those
>that pick up an example of bad design and say "You see? This is why
>desktop publishing is bad!". I'm I incorrect in placing you in the group.

> And there's the group I'm in. The ones that note that DTP that's GUI
>based and easy to use has revolutionized an otherwise dead industry. When
>the Mac Plus first got PageMaker, printing was owned by companies with
>large presses and charged lots of money. Now there are print shops on
>every corner.

> Yes there IS more bad work out there, but there's simply 10 times more
>of _everything_ out there. The GUI created a printing revolution!

I agree with you.

>> The author of TeX has spent his time on
>> implementing typographically correct algorithms

> Which, when it comes to the market, no one could give a hoot about.

I don't believe my eyes. I *hope* you meant this sarcastically?
I don't care what the market wants. What *I* want are typographically
correct documents.

> The system that makes a nice looking output is the correct system. Period.

I'm beginning to think you *did* mean this. To quote a bit from the
`Why LaTeX'-part of the LaTeX-documentation: `Documents are to be
read, not hung in museums'. A folder is meant to catch the eye, but I
get a headache from having to read that style in a *real* book.

>> instead of focusing on a flashy GUI (but this is < 1980 stuff).

> GUI has NOTHING to do with it. It's usability. The fact that the Mac
>was the first machine that put it all in one place (and later the Atari,
>PC's etc.) is why people relate the two.

Hmmm. I can work with LaTeX fine. I don't need a GUI for that. But
I agree that it can make things easier.

>> Frankly, I don't care whether you find TeX hard to use. I don't
>> care how easy it is with your WYSIWYG WP to create an awful page
>> in just a few seconds.

> I can create a superb page in seconds too. I can create a better

Ah. Then you must know something about typography. In that case, the
majority of my arguments aren't valid. I was talking about the vast
majority of people who, with the arrival of easy-to-use DTP software,
spend their time producing awful documents --- and don't even know it.

>looking document in a minute that you can in TeX period.

Define `better looking'. As I stated before, I don't care too much
about the aesthetical value of my documents. Not that it can't be nice
to have an aesthetically pleasing page sometimes, but I'd rather look
at a painting instead. Documents are to be read.

> There's the same comment again. People who don't use TeX can't design.
>The two are completely unrelated I'm sorry to say.

Please don't get me wrong! I wouldn't want to insult those innumerous
designers not using TeX. I'm just trying to say that people who can't
design could better use TeX instead of doing-it-themselves, but wrong.

As a matter of fact, I do notice that people with experience in TeX
get to appreciate good typography after a while, and start to realize
what it is that makes some texts awful to read and others very
pleasing (not taking the contents into account, of course).

>> don't care whether you can produce an ugly screaming yellow-on-pink,
>> shaded, rotated, skewed section head with a GIF texture-mapped onto
>> every `o' in it. I want readable, typographically correct documents.

> And again. You can make "readable, typographically correct documents"
>in any of the commercial packages, and spend less time both learning and
>constructing.

_If_ you already know what makes a document readable and
typographically correct. Most people don't.

>>> Oh that's BS and you know it. Making a table in my WP takes seconds.
>> I didn't write that, check your sources before you flame someone.
> I wasn't flaming you, I was flaming the other guy.

I'll give you the benefit of the doubt here. It sure looked as if you
were addressing me.

>>> Would you use TeX to make a 3 page picture pamphlet? Probably not, it's
>>> not what it's for. However, you can do this AND formulas in FrameMaker.
>>> And a lot of other things too.
>> Ummm... What are you saying here? `Would you use program XXX for
>> something it's not meant for? No? Well, I have program YYY here that
>> does a better job at it. So it's better than XXX.'

> No, what I am saying here is that TeX does a few things well. Other
>packages do all of that, and a lot more.

Again: If _you_ know what to do with them, they're fine. As a matter
of fact, if you _are_ a skilled designer, you'd probably like a visual
formatting package a lot better.

> I wrote one of my projects (on plasma confinement) in TeX. After
>leaving school I rewrote it in MacWrite with a formula editor. I can't
>describe how much easier and faster it was, and the results looked BETTER
>because I could EASILY tweak what I didn't like.

I don't know MacWrite nor did I see any output of it, so I can't
comment on this. I must say, though, that the lecture notes we get
fall into one of two categories: either produced with (La)TeX or
looking awful. Again, I don't want to refute the fact that you _can_
create good documents with a visual formatter, I just want to stress
that you need to know exactly what you're doing in that case.

>> These are the days of `I know everything about everything. I *know*
>> how one should layout documents. Those archaic craftsmen are just
>> pathetic, with those hundreds of years of passed on experience about
>> the fine points of their art. I have a program here, built by as many
>> as ten programmers in two years time --- It must be just as good.'
>> God, everyday thousands of *ugly* documents are produced --- and their
>> authors don't even *realize* it.

> Sorry, that's an old and tired argument. I'm sure the buggy
>manufactures had similar complaints about cars when they started appearing
>too.

?!

>> These are the days of just having to press Shift-Alt-Cntrl-F6

{\bf > No, those are PC's. These are the days of selecting text and selecting
>Bold and it just IS. And you don't have to print it to see what it's
>like. These are the days of placing text around pictures in seconds.
>These are the days of doing colour matching and font selection on the
>fly. These are the days of having your spell checking happen while you
>type.}

Note: I just made the above paragraph boldface. It wasn't so hard.
I just typed {\bf before it, and } after it. I bet that's even faster
than selecting the block with your mouse (thus leaving the keyboard)
and selecting the `font' menu, the `change appearance' menu, the
`boldface' menu, and the `are you sure' menu twice.

> These are the days when you don't have to be a programmer or rich to
>make a nice print.

Why does everybody insist you have to be a programmer to use LaTeX?
You absolutely don't. Thats rubbish. And it's a fact that FrameMaker
or any decent DTP package would set me back $$$, whereas LaTeX is
free. So your last argument is actually _in favor_ of LaTeX.

>Maury

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

3263. Re: Downloading Problem

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3ppn6n$79i@epsilon.qmw.ac.uk>
Source record: 165176

On ogal@cix.compulink.co.uk, Ofir Gal (ogal@cix.compulink.co.uk) typed away:
: >I am having problems downloading binary files for my Atari. (Text
: >files are OK.)
: >
: >I use FTP either direct or inside Lynx. This gets the files (usualy
: >*.LZH) to my account at work from which I then use Kermit in server
: >mode to transfer them to my Atari for unpacking. Invaribly I get
: >Bad Heading errors from UNLZH172.PRG when I attempt to unpack them.

: You need a more up-to-date version. Try LHARC Shell v3.10.

The problem may also be that you are not setting the ftp to transfer
in binary mode...

You can specify this, once you have logged in to the site, by
typing... bin

HTH
Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

3264. Re: Sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3ppnbu$79i@epsilon.qmw.ac.uk>
Source record: 165177

On h9250467@idefix.wu-wien.ac.at, Alfred Radauer (h9250467@idefix.wu-wien.ac.at) typed away:
: Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: : It appears that the Oric 1 sold more than the Falcon. I have therefore
: : decided to sell my Falcon and buy an Oric one. Hopfeully the bigger
: : user base will provide more support.

: What is an Oric 1?

It was a computer which was around at the same time as the
Spectrum. My first computer was an Oric 1, and although it was a much
better computer than the Speccy, it didn't have much software support
(in those days, these were games), whereas the Speccy had a lot.

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

3265. Re: Faster than POV

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3pprng$e1v@m1.cs.man.ac.uk>
Source record: 165178

In article <800724834snz@aveleymc.demon.co.uk>, Mark Williams <mark@aveleymc.demon.co.uk>
writes:
>Any suggestions as to sites? I haven't got together with who's who yet
>either :)

How about these (in no particular order...)

ftp.cnam.fr
atari.archive.umich.edu
micros.hensa.ac.uk

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap
---

3266. Re: Zip Drive Software?

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.801142526@gen-off-1>
Source record: 165179

Julian_Reschke@ms.maus.de (Julian Reschke) writes:
me>>>Not according to HiSoft, who have actually _tried_ it out.

>If they tried it and it worked, fine!
They said that it basically worked, but a few extra functions like
changing the write-protect status needs extra facilities in ICD (or
HD-Driver or whatever).
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
"You're going to win nothing" - PessiMystic Meg.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

3267. Re: 040 accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.801142624@gen-off-1>
Source record: 165180

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>You snipped the Postscript statement by me for _what_ reason, then?
Because I try to save bandwidth by only quoting enough for you to see
the point to which I was responding.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk
"You're going to win nothing" - PessiMystic Meg.

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

3268. Re: Thing

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <3ppsii$b5j@rs18.hrz.th-darmstadt.de>
Source record: 165181

Hi!

In article <apb25.73.00117FA2@cam.ac.uk>, apb25@cam.ac.uk (Adrian Bridgett) writes:
> On the desktop and most replacement desktops, if you top window A and
> then double-click on a program in window B whilst holding the
> right-mouse-button down, the the program will run with the current directory
> set to A. This is really invaluable but I can't get Thing to do it, it just
> changes the mouse cursor to a hand thinking I want to move the directory
> listing.
I assume you use TOS 4.0x, MultiTOS or WinX. With these, Thing allows back-
ground windows to be operated with the _left_ mouse button as well. If you
don't like this behaviour, disable the option "Hintergrundbedienung" (or
the corresponding english word, should be sth like "background operation")
in the "windows"-section. Then you may use the right button just as in
the other desktops you've mentioned.

> Also is there a way to get the directory listings a bit neater, on my Minix
> partition I get:
>
> quite.a.long.filename. 1234
>
> Which is really irritating as then I can can't see both the name and the
> size with one other window on the screen.
Well, with Thing 0.41 (still beta), the width of the filenames is determined
by the width of the longest filename in the current directory (AFAIR), so
this should look nicer.

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein	ignorance, prejudice and
Germany	fear walk hand in hand."
Email: binder@rbg.informatik.th-darmstadt.de	Rush
\--/

3269. Re: Downloading Problem

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3ppt9s$2rq@banaan.fwi.uva.nl>
Source record: 165182

efac001@alpha.qmw.ac.uk (D.Bhabuta) wrote:

:On ogal@cix.compulink.co.uk, Ofir Gal (ogal@cix.compulink.co.uk) typed away:
:: >I am having problems downloading binary files for my Atari. (Text
:: >files are OK.)
:: >
:: >I use FTP either direct or inside Lynx. This gets the files (usualy
:: >*.LZH) to my account at work from which I then use Kermit in server
:: >mode to transfer them to my Atari for unpacking. Invaribly I get
:: >Bad Heading errors from UNLZH172.PRG when I attempt to unpack them.
:
:: You need a more up-to-date version. Try LHARC Shell v3.10.
:
:The problem may also be that you are not setting the ftp to transfer
:in binary mode...
:
:You can specify this, once you have logged in to the site, by
:typing... bin

and if you use kermit for binary transfer: type "set file type binary".

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

3270. Re: Sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: bericd@bri.hp.com
Message-ID: <D8zA84.CC7@bri.hp.com>
Source record: 165183

Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
: Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: : It appears that the Oric 1 sold more than the Falcon. I have therefore
: : decided to sell my Falcon and buy an Oric one. Hopfeully the bigger
: : user base will provide more support.

: What is an Oric 1?

One of the best (yet unsupported) 8bit micros of it's time (Early 80's)

In fact I would call it the 8 bit version of the ST...

Beric..

3271. Re: Sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3pq3d0$rn9@dux.dundee.ac.uk>
Source record: 165184

Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
: Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: : It appears that the Oric 1 sold more than the Falcon. I have therefore
: : decided to sell my Falcon and buy an Oric one. Hopfeully the bigger
: : user base will provide more support.

: What is an Oric 1?

An Oric one is a little tiny 8-bit computer from about 1983!!
It was made by UK Company and seems to have sold around 250-300,000
units, although I doubt many people are still using them.

Cheers

Rod

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
Former President of Univeristy Dramatic society (wish I hand't been!)

3272. Re: Zip Drive Works On Atari!

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505221339.AA02041@ilmen.lanl.gov>
Source record: 165185

In article 27n@news.hawaii.edu, jperez@uhunix3.uhcc.Hawaii.Edu (John Perez) writes:
>
> FYI: The Iomega Zip Drive is an external, removable media, data storage
>device. [...] Data transfer rate is reasonably fast (around 6-700kps), and I
>belive that the seek time is comparable to many CD-Roms (I don't know the numbers).

Claimed transfer rate is 1.25Mb/sec and average access time is 29ms. Faster than a
CD-ROM, slower than most hard disks.

>If someone would be so kind as to post ICD's e-mail address, it would make it a
>lot easier to express our interest.

You can contact Tom Harker of ICD at icdinc@genie.geis.com.

-Hutch- @ Fair Dinkum Tech

3273. WANTED: Dealers for SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3pr7j9$pq9@kelly.teleport.com>
Source record: 165186
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

The Next Monthly SwapMeet will be on Monday, June 5th at 7 P.M.

WANTED: Dealers to sell at Upcoming Swap Meets. Dealerships sought fall into such Categories as Computer Dealers, all kinds. All kinds of Computer HardWare, SoftWare, Peripherals & Accessories for ALL Computer Makes and Types.

Also Sought are Dealers in Video Gaming Equipment, such as Video Game Consoles, Cartidges, Video Game CD Players and Video Game CDs. ALL Video Game Makes and Types. ALL Video Game Consoles, Cartridges, CDs, Peripherals & Accessories.

Also Wanted are Dealers in ALL Types of Electronics.

WANTED are Dealers in Ham Radio, CB Radio, Music CDs and other Recorded Music. Stereo Equipment also Wanted.

Also Wanted are VCR's, Video Tapes (NO PIRATED MEDIA OF ANY KIND, PLEASE!!), TVs and Satelite Gear.

This is an ALL Computers, Game Machine and Electronics Swap Meet!!

Small Businesses, and all Dealers Welcome and Wanted!!

NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!!

NO ADMISSION CHARGE!!! PLENTY OF FREE PARKING!!! NO ADMISSION CHARGE!!!

TABLES $10! CALL FOR RESERVATIONS! REMAINING TABLES, FIRST COME, FIRST SERVE!

Swap Meet Location in Portland, Oregon. USA. At 1819 N.W. Everett St. at the NorthWest Service Center On the First Monday of each Month.

Please Direct all replies including about the Swap Meet and/or Table Rentals to bensmith@teleport.com in E-Mail or Call Ben Anytime at (503)256-9974. (VOICE/VOICE MESSAGING).

The Next Monthly SwapMeet will be on Monday, June 5th at 7 P.M.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Ask about our Atari Catalogs, available through E-Mail from the address below!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks

3274. Raffle & ALL Computer & Electronics SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3pr81a$qtr@kelly.teleport.com>
Source record: 165187
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

ACE of America, an All Computers and Electronics User Group, with a special emphasis on Atari. At ACE Swap Meets you might find Atari, Apple, Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis, Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables, supplies and Accessories.

ALL COMPUTERS, GAME MACHINES AND ELECTRONICS ARE WELCOME!!

ACE will be holding a combination RAFFLE & SWAP MEET on Monday, June 5th at 7 P.M. It will be an ALL Computer & Electronics Swap Meet with various Raffle Prizes. Funds raised by the Raffle will help us to continue presenting these Swap Meets. Donations of Raffle Prizes will go towards this or Future Raffles. Raffle tickets will be 2 for a $1. And members of ACE will receive their first $1 worth of Raffle tickets FREE! And the final prize of this Raffle will be $25 in cash from the Money Raised by the Raffle. Prizes will be laid out for all to see. Winners will get their choice of available Prizes on display, with the Cash Prize held til the last Drawing. Drawings once started will be every 10 Minutes. Prizes will vary depending on Donations, so to Help make this Raffle a Success, Please be Generous with your Donations. To Donate, call (503)256-9974.

Monthly Swap Meets are Held on the First Monday of each Month from 7 PM. Swap Meets are Held at 1819 NW Everett at the NW Service Center 3 Blocks North of the corner of 18th and W Burnside in Portland, Oregon. USA! Table space is $10. Tables provided as long as they last. Show up early to get a good table, like 6:30 PM.

The Next Monthly Swap Meet will be Monday, June 5th at 7 P.M.

FREE ADMISSIONFREE ADMISSION**FREE ADMISSION**FREE ADMISSION**

PLENTY OF FREE PARKINGEVERYONE WELCOME**PLENTY OF FREE PARKING**

RAFFLE TICKETS 2 FOR A $1EVERYONE WELCOME**RAFFLE TICKETS 2 FOR A $1**

FOR INFO INCLUDING RAFFLE OR RESERVING TABLES: CALL BEN AT (503)256-9974!!

SWAP MEET & RAFFLE SPONSORED BY ACE OF AMERICA!!

The Next Monthly Swap Meet will be Monday, June 5th at 7 P.M.

This Message is distributed throughout the Pacific NorthWest, everyone reading and their Brother is welcome to come and Attend!!

Please Direct all Replies to bensmith@teleport.com in E-Mail or call
Ben anytime at (503)256-9974.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Ask about our Atari Catalogs, available through E-Mail from the address below!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks

3275. Atari Linux

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3prdfv$ib6@gti.gti.net>
Source record: 165188

I've been putzing around with Linux again, but didn't get very far. I downloaded the latest kernel (0.9pl5?) and the latest bootstrap (ataboot-05), and gave it a whirl, but nothing much happened... so I downloaded the RAM disk image (filesys-new), and tried that:

```
ataboot.ttp -k vmlinux -r filesys
```

and after giving me a few informational messages, the screen gets really neat, lots of random colours. I tried booting in 16 colour mode and hi-rez (ST-High), and with no AUTO programs, but the same deal in each configuration. Is this kernel binary runnable as-is on my Falcon? (I do have a 68882, I know that matters)

3276. Re: Atari ST emulators?

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3pouffmuk2@mhade.production.compuserve.com>
Source record: 165189

> Where do I contact to get these things? Phone numbers, addresses, etc.?

Branch Always Software
14150 N.E. 20th Street Suite 302
Bellevue, WA 98007

(206) 236-0540 Voice
(206) 236-0257 Fax

Internet: brasoft@msn.com
WWW: http://www.halcyon.com/brasoft/

The complete GEMulator, with TOS 2.06 ROMs and version 4.0 software is
$199.95 before June 20, 1995.

BobR

3277. Chimera available!

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <093_9505230153@tor250.org>
Source record: 165190

Okay, the World Wide Web/MinTNET package has now been finally released for sale by the Toronto Atari Federation's (TAF) 16/32 Bit Library; here's what it consists of:

TAF SPECIAL: XWINDOW (7-disk set)

"Included on these diskettes are: MINT, MINTnet, tsch, X-Window, PPP/SLIP, FTP, Telnet, Chimera (a Graphical World Wide Web Browser) and many more UNIX-like programs. The included installation program sets up a basic UNIX enviroment to connect to an Internet Service Provider using a dynamic PPP. To use these programs you need to have 4mB RAM and at least a 10 mB hard drive partition to be set up as a MiNT partition. You also need an UNZIP program and an ASCII text editor. An understanding of the UNIX enviroment is very useful."

The retail price of the package should be around $25.00 Canadian; I'll have to check on that to be sure.

Enquiries on the package should be made to:

TORONTO ATARI FEDERATION
5334 Yonge St., Suite 1527
Willowdale, Ontario, Canada
M2N 6M2

Attention: Bill Annand (16/32 club librarian)

Note to European Users - Danny from HENSA said he was also evaluating the package for his user group to be distributing.

... "With $10,000 we'd be millionaires!" - Homer Simpson
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

3278. For Sale -- King's Quest IV & Space Quest III

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: ggreenbe@mailbox.syr.edu
Message-ID: <3pqdit$g2o@newstand.syr.edu>
Source record: 165191

I've got these two games (disks and docs) for sale. Here are the sale terms:

KQ IV -- $5
SQ III -- $5

Shipping for one item -- $3
Shipping for both items together -- (also just) $3

I ask that you prepay, but personal check is OK.

Email to ggreenbe@mailbox.syr.edu.

Thanks,
Gerry

3279. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: mpark@u.washington.edu
Message-ID: <3pqcn3$oh1@nntp5.u.washington.edu>
Source record: 165192

>>> These are the days of just having to press Shift-Alt-Cntrl-F6

>{\bf > No, those are PC's. These are the days of selecting text and selecting
>>Bold and it just IS. And you don't have to print it to see what it's
>>like. These are the days of placing text around pictures in seconds.
>>These are the days of doing colour matching and font selection on the
>>fly. These are the days of having your spell checking happen while you
>>type.}

>Note: I just made the above paragraph boldface. It wasn't so hard.
>I just typed {\bf before it, and } after it. I bet that's even faster
>than selecting the block with your mouse (thus leaving the keyboard)
>and selecting the `font' menu, the `change appearance' menu, the
>`boldface' menu, and the `are you sure' menu twice.

OTOH, you had to position the cursor at the beginning of the paragraph,
type something, move the cursor to the end, then type something else...
And won't LaTeX also reformat the paragraph, so the '>'s in the
first column will probably end up elsewhere? :-)

--m "glad people have a *choice* between LaTeX and WSIWYG"

3280. Re: unix-like environment for falcon???

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: voet@elis.rug.ac.be
Message-ID: <3pqbmd$j4p@infoserv.rug.ac.be>
Source record: 165193

Anders Lundberg (gaston@ludd.luth.se) wrote:

: This is a desperate man, looking for help. I'm working most of the time
: on a UNIX workstation and would like to use my falcon in the same manner.
: But I need help with the setup, so if there are anyone outthere with a
: falcon/Unix please help me.

Most of my time I work on a workstation too. I've set up a unix
environment on my 1040st, and it work just fine.

: Unix has a different filesystem with longer filenames and extensions,
: how to accomplish that?

1. Get mint. That's the kernel.
2. Get minixfs. You can build a filesystem with long filenames, users,
groups, etc...
3. Get mintos. That's the multi-user part.
4. Get mintnet for TCP networking.

You can get it by ftp - it's all over the globe.

: How to set up TCSH, with unixlike filetree?
: I would like to use following programs, how to get them and how to
: set them up in a perfect way, GCC,emacs,latex?

I myself use a recent bash, but I also have a sh, a tcsh and the zsh.
There are ports of gcc 2.6.1, emacs and latex available.

tv

3281. for sale: Atari STe

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: yoda@neuromancer.ucr.edu
Message-ID: <3pqhkb$q22@galaxy.ucr.edu>
Source record: 165194

For sale:
Atari 520STe with 2mb RAM and over 200 commerical games
and applications $350 plus shipping
Future Systems GTS-100 3 1/2 floppy drive $50 plus shipping.

email yoda@neuromancer.ucr.edu

Paul

--

Paul Raymond Hruby Progressive Solutions, Inc.
yoda@neuromancer.ucr.edu Microsoft Solution Provider
http://neuromancer.ucr.edu/~yoda Brea, California
Linux & NT forever!

3282. Junk 1040ST for sale for parts

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <3pqqah$6pl@batph8.bnr.ca>
Source record: 165195

I have an old 1040ST that I will sell for parts.

This ST DOES NOT HAVE:
Memory and
A Power Supply
Installed Disk Drive

Other than that, all chips are intact and were working
the last time I turned it on (before I yanked out the memory, of course).

Still available:
68000 CPU
DMA
GLUE
MMU
TOS 1.0
... you get the picture

I will also thrown in the working floppy drive. It was used as the
replacement for the original.

Make an offer.

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

3283. WTB: Sim City

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <3pqqjb$6rs@batph8.bnr.ca>
Source record: 165196

I played Sim City 2000 on the PC this past weekend and remembered how much fun this game really was.

If anyone has Sim City that they no longer play, please contact me with your price.

Also, does anyone know if they ported Sim City 2000 for the ST? 2000 has much more than regular Sim City, but regular Sim City will do.

Thanks

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

3284. Re: how to optmimize USR 14.4K modem?

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D8zv9E.J8z@cix.compulink.co.uk>
Source record: 165197

In message <3ou3ss$d23@hasle.oslonett.no>, hallvart@oslonett.no said:

> I've got a US Robotics 14000 "Sportster" modem, and use it together
> with "Connect" (which is a program I recommend for any Atari user
> with a modem!). I just downloaded a file and saw that the speed was
> about 800cps- is this normal or is it too slow?
> If anyone out there has got their USR 14400 running at full speed and
> as good as possible I'd like some tips and hints on setting it up.
> Thanks.

Push Connect up to the maximum speed supported on your Atari. At speeds over 14400 the modem will use compression to support the increased data rate. You will still get messages that the modem has connected at 14400 but in fact data rates can be much much higher. On a Falcon with no extra software or hardware I connect at 38400 and get a down load rate of about 3500 cps (raw text) and 1700 (compressed data)

Steve

3285. Some X questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: smselick@ios.com
Message-ID: <3pqkgt$rdh@ios.com>
Source record: 165198

Hello All!

I have X running on a 1040STe w/4 megs, Mintos, Mintnet, X, 14.4 modem, and a minix partition (no wonder people have so much trouble getting it all started - that was a mouthfull!)

Anyway, I always get all sorts of errors about "cannot convert *-helvetica-*-*-*-120-*-*-*-*-* to type Fontstruct" and also similar color problems. How can I simply redirect all fonts to "fixed"? And all colors non-white to "black"?

Second, I heard that there are 2 programs which will speed up X operations by as much as 75%. One is lbx, or "low bandwith X" and the other is called sxpc, which offers an X code compression. Are either of these available for Atari X?

Thanks,
Steve
smselick@ios.com

P.S. If you are reading this to see if there's someone who can help you with X, I would be happy to answer any direct questions - please don't ask me "how do I get X running" though :)

3286. Re: How Many Falcons Sold?

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3pqtu8$3d3@prime.mdata.fi>
Source record: 165199

In article <1995May20.200438.43600@cobra.uni.edu>,
<sinclap2954@cobra.uni.edu> wrote:
>In article <ef2_9505190124@direct.ca>, Doug.Byfield@miramax.ship.net (Doug Byfield)
writes:
>> PS> I think everyone here are just guessing. :-)
>>
>> Best Regards,
>> Pekka Saarinen
>>
>> I would tend to go along with Pekka's estimate ! :-)
>
>What, not many?

... yet another wonderful example of what can a mind of a PC-user
produce with ease, using informative but nonchalant expressions...

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16MbRAM/FPU/MAG17"MultisyncMonitor/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

3287. Re: Sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3pqt7t$7ti@bs33n.staffs.ac.uk>
Source record: 165200

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: It appears that the Oric 1 sold more than the Falcon. I have therefore
: decided to sell my Falcon and buy an Oric one. Hopfeully the bigger
: user base will provide more support.

Let me know when you get 32-channel stereo sound playing, MPEG's running
and GIF's loaded at supersonic speeds on your Oric. Then I'll join you.

Just *sad* methinks.

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

3288. Re: Shoestring Computers Newsletter (12-May-1995)

Newsgroup: comp.sys.atari.st
Date: 1995-05-22 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3pqtj4$7ti@bs33n.staffs.ac.uk>
Source record: 165201

Ofir Gal (ogal@cix.compulink.co.uk) wrote:
: > ** NEWSLETTER ** SHOESTRING COMPUTERS ** NEWSLETTER ** SHOESTRING COMPUTERS **

: I don't think this newsgroup is the right place for advertising.

Hmmmm I don't know about you, but when I buy a magazine I like to see the adverts in it. To some extent its the same on Usenet, I don't mind adverts so long as they are relevant (I didn't see this one so can't comment). Before people start shooting me down about 'I have to pay for my newsfeed and don't want c**p like this!' I'd still feel the same if I did have to pay for my newsfeed, and as of september this year I will do.

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

3289. MiNTnet - Which file should I get?

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <801195848.0@mettav.exnet>
Source record: 165002

It was none other than Mario Becroft who did write on 19 May 95 that ....

MB> problem. However, I cannot figure out which files contain the actual
MB> MiNTnet itself.

net-***.tgz (Version I got was net-070.tgz).

MB> 4. Do I need any other files not mentioned above? (Apart from Sh.)

I prefer tsch as a shell.

MB> 5. Is there anything I should know not contained in the MiNTnet
MB> FAQ?
MB> Your help is greatly appreciated.

MinTnet FAQ ..where dya find that ?

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

3290. Speed of Light 3.8 and TTs

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: sdenman@wolf.cs.washington.edu
Message-ID: <D90Cxn.C9u@beaver.cs.washington.edu>
Source record: 165003

Someone told me that SOL 3.8 crashed on their TT TOS 3.6.

If you have a TT, and have run SOL 3.8 with or without problems, please
tell me if it works or not...I want to find out if this is just his machine,
or if most TTs do this.

Thanks,

Stuart Denman
http://www.cs.washington.edu/homes/sdenman/

3291. for sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: rnielsen@comox.island.net
Message-ID: <3prtsh$sbv@cliff.island.net>
Source record: 165004

I have an Atari TT-030 for sale. 40 meg HD, 4 meg ram
PTC monitor. $ 550 obo takes it.
please E-mail if you mare interested

3292. STyle & Oasis for sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: wj@primenet.com
Message-ID: <wj.8.012BB3C9@primenet.com>
Source record: 165005

```
STyle - Image Manipulator. Many formats - $10.00
Oasis ST - Ensoniq Mirage sound & program editor - $17.00

wj@primenet.com
```

3293. Re: Has Calamus Been Port

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950523233134.1904B-100000@mars>
Source record: 165006

On 20 May 1995, Doug Byfield wrote:

> JA> disk. Something like 32meg will do. (for NT)
>
> I suspected as much. When Windows NT needs 16 megs, and I use SL
> with 14 megs on my Falcon...well...do the math! :-) Unfortunately,
> business concerns may dictate getting the SL/NT version.

Is it so that your company needs NT for multiuser-network-security reasons? I suppose Ataris (like Mac's and WinDos's) are all too easily reconfigured and hacked to a stop of business by the average user.

> Believe me, Jens, I would rather NOT have to
> deal with Microsoft! :-)

I would like one of those new DEC-Alpha 200specmark monsters. Comes with 16bit sound and 24bit graphics. Comes with a pricetag too.....

// Jens M Andreasen

3294. Re: VGA ON ST ?

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <1995May23.190532.11732@atlas.tntech.edu>
Source record: 165007

In article <894_9505200106@flight.org>, CALLUM.LERWICK@flight.org (CALLUM LERWICK) writes:
> In fact with a multisync you can use it as both a color and a mono monitor.

What monitors work in all resolutions, and which are good? Back in the "old days" <g>, the NEC 3D was highly recommended until they quit manufacturing it. I've also read that some multisync's have problems with low res.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

3295. Re: *Wanted: OLDER HOME VIDEOGAME SYSTEMS.. =)*

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: aquarius@netcom.com
Message-ID: <aquariusD90qwG.Jtt@netcom.com>
Source record: 165008

**(OREGON AND VANCOUVER, WASHINGTON STATE RESIDENTS WHO ARE CURRENTLY
IN TOWN, RESPOND ONLY, PLEASE!!)**

Hi,

"I am looking for ALL, OLDER (NON-NINTENDO/SEGA) VIDEOGAME CARTRIDGES and
HOME VIDEOGAME SYSTEMS.. HOPEFULLY the thought of tossing out these poor
little things hasn't crossed your mind!" <aaack!> =(

*Like These:

-ATARI: 2600/5200/7800
-COLECOVISION
-INTELLIVISION
-ODYSSEY
-VECTREX
-ATARI COMPUTER (cartridges)
-COMMODORE 64/128 (cartridges)
-APF
-BALLY ASTROCADE
-EMERSON ARCADIA
-FAIRCHILD "CHANNEL F"
-MICROVISION
-RCA STUDIO II
-SPECTRAVISION
-ANY OTHER WEIRD SYSTEMS
NOT ON THIS LIST..

"What do I do, Chris?"
(Please read the following carefully..)

1.) Please send an EMAIL-LIST of what you have, ie. TYPE of system(s),
HOW MANY cartridges? the cartridge NAMES.. Do they include BOXES,
MANUALS, OVERLAYS, GAME PIECES, etc? Please include CONDITION of
the items (working?)

2.) Sorry, I am not looking to pay exorbitant amounts for items, garage
sale and thrift shop prices at the most, But if you have any doubts,
please still contact me..

3.) Please be willing to sell INDIVIDUAL COMPONENTS (cartridges, etc),
I don't always need everything! =) But, if the price is right, I WILL
buy the collection..

4.) Please Check your E-mail OFTEN for replies and other
arrangements, I check and respond to mine daily/nightly..

5.) I PREFER to buy within PORTLAND, OREGON and other close-in areas, but will travel short distances..

*Besides Email, I can ALSO be reached at (503)297-6568 (if not there, please leave a message)..

*"Games? What Games?
I Don't Need No
Stinking games!!"

-Chris.. =)
(503)297-6568

--
aquarius@netcom.com

3296. Looking for...

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: elixir@freenet.grfn.org
Message-ID: <3pri38$os4@newsserv.grfn.org>
Source record: 165009

[No readable article body recovered]

3297. SM124 & HD for sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: lamarth@delphi.com
Message-ID: <BW498QX.lamarth@delphi.com>
Source record: 165010

For sale- Atari SM124 monochrome monitor. With original box and manuals-
used less than 40 hours total. $50 + shipping.

Also for sale- used Conner CP2064 64Meg 2.5" IDE hard drive, originally
used in a Falcon030. $50 + shipping.

Email if interested.

David (lamarth@delphi.com)

3298. Towers II save game?

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3pu4dn$h8k@gti.gti.net>
Source record: 165011

I can't seem to save any games in Towers II, and was wondering
if anyone else ran into that problem. I would like to register,
but won't until I find out if it's just me, or a bug.

My system is a TOS 4.04 Falcon with 16mb of RAM, no other
nasty mods. I've tried booting with no AUTO programs and
the like, but to no avail. What happens is I click on the
disk icon, and select save game, and point at empty slot
one. The readme says that I will need to type in a name, so
I assume the 'empty slot' will disappear, but it doesn't.
In any event, I type in a save name, and press enter, and
the disk drive light goes on forever. I even let it sit for
15 minutes, JIC...

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

3299. Re: Sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3pta1f$bv9@dux.dundee.ac.uk>
Source record: 165012

: I'm an active Oric 1 user, there are still 10's of thousands of us in the UK.
: I have just finshed a new Doom type game and am working on a new graphics and
: sound demo which I hope to release after my exams. If you are interested in
: getting into the scene then you can join Oric Users UK, I'm the chairman.

: There is plenty of PD software and quite a few commercial releases too. If you
: want more info contact me.

: Alan. ;-)

Yes, thats my point there are probably more Oric users than Falcon users!!

As for a doom type game, when I buy my oric :) (15 quid the last time
I saw one for sale) I'll get this doom game. I'll expect 16.7 million
colours, texture mapped graphics and 16bit, 16 channel stereo sound!!

Rod

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
Former President of University of Dundee Dramatic society (wish I hadn't been!)

3300. new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3ptnhn$br3@bs33n.staffs.ac.uk>
Source record: 165013

Its just been released onto ftp.cnam.fr (it might still be in the
incoming direcotry), the filenames are lostblu1.zip to lostblu4.zip and
the event is Lazers Fried Bitz III winning demo for the Falcon030.
It requires 7meg on your hard drive, an RGB monitor and 3.7meg of memory
free and belive me it is worth it! Truly the most stunning demo ever
seen on an Atari machine. Its clever, perfectly synced to the music,
fast, furious, doesn't waste too long on one effect and is utterly amazing.

If you own a Falcon and have the means, get this demo now.
If you don't have FTP access then simply send 4 blank high density disks
in a self-addressed-stamped jiffy bag to the address below and I'll send
you a copy free of charge. Or if you can receive large emails (and I
mean large!) I'll send you a uuencoded copy of the demo, just give me
your email address.

Do not miss it. Lazer, you are the most talented group on the Atari
scene today.

RiCH

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

3301. Re: Linux & CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: Thorsten_Floeck@rs.maus.de
Message-ID: <199505232316.a45423@rs.maus.de>
Source record: 165014

Hallo Christian,

CM>Any hint what I could have done wrong? Or is it a problem of my CD-Rom
CM>or perhaps the kernel?

It seems like a problem of the kernel. Try an actual kernel up to patch 29. This new kernel have some bug-fixes for cd-roms, eventually it helps. You can get such a kernel via anonymous ftp from my server wctc6.chemie.uni-wuppertal.de (132.195.9.135) in pub/Linux68k.aktuell. This server was broken today, but now he is running, I hope. Tomorrow I will check the server for correct working.

Floecki

3302. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: Lutz_Weigand@gi.maus.de
Message-ID: <199505231233.a8843@gi.maus.de>
Source record: 165015

Hi,

i asked for Atari world at big newsstands at the Frankfurt
International Airport and at big train stations. They
didn't know the magazin.

where can i get the mag in germany?

regards Lutz

3303. re: st506 hd ??????!?

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1569rcain@nest.demon.co.uk>
Source record: 165016

On 22 May 95 John wrote::

J'> Sorry, I should have made this clearer - the thing I have is an
AHDI->> ST506 adapter (I bought it recently, mainly for the box and
AHDI->> power
J'> supply).
J'>
J'> So (Next question) where can I get a ST506 compatible drive from?
J'> I've had someone tell me that these are also known as MFM or RLL
J'> drives.

Almost anywhere - there will be a lot going second-hand. I think the point of most people's answers was that, as you have to buy a host adapter anyway, you would be better connecting this to the embedded SCSI drive you have. It is more modern, faster and there will be less wiring and gubbins to go wrong. As an extension to this you could find a ST506 for peanuts to connect to the adapter which will give you another drive.

Roger
rcain@nest.demon.co.uk

--

3304. Substation - not too hard

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: Conan Ford <ford@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.90.950523235358.13365A-100000@srv1.freenet.calgary.ab.ca>
Source record: 165017

Passing Substation Demo is fairly easy if you have played games like Doom. Except SubStation Demo is a lot more difficult than Doom II level 1. I passed the demo in about 10 plays. (Steve Wells: thanks for the help, but I figured it out before I got the reply).

A tip for the inexperienced: running backwards or sliding left/right is a lifesaver in fighting those guys who throw fireballs.

A big flaw (?) in the demo: The guys with the guns are much smarter than the Doom shotgun guys :).

3305. Re: Tramel on TV, stock to rise?

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: Conan Ford <ford@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.90.950523235851.13365B-100000@srv1.freenet.calgary.ab.ca>
Source record: 165018

Not surprised that TV viewers in San Jose hear about Atari once in a while, after all it is in the heart of Silicon Valley, and the TV guys must get tired of reporting on the big name companies.

3306. Re: Stalker v3.02 and NVDI 3.01

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: cysco@tyrell.net
Message-ID: <D91o7I.ML6@tyrell.net>
Source record: 165019

Tommi Pekka Hietavuo (gs01tph@panther.Gsu.EDU) wrote:

: Does STalker 3.04 support ANSI color graphics correctly..? 3.01 didn't
: at all. How about Zmodem protocol: in 3.01 it worked otherwise well, but
: didn't recover from errors as CoNnect's Zmodem sometimes does. I used a
: 2400 bps modem then without hardware error correction, so you know the
: problem... One line error, and: let's try again..

The ANSI and VT100 support has not been changed in STalker. It is currently as good as it will get until version 4.x. The Zmodem has also been unchanged except to allow resume to work with Delphi.

: Otherwise I like STalker very much. It's better to use IMHO than ConNect,
: though the latter has more features.

There are features in CoNNect that will probably never go into STalker.

My immediate plans for STalker are better ANSI and VT100 support, changing the way the virtual terminal behaves, and some changes in the Dialer areas.

Jeffrey

3307. Re: Germans buying up Obsolete Computer Systems..

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3pss8qEiul@uni-erlangen.de>
Source record: 165020

```
>In <3nl0tn$f4b@golem.wcc.govt.nz> Roger Sheppard.. wrote:
>>*** Escom now has Amiga ***
>>
>>Well after all this stuff with the Germans and the Falcon,Medusa Eagle
>>thing they now have the Amiga...
>>
>>Does this meen that Germans don't know how to make and develope Computers..???

No, it just means, Germans are less addicted to Microsoft products than
Americans...
--
Harald Schoenfeld (IRC Nick: Equinoxe) | Lifeforms,
Harald.Schoenfeld@rzmail.uni-erlangen.de | tiny little Lifeforms
```

3308. Re: MagiCMac demo won't work!

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: Peter_Missel@m4.maus.de
Message-ID: <199505240105.a50250@m4.maus.de>
Source record: 165021

>I need some help! I tried the Magicmac demo on a Mac II the other
>day (II ci I think), but it just made the computer freeze. We tried
>several times, and got the intro picture "demoversion" etc. but it
>wouldn't go any further. We did manage to make it go further once, but
>then it locked because I tried to run the "FUJI" program.

As the docs say, you need a 32 bit mac for that. In other words, no 68030 or
68040, no MagiCMac. Also no 68LC030 or 68EC030 as used in Mac IIx.

bye, Peter

3309. Linux.68k & F030 Questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: Martin_Schaller@r.maus.de
Message-ID: <199505232322.a33470@r.maus.de>
Source record: 165022

Christian Mittendorf wrote:

> I tried to install Linux 0.9.5 on my Falcon yesterday and I found some
problems
> which really bother me. (The root.tar and the usr.tar were taken
> from the Whiteline Alpha CD.)
They are pretty old. Better get newer ones.

> I created a minix and an ext2 partition on my internal IDE harddisk. A fsck
> directly after it showed no errors. But when trying to mount the ext2
partition
> I'll get a number of errors and the kernel refuses to mount it.
What for errors?

> I also have problems to copy or move file. Also mounting devices works only
via
> mount -a, otherwise do I get "unknown error".
Use a newer mount.

> And at least whenever I start a job in bash in the background and this job is
> ended I'll get logged out from the shell. Why?
A bug in the old bash. Use a newer one...

--
Martin (Martin_Schaller@r.maus.de)

3310. Linux & CD-ROM

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: Martin_Schaller@r.maus.de
Message-ID: <199505232330.a33471@r.maus.de>
Source record: 165023

Christian Mittendorf wrote:

> But while trying to mount /dev/sr0 I get the following message:
> [...]
> isofs_read_super: bread failed, dev 0xb00 iso_blknum 16
> [...]

Other users seems to have the same problem (on my machine the CD-Rom works
fine), but often it goes away if you remove the CD before booting and insert
it later.

> P.S. BTW, how much diskspace is needed for a minimal(!) X-Win system?

About 50 MB ... (including Linux)

--
Martin (Martin_Schaller@r.maus.de)

3311. Atari Linux

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: Martin_Schaller@r.maus.de
Message-ID: <199505232334.a33472@r.maus.de>
Source record: 165024

azog wrote:

> ataboot.ttp -k vmlinux -r filesys

Probably you used the pl5 Kernel from tsx-11. This one isn't working.
Better use one from ftp.phil.uni-sb.de or ftp.uni-erlangen.de

--
Martin (Martin_Schaller@r.maus.de)

3312. Re: Thing

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FEWXCIAXUP@zaphot.augusta.de>
Source record: 165025

In <apb25.73.00117FA2@cam.ac.uk> Adrian Bridgett wrote:

>On the desktop and most replacement desktops, if you top window A and
>then double-click on a program in window B whilst holding the
>right-mouse-button down, the the program will run with the current directory
[...]

Turn off the option 'selection in background' in the setup - then you
can use the 'holding right buttond and click with left'-way ;-).

Otherwise you can use the left button _always_ (!) if you are using
MagiC, MultiTOS or WINX with SingleTOS - even in background windows!

>Also is there a way to get the directory listings a bit neater, on my Minix
>partition I get:
>
>quite.a.long.filename. 1234

This problem is fixed in Thing 0.4x - wich is not released yet but
already under beta test. I changed the procedure wich calculates
the coloumn widths - so it will produce much better output ... it will
look a bit like Gemini ;-).

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

3313. Shoestring Computers User Survey

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: DOMINGO@news-feed.delphi.com
Message-ID: <D944oz.lo0@world.std.com>
Source record: 165026
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.st

** SURVEY ** SHOESTRING COMPUTERS ** SURVEY ** SHOESTRING COMPUTERS **

Here is a short survey to help me better determine the needs of current Atari users. I will use your answers to help point Shoestring Computers in the right direction. If there is anything that you feel I have overlooked, feel free to make additional comments at the end.

1) Which Atari ST series computer(s) do you have? If you have more than one please list them all. Also include your TOS version and RAM.

2) What is the primary use of your ST?

3) Secondary?

4) Which monitor(s) do you own?

5) Do you have any hardware upgrades installed in your computer(s)?

6) Do you own a hard drive? Please list the host adapter and the size of the drive as well as the driver software version you are using.

7) Do you own a modem? Please list the manufacturer as well as your primary telecommunications software. (If you don't own a modem, how did you get this survey? <smirk>)

8) Do you own a printer? Please list the manufacturer. Also list the RAM size if it is a laser printer.

9) Do you own any other peripherals?

A) Please name the last hardware purchase you made.

B) Please name your three most wanted hardware items, including upgrades (available OR unavailable).

C) Please name your top three software applications (no games).

D) Please name the last three software purchases you made (shareware counts).

E) Please name your three most wanted software items (available OR unavailable).

Thank you for taking the time to answer this survey. If you have any other comments or suggestions, please do not hesitate to include them. I hope to be able to serve you in the best possible way. Please e-mail your responses to one of the addresses below.

Dom Alvear
Shoestring Computers

CIS: 74030,3254 Delphi: DOMINGO GEnie: D.ALVEAR I'net: DOMINGO@DELPHI.COM

3314. Re: Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: 76702.1466@CompuServe.COM
Message-ID: <3ptqi5jcf2@mhadg.production.compuserve.com>
Source record: 165027
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> don't know if this has been asked before, but what would be involved in
> making a little black box that would allow you to plug a PC serial mouse
> into the ST mouseport?

This can already be easily done, with no hardware adapter needed.

A standard MicroSoft compatible serial mouse can be used in the regular
ST mousport, but it needs a software driver.

DMC Publishing, out of Toronto, sells such a driver, and it's my understanding
that a similar driver is available for ftp from atari archive sites.

A standard PC *bus mouse* can be used with no software drivers needed,
but some slight modifications to the wiring of the connector are needed.

There should be text files telling how to do this on the atari archive sites,
and I know we have them in the Atari Forum on CompuServe.

BobR

3315. re: gif viewer for 1040st

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1599dlittle@nest.demon.co.uk>
Source record: 165028

General! We have intercepted a coded Imperial message from the Lerwick
system!
C>> Is there a .gif viewer for my Atari1040ST??? Lemme know...
CL>
CL> I highly recommend finding a program called Speed of Light, it
CL> works very well for me. You could also find a program called
CL> Photochrome, but it doesn't handle odd-sized pictures very well.

I think I fixed this in PhotoChrome 4?

I'll check it later, just in case...

Cheers,

Doug.

[illegible]
[illegible] Black Scorpion Software Developments [illegible] Falcon030 & Jaguar [illegible]
[illegible]
[illegible] Doug Little [illegible] Neil Stewart [illegible] Nick Hesketh [illegible] Dave Encill [illegible]
[illegible]

--

3316. Re: Sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <3psl2i$e1o@due.unit.no>
Source record: 165029

In article <3ppf05$4q5@osiris.wu-wien.ac.at>, h9250467@idefix.wu-wien.ac.at
(Alfred Radauer) writes:
|> Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
|> : It appears that the Oric 1 sold more than the Falcon. I have therefore
|> : decided to sell my Falcon and buy an Oric one. Hopfeully the bigger
|> : user base will provide more support.
|>
|> What is an Oric 1?

A early 80's home computer.

|>
|> Regards,
|>
|> Alfred
|>

--
***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

3317. Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: adhst2+@pitt.edu
Message-ID: <3psv83$b3h@usenet.srv.cis.pitt.edu>
Source record: 165064
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'm looking for a good terminal program that handles VT-100 or VT-102 emulation well. I've already tried ST-Term, D-term, Flash 1.6, MiniTerm, W-Term, and a few others. The best I've come across so far is STorm, but aside from the emulation, I don't like the program that much. Are there any others out there that I could download/ftp?

Also -- what are the patches to run a 14.4k modem on an ST?

--
See ya,
Allen

- Allen Householder --- adhst2+@pitt.edu -- http://www.pitt.edu/~adhst2 -

3318. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: hlazar@netaxs.com
Message-ID: <3pt6ni$nr3@netaxs.com>
Source record: 165065
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Allen D Householder (adhst2+@pitt.edu) wrote:
: I'm looking for a good terminal program that handles VT-100 or VT-102
: emulation well. I've already tried ST-Term, D-term, Flash 1.6, MiniTerm,
: W-Term, and a few others. The best I've come across so far is STorm, but
: aside from the emulation, I don't like the program that much. Are there
: any others out there that I could download/ftp?

: Also -- what are the patches to run a 14.4k modem on an ST?

Stalker from Gribnif works well with 1.44 and is a VT-100
emulator. I don't know how well it will work with the 2.88 speeds, but
since my internet access still doesn't have them, it is not a problem.

Henry L Lazarus hlazar@netaxs.com

3319. Re: SCSI-drive questions (Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D91q9o.765@cix.compulink.co.uk>
Source record: 165066
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In message <3pcaeh$aie@prime.mdata.fi>, contacts@mits.mdata.fi said:

>4. I recall once having a TOS-Magazin -program for testing hard disk
> performance (with graphical output). If anyone knows the program,
> please point me the ftp-site, or if you're really cool, uue it to
> me. That program was the only one that gave a graph of the
> drive's calibration interval & lenght, and that's something I have
> to know before buing a drive.

You want Howfast, try Hensa.

Barry wilsontjb@cix.compulink.co.uk

3320. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3pth0n$p2s@hasle.oslonett.no>
Source record: 165067
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Allen D Householder (adhst2+@pitt.edu) wrote:
: I'm looking for a good terminal program that handles VT-100 or VT-102
: emulation well. I've already tried ST-Term, D-term, Flash 1.6, MiniTerm,
: W-Term, and a few others. The best I've come across so far is STorm, but
: aside from the emulation, I don't like the program that much. Are there
: any others out there that I could download/ftp?

The German shareware program "Connect"; without a doubt!!!
It might seem a little complicated at setting up at first, but once you've
gotten to learn the basics you'll never want to change- has some very advanced
features and is absolutely worth the price asked. You even get a printed
manual.

Hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun

3321. FS: F030 bundle (UK)

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: Jonathan White <jw4@bolton.ac.uk>
Message-ID: <9505231008.aa29690@dispatch.demon.co.uk>
Source record: 165068

Hi all..

I have to sell my falcon030, so if this whole bunch interests you,
e-mail me and we can discuss..

HARDWARE:

F030 4/65 in a desktopper case with freekeys keyboard
HP Deskjet 500
CTX SVGA monitor
Tabby graphics tablet

SOFTWARE:
Serious:
NVDI 3
Ease desktop
Blowup030 (hardware too)
TruePaint
ImageCopy
Papyrus Gold
Atari works
Easy Text Pro Vector
Lattice C 5.6
Hisoft C interpreter
WordFlair II
Calligrapher Pro Gold

Games
Ishar I (falcon version)
Elf
Starglider II
Jack Nicklaus Golf
Corporation + Mission Disks
Leather Goddeses of Phobos
Hitchhikers Guide to the Galaxy

MISC:
Books
Atari ST Gem Programmers Guide (abacus)
Compute ! Atari Guides (AES,VDI,TOS)
The Atari Compendium
Modern Atari System Software

Mags
Last 12 ST Format
Last 12 Atari ST Review

Both Atari Worlds
Disks from A lot longer back. I have mags too, but not sure how many

I'm asking a price of 800 pounds for all of this, and at this moment I
WILL NOT SPLIT. I prefer this to go as a working system bundle.
The price is variable, depending on who pays carriage, etc..

Anyone interested contact me..

TTFN
Jon
(JW4@BOLTON.AC.UK)
------------------------------ --
"The moonlight; casts no shadow for me to hide.": 'Breakdown' One Dove
J White, Dept. Psychology, Bolton Institute, Deane Road, Bolton, BL35AB, UK
JW4@BOLTON.AC.UK
UK jaguar owners mailing list now running! mail me for details!

3322. Hack!

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: David Mitchell <dmitchel>
Message-ID: <3psavu$4ps@dux.dundee.ac.uk>
Source record: 165069

```
Hello folks,
I got a PD disk of Hack and very good it is too.
However I cannot seem to save a game. It says
'cannot open save file'. Can anyone help??
Or is there a better dungeon game to play??

Davy

--
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~ * Jesus Jones * ~
~ *** http://www.cs.rmit.edu.au/~jbl/jesus.jones/ *** ~
------------------------------------------------------------
~ *** (-Den of the Urban Fox-) *** ~
~ * http://www.mcs.dundee.ac.uk:8080/~dmitchel/ * ~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

3323. PORTFOLIO NEWS no 1

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: Jan Sedlak <sedlakj@dec59.ruk.cuni.cz>
Message-ID: <3ps6f7$grg@dec59.ruk.cuni.cz>
Source record: 165070

```
**************************************
* *
* P O R T F O L I O N E W S *
* *
* Internet newsletter for *
* Atari Portfolio users and fans *
* *
**************************************
No 1 April 7, 1995

*******************************************
* Portfolio in the Czech Republic

There is a PF club that provides user services instead of Atari Corp.
or dealers who are dead in this country.

Contact:

Portfolio
252 45 posta ZVOLE
tel: +42 2 99 61 894

INTERNET:
sedlakj@pedf.cuni.cz

************************************
* What is new for Portfolio?

HARDWARE:

- PortWalk - tape recorder interface
Enables to save and load files onto any tape recorder cassettes. It is
very handy, and unlike 8-bit era of "tape recording", this interface
is very reliable thanks to error detecting code.

- 128 KB RAM CARD
Atari cards are very expansive - the RAM card we developed uses one
Low-Low Power chip and CR 2025 lithium battery (plus some diodes).
The assumed life expectancy of the battery at least 2 years.

- 25 pin parallel interface
As there are big problems with Atari dealers in Europe, we decided
to produce 25 pin Centronics (Parallel) Interface. It is a bit
smaller than original interface and consumes twice less energy.

- FolioDrive - 3,5" floppy disk unit with included parallel
interface and battery pack
It was specially developed for Portfolio and enables to read and write
```

1.44 MB PC diskettes. No cables more needed. You can run files directly
from the diskette.

SOFTWARE:

* In February we have finished a graphic version of Portfolio
BIOS and DOS.
This means that Portfolio can display any character using direct
access to the LCD driver. Thus Portfolio can be used in countries
with extended alphabet (e.g. in Czech Republic). We used similar
routines to those used in PGC and PGX format. The resident
program runs even under ROM applications.

* There is a PC program that enables to work with Portfolio .TXT
and .ADR files in the same way as on PF.

OTHERS:

* Genuine leather case with a battery pocket
Protects Portfolio against dust and other "evils". One built-in
pocket for identity card or passport, another pocket
for 3 AA batteries. Full handwork.

****
* Things under development:

- Upgrade your PF to 512 KB RAM!!
We are going to upgrade Portfolios to 512 KB of system RAM

- 60*10 character display
Another aim of ours is to make Portfolio display 60*8 characters using
8*4 pixel fonts. This will mean that user will see more of the whole
screen if running PC files.

We hope to implement other graphic features:
* blinking
* inversion
Portfolio thus will become more PC alike.

There were already some attempts to make soft running in 60*8 mode,
but the new driver will be working constantly with all files.

****
* What we want:

- We are looking for Portfolio users in POLAND, HUNGARY, RUSSIA.
We want to offer them the new BIOS with their characters.

- We are looking for any Portfolio activities in the world.

- We plan to develop following peripherals, provided there are
enough Portfolio users to be interested in them and to buy them:

* new version of FolioDrive 3.5 inch FDD unit
with parallel interface, battery pack

+ internal 128 KB memory chip to serve as CASH and B: disk.

* FAX-MODEM module to send and receive fax, modem messages every where
in the world

* cordless, radio-wave based interface to connect PF to PC

* 512 KB or 768 KB SRAM module to serve as a data storage medium

* Interface for PCMCIA cards

****
* What we are looking for:

- any PF fans that want to join us

- any PF users who are able to develop new soft

- information about: Re:Port, Portfolio Connection Newsletter, etc.

- any kind of emotional, mental and other support

- any dealer that is willing to go on with
PF stuff and wants to sell our products

****
* How to get the described things

We hope that TOAD COMPUTERS will distribute
all our products in the USA and Canada.

Please support our efforts in promoting Portfolio
and send them your request for PF and products

Their e-mail: toad@charm.net

Otherwise send e-mail to us:

sedlakj@pedf.cuni.cz

****
Special greetings to:

Don Messerli - for his soft and graphics
BJ Gleason - for PBASIC and tons of other things
S. Spoelstra - for his BASIC, and others
Tomas Dusek - Go on developing the hardware!
Martin & Milan Hrdlicka - the authors of new graphic BIOS

3324. POLAND, RUSSIA, HUNGARY NEEDED!!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: Jan Sedlak <sedlakj@dec59.ruk.cuni.cz>
Message-ID: <3ps762$i94@dec59.ruk.cuni.cz>
Source record: 165071

Hey Atari Wolrd,

Is there anybody having conntacts to ATARI users in
POLAND, RUSSIA, HUNGARY?

Any information on this is welcomed!!

Jan Sedlak

sedlakj@dec59.ruk.cuni.cz

3325. Corrupted Millienium 2.2 Disk

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: emdu02@castle.ed.ac.uk
Message-ID: <D911H7.IBC@festival.ed.ac.uk>
Source record: 165072

Hi, does anyone still have disk A of Millienium 2.2 because
mine has been accidentaly screwed with a virus destroyer. If so,
could they possibley send me a MSA of it.

Also, does anyone know where I could get Captive - the sci-fi
Dungeon Master - anywhere?

Cheers, Alan.

"One must never be purposelessnessnesslessness"

3326. Re: Sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3pseb7$ric@macondo.dmu.ac.uk>
Source record: 165073

rmccall@mcs.dundee.ac.uk (Rod McCall) wrote:
>
>An Oric one is a little tiny 8-bit computer from about 1983!!
>It was made by UK Company and seems to have sold around 250-300,000
>units, although I doubt many people are still using them.

I'm an active Oric 1 user, there are still 10's of thousands of us in the UK.
I have just finshed a new Doom type game and am working on a new graphics and
sound demo which I hope to release after my exams. If you are interested in
getting into the scene then you can join Oric Users UK, I'm the chairman.

There is plenty of PD software and quite a few commercial releases too. If you
want more info contact me.

Alan. ;-)

--
/--\
| From: Alan Parker |
| E-mail: se2ap@dmu.ac.uk |
| WWW: http://www.cms.dmu.ac.uk/~se2ap/ |
| System: Oric 1 4K 32k tape drive w/o FPU |
\--/

3327. Games Cheats in Atari Web Pages

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3psgf6$5ru@mserv1.dl.ac.uk>
Source record: 165074

I just wanted to announce that the Atari Web pages now has a new section included. This section covers tips, cheats, and solutions for games on all Atari formats. Currently the cheats are split into Computer, Jaguar and Lynx catergories, but if I get any cheats for other Atari consoles, or for the 8 Bit Atari I may divide the sections further.

This is a new addition to my pages and is fairly empty. Over the next couple of weeks I've got several additions to make. If however you have any tips, cheats, or solutions for games on any Atari format please contact me with them and try to make it clear what system the cheats are for.

I hope you all enjoy this section and I look forward to your response. Bye!

```
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
+ Mark Stephen Smith : msh@dl.ac.uk +
+ Atari Web Pages : http://www.mcc.ac.uk/~dlms/atari.html +
+ +
+============================================================================+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
```

3328. V:ATARI MEGA 4 +LASER

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: cb-byte@magnet.at
Message-ID: <3228950429.869594@magnet.at>
Source record: 165075

Hi Ihr Atari Freaks !
Verkaufe:
MEGA ST4,MEGAFILE 30,Monitor SM124,LASERDRUCKER SLM804
mit neuer Entwicklereinheit-praktisch wie neu!!!!!!
Neupreis des Systems: 65.000.-

Software:BSS-PLUS Betriebssoftware
Neupreis:16.000.-

+200 !!!!! Disketten mit vielen Spielen und Anwendungs-
programmen !!!!!!!!!

Und jetzt kommt der HAMMER:

---
*GESAMTPREIS: 9 . 9 9 9 . - Oesterreichische Ischlinge *

Um unnoetige Pruegeleien vor meiner Haustuere zu vermeiden ;-)
bitte ich um telefonische "Bestellung" ;-) unter:
Wien 8776691 oder e-mail an service@sci-power.co.at

Beste Gruesse
Manfred Schindler

3329. For Sale: Codekeys Macro Tool -- $10

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: ggreenbe@mailbox.syr.edu
Message-ID: <3pslmv$358@newstand.syr.edu>
Source record: 165076

As the subject line says:
I've got Codekeys Macro Tool by Codehead Software for sale for $10 plus
$3 shipping. I've got the original disk and the manual.

--Gerry
ggreenbe@mailbox.syr.edu

3330. ST Emacs/Gemini problem

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: gio@wcl-rs.bham.ac.uk
Message-ID: <3psl6a$jit@sun4.bham.ac.uk>
Source record: 165077

I'm having a problem creating the emacs.ttp executable.

I've unpacked the .zoo file, and set up the environment variables to point to the relevant locations, but when I run dumpemac.tos from the Mupfel shell I get the following:

```
> This is `dumpemac', the coffee break edition
> written by Frank Ridderbusch
>
> The dumping procedure takes about 13 minutes and 30 seconds
> on a normal ST. So, it's time to have a coffee break. You
> should be back at around 13:13 o'clock.
>
> First dump. Commandline: .\temacs -batch -l loadup.el dump
> Cannot open load file: loadup.el
>
> Couldn't rename first dump to xemacs.1!!!
```

I presumed that it failed because Mupfel doesn't recognise .\temacs as an executable program, so I renamed it to temacs.ttp to see if that worked. Unfortunately all I got was:

```
> This is `dumpemac', the coffee break edition
> written by Frank Ridderbusch
>
> Either `temacs' or `dumpfix.ttp' are missing in the current directory
```

Can anyone point me in the right direction? I guess it's a problem with my Mupfel setup, but I've no idea what might be missing/incorrect.

Thanks in advance.

Be seeing you...

```
/----o-------------------------\
| /~\|/~\ | Giovanni Ciampa |
| \O/\\O/ | gio@wcl.bham.ac.uk |
| / \ |--------------------|
| \_/ | I am but a figment |
| \___/ | of my own deranged |
| \_/ | imagination |
\---------+--------------------/
```

3331. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D915yB.Hnt@sci.kun.nl>
Source record: 165078

In <3pqcn3$oh1@nntp5.u.washington.edu> mpark@u.washington.edu (Michael Park) writes:

>>>> These are the days of just having to press Shift-Alt-Cntrl-F6

>>{\bf > No, those are PC's. These are the days of selecting text and selecting
>>>Bold and it just IS. And you don't have to print it to see what it's
>>>like. These are the days of placing text around pictures in seconds.
>>>These are the days of doing colour matching and font selection on the
>>>fly. These are the days of having your spell checking happen while you
>>>type.}

>>Note: I just made the above paragraph boldface. It wasn't so hard.
>>I just typed {\bf before it, and } after it. I bet that's even faster
>>than selecting the block with your mouse (thus leaving the keyboard)
>>and selecting the `font' menu, the `change appearance' menu, the
>>`boldface' menu, and the `are you sure' menu twice.

>OTOH, you had to position the cursor at the beginning of the paragraph,
>type something, move the cursor to the end, then type something else...

I use vi. So `move to the beginning of the paragraph' just means
pressing the `{' key, and `}' moves me to the end. That wasn't too
much work.

>And won't LaTeX also reformat the paragraph, so the '>'s in the
>first column will probably end up elsewhere? :-)

Indeed. If I'd want this strange way of quoting in a real document, I
would of course have put it between \begin{brquote} and \end{brquote}.
The implementation of this brquote environment is left as an exercise
for the reader :-)

>--m "glad people have a *choice* between LaTeX and WSIWYG"

Oh I have the choice. I choose LaTeX. Even if I can use xwp or
framemaker here at uni. Most people have to *pay* for their
wordprocessor, and the price that's asked for most WYSIWYG-software
makes my choice even firmer.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

3332. Re: English version of Junior Office - Please Advise When...

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3pscd9$drp@epsilon.qmw.ac.uk>
Source record: 165079

On dennis, Dennis Remmer (dennis) typed away:
: As a follow up to the recent posting regarding the English translation
: of Junior Office, can we please be advised when it is uploaded
: to Hensa or Umich.

I will post details as soon as the final bits have been finished and
the program uploaded to HENSA.

Regards
Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

3333. I REALLY NEED SOME ADVICE HERE !!

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: Y.J.J.Thal@kub.nl
Message-ID: <19950523154943.Y.J.J.Thal@sp0400.kub.nl>
Source record: 165080

hi there..

I'm in the position to buy an ATARI ST 520 + for the purpose
of midi-sequencing. Since I can buy it for almost
nothing, I'm curious if I can switch from sequencing on my PC
to the atari. (I'm now using cakewalk 3.0 + midi interface MQ
for my dj70 and jv880) This could geive me the advantage
of using my pc for harddisk recording using saw in the future.
(given my quick harddisk and 8 mb's in the 486 dx2)

The quewstion is : Should I buy the damn thing or not ?!

I heard it has a midi interface in it itself, but does it work properly ?
I know a lot about pc's but none about the atari.
eh, by the way, cubase is no problem.. I already have it..

So gimme some advice please and maybe I can do something for you.

It'll be my pleasure.

See Ya.

Y. (Y.J.J.Thal@kub.nl)

3334. Re: Did Atari Hose Us?

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3prd21$8oa$3@mhade.production.compuserve.com>
Source record: 165081

> I'm very much interested in someone geting the facts straight. As I use my
> Atari (Falcon 030) to run my business, long term prospects for its
> development and support are important.

Atari Corp no longer produces computers of any kind, period.

As for long term prospects, you can draw your own conclusions.

C-Lab in Germany has licensed the Falcon030 from Atari and is currently manufacturing them, mainly for the music industry. It's likely that you would be able to replace your current machines if necessary, but the cost is an open question.

Development is now in the hands of dedicated third-parties. Except possibly in the music area, there is little monetary reward, so there's not likely to be much commercial activity.

BobR

3335. Re: Tramel on TV, stock to rise?

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3prdvg$8oa$4@mhade.production.compuserve.com>
Source record: 165082

> I think its safe to assume the headset exists and is fully working. I am
> sceptical however as to what (if any) VR software Atari will launch that is
> any good (rather than just crappy 3D graphics).

A Press Release from Virtuality seems to indicate that *they* are actively programming Jaguar games to be released with the VR headset, so we might get lucky and get some good games for it.

People who tried the system at the recent E3 show in the Los Angeles area were pretty impressed with it. Unfortunately the game being demonstrated was NOT running on a Jaguar, and the representatives there indicated that the actual Jaguar game would be "toned down" a little as far as the graphics.

Other things relating to the Jag VR system: The handheld controller with greater degrees of freedom (don't remember exactly what Laury Scott of Atari said it would have.. not sure if it was 6 DOF) will NOT be included with the base VR system, but will be an extra cost option. The helmet itself will provide 2 degrees of freedom.. pitch and yaw.

The helmet is also NOT a true stereoscopic display device.. that is, you will see the game as a flat picture, just like on a TV screen, not in "3D".

The immersion effects are still said to be good.

Retail price is expected to be US$299.

BobR

3336. Re: Sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3psrov$m5d@news.iesd.auc.dk>
Source record: 165083

[No readable article body recovered]

3337. Re: High Speed Modem on F

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: cs93dlh@tone.dcs.exeter.ac.uk
Message-ID: <D91C84.Knr@exeter.ac.uk>
Source record: 165084

In article <D8xFzM.DLM@crash.cts.com> richcsst@crash.cts.com (Richard John Kelsch) writes:

>:> Of course, I have to keep the modem's auto-answer mode on
>:> all the time, as the Falcon's serial port "incoming call" wire is inactive.
>: The Falcon's ring detect line works flawlessly here. Maybe your cable is
>: at fault?

> I think he meant "CARRIER DETECT"...

Auto-answer mode wouldn't help if he meant carrier detect, as the comms
software would still not know the modem had made a connection.

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT * MiNT-OS * MiNT-NET * Minixfs * X11r5 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

3338. Re: Did Atari Hose Us?

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505231443.AA03077@ilmen.lanl.gov>
Source record: 165085

In article uuout@genesis8.frmug.fr.net, Richard.Guziewicz@p18.f107.n320.z2.fidonet.org () writes:
>
>I'm very much interested in someone geting the facts straight. As I use my
>Atari (Falcon 030) to run my business, long term prospects for its development
>and support are important.

Any _realistic_ long term prospects for the continued development and support of the Atari Falcon lie with 3rd party developers, NOT with Atari.

Atari Corporation is through with personal computers and is not expected to contract out a manufacturing run for any more units. What you see is what you got.

Atari users can expect many more years of productive use, however, due to the dedicated efforts of the few software developers and hardware designers remaining.

Does your hardware/software continue to meet your needs/desires? If so, enjoy it. If not, replace it. It really doesn't _matter_ what the rest of the world does.

Hey, this is all just IMHO, of course, so feel free to draw your own conclusions.

-Hutch- @ Fair Dinkum Tech

3339. Re: Sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3psrrk$m5d@news.iesd.auc.dk>
Source record: 165086

In article <3pqt7t$7ti@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
> Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
> : It appears that the Oric 1 sold more than the Falcon. I have therefore
> : decided to sell my Falcon and buy an Oric one. Hopfeully the bigger
> : user base will provide more support.
>
> Let me know when you get 32-channel stereo sound playing, MPEG's running
> and GIF's loaded at supersonic speeds on your Oric. Then I'll join you.
>
> Just *sad* methinks.
>
> Rich

Yo Rich,

I think he was being ironic. The ORIC-1 was a 8-bit machine from the
early 80's.

:-)

Keep Cool and Flying...

ChainXOR...

3340. Re: Shoestring Computers Newsletter (12-Ma

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505231458.AA03095@ilmen.lanl.gov>
Source record: 165087

In article atn@news2.delphi.com, DOMINGO@news.delphi.com (DOMINGO@DELPHI.COM) writes:
>ogal@cix.compulink.co.uk ("Ofir Gal") writes:
>
>>> ** NEWSLETTER ** SHOESTRING COMPUTERS ** NEWSLETTER ** SHOESTRING COMPUTERS **
>
>>I don't think this newsgroup is the right place for advertising.
>
>Not to rain on your parade, but where should I advertise for an Atari
>Specific Support Company? [...]

Personally, I think it's a matter of abusing the privilege or not. The very occasional and SHORT post to let people know you are out there and how they may contact you for more information on your products and/or services is just fine and indeed, a potentially valuable service to newsgroup readers. Let folks know how to get more info but don't ram it down everyone's throat.

Multiple posts of your entire catalog or frequent business solicitations is likely NOT to be appreciated, especially by those who PAY for their net access.

Announce your presence and the occasional 'special' or whatever, but don't rely on the net as your primary advertising venue as that strategy will backfire.

Try magazine advertising (there's a new one out now, ya know?), direct mail campaigns to users and clubs, and develop a good relationsip with dealers and distributors. It's easier now since there aren't that many left. ;-) Or rent space on a www server for your own web home page and advertise away!

IMHO, of course. :)

-Hutch- @ Fair Dinkum Tech

3341. Re: Tramel on TV, stock to rise?

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: diehl@grin.io.org
Message-ID: <3prvt8$1bf@ionews.io.org>
Source record: 165088

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:

: I think its safe to assume the headset exists and is fully working. I am
: sceptical however as to what (if any) VR software Atari will launch that
: is any good (rather than just crappy 3D graphics).

The current software being developed is being done by Virtuality Group PLC,
and currently I believe there are 3 titles in the works for release at time
of the launch of the Jag VR headset.

: Rod

: --
: Rod McCall, Junior Honours Computer Science & Accounts
: Dundee University, Scotland
: Home page: http://www.mcs.dundee.ac.uk/~rmccall/
: Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
: CD-ROMS for PC & MAC (perhaps even Atari) could *well* be available
: just give me a shout at cdsales@cix.compulink.co.uk. NEW LOW PRICES!!

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

3342. Re: Atari "ResEdit" equiv

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505231516.AA03104@ilmen.lanl.gov>
Source record: 165089

In article 9505200106@flight.org, CALLUM.LERWICK@flight.org (CALLUM LERWICK) writes:
>
>No, ResEdit: Resource Editor, it edits the resource fork of Macintosh
>files, which are the same thing as those .RSC files that come with a lot of
>GEM programs.

Apple's ResEdit (and commercial equivalents such as The Resourcerer) are similar in name only to resource editors (or resource construction kits) for the Atari.

Atari RCS tools allow you to graphically design menus, alerts, dialogs, etc for use in a GEM application but not much else. ResEdit allows you to do this and a LOT more and gives the average user many more ways to destroy a functioning program. ;-) It's not a 'better' tool, just a different one because of the vastly different software system architecture of the Mac.

-Hutch- @ Fair Dinkum Tech

3343. Atari mail order in US?

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: adhst2+@pitt.edu
Message-ID: <3psvcb$b48@usenet.srv.cis.pitt.edu>
Source record: 165090
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Is there a list of mail order companies who still sell Atari software or hardware in the US?

Or does anyone know of any such places?

--
See ya,
Allen

- Allen Householder --- adhst2+@pitt.edu -- http://www.pitt.edu/~adhst2 -

3344. V:MEGA STE

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: aai.wien@magnet.at
Message-ID: <323550.1358343@magnet.at>
Source record: 165091

Verkaufe MEGA STE 4MB RAM, 80 MB Festplatte, sehr guter Zustand, viel Software
6000,-- oS.

3345. Re: gif viewer for 1040ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1995May23.173208.7927@alder.cc.kcl.ac.uk>
Source record: 165092

In article <3ppaea$sp3@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:
> In article <3pmb8e$gu7@brahms.udel.edu>, cswayne@brahms.udel.edu (Curtis Wayne) writes:
>>HI guys!!!
>>
>>Is there a .gif viewer for my Atari1040ST??? Lemme know...
>>
>
> Yes the Only one PhotoChrome 4, has more colours than all the others....

While PhotoChrome 4 is a pretty good picture viewer it uses
Nope. Thatsa' nthe spoflt series, and the number of colours are
the same.
To get spc/spu you need jpeg4a.zip (jpg to gif), and dmjgif which
converts gifs (albeit years!) to 512 cols 320*200.
There are many gif viewers around, gifttp, quickgif,but for quality
viewing I recommend spoflt38 (need to register) for general purpose viewing.
Not only does it have jpg decompression, and a host of image enhancers,
transformation tricks!

-Al, udem148@bay.cc.kcl.ac.uk-

colour switching, like say the spoflt series.

3346. Wanted: Mutant Ninja Turtles for Atari ST.

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: dw@sss.co.uk
Message-ID: <3pt5ia$jvc@io.salford.ac.uk>
Source record: 165093
Cross-posted to: comp.sys.atari.st,uk.forsale

HELP HELP HELP

My 7 year old son is giving me much grief and ear ache because
his copy of the ST Mutant Ninja Turtles game has died. If any one has
a disused copy of this game I will gladly pay expenses plus sum
for the game as it appears to be un-obtainable.

Replies by E-Mail Please to
dw@sss.co.uk

Thanks in advance. :-)

3347. OASIS

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <801250086_OASIS_@yeadontt.demon.co.uk>
Source record: 165094

Hi there,

How many people are using the OASIS package with service providers other
than Demon, also where are you (country).

If anybody is using OASIS with any other package than NOS please let me
know what you are using and how.

Thanks in advance.

--


```
============================================================================

The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
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============ Phil Yeadon ===== phil@yeadontt.demon.co.uk ============
```

3348. Re: Atari mail order in US?

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3pt7hb$mlg@ccshst05.cs.uoguelph.ca>
Source record: 165095
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

: Or does anyone know of any such places?

Toad Computers on the west coast is a biggie. Best Electronics is
another.

>> Mark <<

--
==
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
==

3349. For Sale: "Pirates!"

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: rogers@sol.instrumental.com
Message-ID: <3ptbc2$har@uc.msc.edu>
Source record: 165096

Avast, there, maties!

$10 (includes shipping) takes this gem, the Mircroprose game of high seas swashbuckling adventure.

Fair sailing to ye...

--
Bob Rogers (rogers@instrumental.com)

3350. Re: Scanner driver for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: lamarth@delphi.com
Message-ID: <xe9-keF.lamarth@delphi.com>
Source record: 165097

jason@whatnext.demon.co.uk wrote:
>You can run the Epson GT8000 & 9000 colour scanners with Digital
>Arts' GTLook2 software running on a Falcon. Both have SCSI
>options.
>In the UK, these scanners and software are available from System
>Solutions or CGS. I don't know about other Countries.
Uh, yes I've seen GTLook2 and I found them to be ridiculously expensive for
what I want to do. I was hoping to find an cheaper driver- failing that
I'd sooner write my own than to pay the $260 that I've seen GTLook2 going
for...

David (lamarth@delphi.com)

3351. Re: Atari mail order in US?

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: alfasoldt@aol.com
Message-ID: <3ptd1k$s61@newsbf02.news.aol.com>
Source record: 165098

>Is there a list of mail order companies who still sell Atari software or
> hardware in the US?

Toad is the biggest; order a catalog from toad@charm.net.

Al Fasoldt, Systems Editor, Syracuse Newspapers

3352. SM125 Advice Saught

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <391_9505231509@tor250.org>
Source record: 165099

```
R > Someone recently offered me an SM125. I believe it is
R > monochrome, but is it better than the SM124? Also he offered
R > it to me for 75 (ukp) this sounds a bit expensive!!

the SM125 was only made for one year, between runs of the SM125.
Among the differences - volume, on-off switch, and contrast controls
are mounted UNDER the screen in the front, and controls for
adjusting the screen's size and position are located on the back of
the unit, thus not requiring opening up the unit to make
adjustments. There's also an adjustable stand on the bottom of it.

I know, because I've got one of these sitting on my desk :)

... "I've fallen, and I can't get down!" **James Brown
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
```

3353. Re: Scanner driver for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: jason@whatnext.demon.co.uk
Message-ID: <3pr5c2$934@imp.demon.co.uk>
Source record: 165100

lamarth@delphi.com wrote:

>- I had a question on scanners for Falcons- are there any drivers out there
>- (either freeware or commercial) that would run any SCSI-based flatbed
>- scanners? If so, what brands/models scanners will they work with? Oh,
>- and when I say 'driver', I mean something that will simply pull in a image
>- into a standard format (GIF, JPG, whatever) and save it to disk.

You can run the Epson GT8000 & 9000 colour scanners with Digital
Arts' GTLook2 software running on a Falcon. Both have SCSI
options.

In the UK, these scanners and software are available from System
Solutions or CGS. I don't know about other Countries.
=====================================
What Next! Media Services
Design, Typesetting, Artwork & Printing
=====================================

3354. Re: NOS/Oasis on systems OTHER than Demon?

Newsgroup: comp.sys.atari.st
Date: 1995-05-23 00:00:00 UTC
From: heathen@innotts.co.uk
Message-ID: <ABE6E2DF9668148F4@serialа07.innotts.co.uk>
Source record: 165101

In article <D8xH3u.FDL@crash.cts.com>,
richcsst@crash.cts.com (Richard John Kelsch) wrote:

>jprice@ivory.trentu.ca wrote:
>: Has anyone had any luck using the NOS/Oasis package to connect an STe
>: to a PPP (that's what I need to do) other than Demon? I've downloaded
>: "startup110.zip" and Oasis 112, both seem to be behaving as they're
>: supposed to. However, before subscribing (and paying for) a PPP
>: account, I'd like to know if anyone else has tried to do this, and
>: if so, if there's any obvious actions I need to take. I'd use
>: Demon except for the fact that I live in Canada. From some of the posts
>: I've read, it looks as if this may be a deep subject, but any
>: help for a beginner would be greatly appreciated, including
>: directing me to appropriate literature. Is there a "PPP for Dummies"
>: manual somewhere? Any and all help will be appreciated.
>
>: jprice@trentu.ca
>: via
>: via
>: via
>: Trent University Unix system and Uniterm
>: (oops)
>
>: Jim Price
>
>Jim, sure its possible. However, it will take some surgery. The
>NOS/Oasis package was written specifically for the Demon system. Its
>installation etc. are only for it. However, as with NOS, I have been

Yes, it is, no it won't, no it wasn't, no it isn't, in turn.

Let's get a few things straight. Both NOS and Oasis are packages designed
to access the Internet over an open connection. The core of both suites is
KA9Q, a module which does all the hard work. All the rest is to get
information into and out of KA9Q, and this is what gets the data to and
from the net.

The major parts of the setup don't give a damn who you talk to so long as
they are told how to do it properly. For this there are script which can be
happily modified, rewritten and customised in any way you like to achieve
what you want. The whole system is totally configurable for a fixed address
SLIP or PPP setup (dynamic addresses can be dealt with, but it's difficult)

If you want some serious help with SLIP and PPP protocols, then I'm not the
right guy to ask; neither am I an expert in setting up NOS or Oasis.
However I have collated a lot of necessary data through having terrible

problems in setting my system up. E-mail me if you think I can assist.

3355. Re: how big a hard drive 4 ST?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D93wwy.EMx@cix.compulink.co.uk>
Source record: 164902

In message <3plqnq$2vo@solaria.mil.wi.us>, dzander@solaria.sol.net said:

> Is there any kind of limit on the size of a hard drive for an AtariST?

It depends on the hard driver program you use. A few hundred Mbs is no problem. A couple of Gbs might be.

> what a "partition" is and what "hard drive utilities" I may need would

Drives are normally split into partitions to make better use of them. Each partition gets assigned a drive letter and appears as an entirely seperate drive. So if you had a 200Mb drive you might split it into a 100Mb partition and two 50Mb ones. So the drives you would have:

C: 100Mb
D: 50Mb
E: 50Mb

Hard drive utilities refer to the software the ST needs to have loaded to access a hard drive. It generally also includes programs to partition and format the drive.

> be appreciated. I'd like to really get a large (540MB-730MB) hard

Shouldn't really be a problem - though you should partition a drive of this size into at least 3 partitions. One large partition is very inefficient in terms of storage.

:-)

Roland.

@CiX

3356. Re: Linux:(Was: NOS/Oasis on OTHER...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D93wwz.EnI@cix.compulink.co.uk>
Source record: 164903

In message <D929xp.34n@blaze.trentu.ca>, jprice@ivory.trentu.ca said:

> How about this then. Can I get Linux running on my STe (4 Meg., HD)

Nope - need a MMU and an FPU. This basically boils down to a TT or Falcon with an FPU.

MiNT is a practical solution - though I haven't figured out the finer details of PPP on it yet.

:-(

Roland.

@CiX

3357. CD player for NEC drives?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: elym@holly.ACNS.ColoState.EDU
Message-ID: <3q0hr3$22ur@holly.ACNS.ColoState.EDU>
Source record: 164904

I have a falcon 030 and an NEC Multispin CD-rom drive with extendos. I can't seem to find a CD player that works with this drive. If anybody has one let me know. Preferably PD.

Thanks,
Ely Morgan

3358. Re: Atari mail order in US?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3q0fbj$7oa@ccshst05.cs.uoguelph.ca>
Source record: 164905
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

```
: Toad Computers is a "biggie" as Mark pointed out (though it is
: Maryland, not on the west coast ;-).

Whoops! Sorry ... for some reason I got the impression that it
was in California.

>> Mark <<

--
==============================================================================
Mark Rathwell The University Of Guelph

mrathwel@uoguelph.ca or av999@Freenet.Carleton.CA

"I buy 'Rolling Stone' all the time. It's good to swat flies with."
- Peter Cetera
==============================================================================
```

3359. AW 1.2/1.207 doesn't like to print outline fonts

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FEYPDAUUUP@warpcon.ersys.edmonton.ab.ca>
Source record: 164906

I am purplexed by this problem, and I hope you guys can help me out with it. When I try to print out outline fonts using Atari Works 1.2 with SpeedoGDOS 4 at work on a MegaST2 with a BJ10 or AW 1.207 using SpeedoGDOS 5 at home on a F030 with an NX1020R, it bombs. Can anyone help me with this problem?

Leslie

--
leslieh@warpcon.ersys.edmonton.ab.ca
Moo, eh?
-- --

3360. For Sale Complete System 520ST upgraded to 1 meg. CHEAP

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: dhanna@delphi.com
Message-ID: <xG68sed.dhanna@delphi.com>
Source record: 164907

```
F/S 520 ST upgraded to 1 meg.
complete system.
Lots of stuff.
E-Mail if interested.
Dan...
```

3361. ST system for sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: bfelice@crl.com
Message-ID: <3q0u8n$fam@crl6.crl.com>
Source record: 164908

```
- FOR SALE -
Atari 1040 STf System

Package includes:
- 1040 STf with Rainbow TOS (v. 1.4), 1 meg RAM.
- Atari SM124 Monochrome Monitor
- ICD FAST DRIVE with two 20 meg Scsi drives (40 megs total)
full of cool stuff. (Drives can be replaced with bigger ones).
- VGA Adaptor Cable with Color/Mono Switch and Audio Jack
- Mouse
- Loads of Great Software Incuding Games, Art Programs, Sound
Digitizer

and all sorts of utilities...
Everything works. Price for the whole kit'n'kaboodle:
- $199.99 or best offer!

Reply via e-mail, please

bob felice
bfelice@crl.com
```

3362. Re: SUBSTATION TRAGEDY!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3q14vu$j3n@elaine35.Stanford.EDU>
Source record: 164909

DAVIDE J. FERRI (davidfer@asgard.clare.tased.edu.au) wrote:
: help I can't get a copy of the
: substation demo!!!!!
: and the copy at cnam doesn't want to
: decompress properly!
: can someone help me!!!!!!
: I have been after it for ages
I had the same problem....solutions anyone?

-pip

: is there somewhere else I can get it!!!!

3363. Re: Chimera available!

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3q158n$j7n@elaine35.Stanford.EDU>
Source record: 164910

Dan Dreibelbis (Dan.Dreibelbis@balmybeach.gryn.org) wrote:
: Okay, the World Wide Web/MinTNET package has now been finally
: released for sale by the Toronto Atari Federation's (TAF) 16/32 Bit
: Library; here's what it consists of:

: TAF SPECIAL: XWINDOW (7-disk set)

: "Included on these diskettes are: MINT, MINTnet, tsch, X-Window,
: PPP/SLIP, FTP, Telnet, Chimera (a Graphical World Wide Web Browser)
: and many more UNIX-like programs. The included installation program
: sets up a basic UNIX enviroment to connect to an Internet Service
: Provider using a dynamic PPP. To use these programs you need to have
: 4mB RAM and at least a 10 mB hard drive partition to be set up as a
: MiNT partition. You also need an UNZIP program and an ASCII text
: editor. An understanding of the UNIX enviroment is very useful."

: The retail price of the package should be around $25.00
: Canadian; I'll have to check on that to be sure.

: Enquiries on the package should be made to:

: TORONTO ATARI FEDERATION
: 5334 Yonge St., Suite 1527
: Willowdale, Ontario, Canada
: M2N 6M2

YEEEEESSSSSSSS!! Good job! Exactly what we need! Here is the kind of
package and ingenuity the Atari community really benefits from. Thank
you, Toronto Atari Federation! Canadians rule!

: Attention: Bill Annand (16/32 club librarian)

: Note to European Users - Danny from HENSA said he was also
: evaluating the package for his user group to be distributing.

: ... "With $10,000 we'd be millionaires!" - Homer Simpson
: ___ Mountain Reader II - #00000007
: --
: | Fidonet: Dan Dreibelbis 1:250/422
: | Internet: Dan.Dreibelbis@balmybeach.gryn.org

3364. TOS.IMG

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: Radoikovich.Nenos@adlib.centron.com
Message-ID: <f31_9505250309@centron.com>
Source record: 164911

Hello,

I'm an Atari ST user that has to work with an Amiga at work (TV station) so I found an Atari ST emulator for Amiga but it needs a TOS.IMG (TOS image) file to work. Does anybody out there knows how can I get sych a file from my ST or else can I find it ready ? (I need a TOS 1.2 or 1.4 image file prefrably 1.2)

Friendly Nenos.

```
+-------------------------------------------------------------------+
| Standard disclaimer: The views of this user are strictly their own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+-------------------------------------------------------------------+
```

3365. Re: Atari ST emulators?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <3q031n$iph@news1.halcyon.com>
Source record: 164912

```
>> : The GEMulator board currently costs US$99, and they also sell TOS 2.06 ROMs
>> : for US$69 if you don't have a set already.
>>
>
>Where do I contact to get these things? Phone numbers, addresses, etc.?
>

Look on http://www.halcyon.com/brasoft/ for a list of prices, dealers,
screen dumps, etc. or if you prefer to have a printed brochure mailed
by snail mail, email me your address.

- Darek

--
================================================================================
Darek Mihocka email:brasoft@halcyon.com http://www.halcyon.com/brasoft
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 Compuserve:73657,2714 AOL:brasoft
```

3366. Re: WTB: Sim City

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199505242154.a29716@a2w.maus.de>
Source record: 164913

Troy Carpenter (troyc@bnr.ca) wrote on 22.05.95:

>Also, does anyone know if they ported Sim City 2000 for the ST? 2000
>has much more than regular Sim City, but regular Sim City will do.
Not yet, but maybe if enough of us ask they won't be able to say there
is no demand :)

Amiga has it, but it needs 2MB (?)

Ian_Taylor@a2w.maus.de The hidden secret of life is

3367. Re: Atari Emulator For The PC - HELP!

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: 76702.1466@CompuServe.COM
Message-ID: <3q0dfkcmk2@mhadf.production.compuserve.com>
Source record: 164914

>> Does any one out there know of an FTP site or anything like that where I can get my hands on a Atari ST emulator for the PC ? <<

The two ST emulators I know of are both not Public Domain, and both are hardware boards that need to be installed in a slot in your PC.

The Janus board is out of Germany, and I have no information on how to contact the distributors.

The GEMulator is made by Branch Always Software in the US. You can contact them at (206) 369-5512 or brasoft@msn.com

BobR

3368. Re^2: High Speed Modem on

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: richard.guziewicz@genesis8.frmug.fr.net
Message-ID: <8A9F06F.00AD002C34.uuout@genesis8.frmug.fr.net>
Source record: 164915

Reply to: Richard.Guziewicz@p18.f107.n320.z2.fidonet.org
References: <0a5_9505200727@genesplicer.org>

In a message of 20 May 95 Terry May (2:320/220) wrote to All : RG>> modem's
auto-answer mode on all the time, as the Falcon's serial
RG>> port "incoming call" wire is inactive.
TM> Huh? I use Semper on my Falcon just fine without AA enabled.
Of course, I meant "Carrier Detect". It was very late at night when I came up
with that "incoming call".
I have in fact tested this problem with various callers using different
machines (PC, Mac), and I can confirm that my Falcon does not seem to want to
recognize incoming calls on its own. The *modem* does
(when AA is disabled), but the Falcon (running ConNect) does not pick up on the
signal.
Perhaps there is a problem with some of the AUTO, CPX, and ACC files running on
my system...

--- JetMail 0.99beta19
* Origin: Walden Pond, France (FidoNet 2:320/107.18)

3369. Re: Tramel on TV, stock to rise?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: Conan Ford <ford@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.90.950524001548.67797C-100000@srv1.freenet.calgary.ab.ca>
Source record: 164952

>shorts when Jaguar and games missed promised development times.) This
>report made it sound like Atari is about to bust out big. Is the profit
>train about to leave the station again? If so, will you be on it? The
>headset will retail for $300. The Jaguar game console retails for $150.
>BTW - not one word in the report about Atari computers, of course.

Sorry, man, you missed the profit train. The profit train pulled into
the station when Atari stock was at $ 1/2, then went up to $ 7. That's
called 1400% profit. Too bad I don't have a time machine.

3370. Re: I'm a newbie so be gentle...

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: diehl@r-node.io.org
Message-ID: <3puge0$n7@ionews.io.org>
Source record: 164953

Dave Munsie (dmunsie@delphi.com) wrote:
: Our new email address is DMUNSIE@DELPHI.COM
: Please have a look at our new WEB PAGE where you can read about our new
: games and get some info on up and coming products.
: Munsie On The Web @ http://www.iadfw.net/munsie/index.html
: Our file access area should be up and running within the next 24-48 hours.
: Thank you...

Welcome aboard, Dave! :-) The web page sounds good; I'll have to have a
look.

--

```
_____________________________ _________________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

3371. Re: Give it Up Sinclap!

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3puoc2$soi@darkstar.UCSC.EDU>
Source record: 164954

In <3plnopoen5@mhafc.production.compuserve.com> BobR <76702.1466@CompuServe.COM> writes:

>> OK Pea, buy a color magazine and amuse yourself, but get out of here!
>> Go to rec.mac.wanking.

>Does that somehow make Atari computers better..?

It makes the newsgroup a lot better, though. He's even beyond the boundaries
of .advocacy, in my opinion.

~Chris

>BobR
--
__ /\ __
__\/__\/__
_||_/
/__||__\
// \ | \\
\|

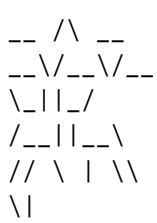
3372. Re: Tramel on TV, stock to rise?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: aspect@cats.ucsc.edu
Message-ID: <3puoes$sou@darkstar.UCSC.EDU>
Source record: 164955

In <3prdvg$8oa$4@mhade.production.compuserve.com> BobR <76702.1466@CompuServe.COM> writes:
>The helmet is also NOT a true stereoscopic display device.. that is, you
>will see the game as a flat picture, just like on a TV screen, not in "3D".

Not only does that hold down costs, but I've heard that the flat picture
gives less of a chance of motion sickness when the ganme is over.

~Chris

--


3373. Re: Corrupted Millienium 2.2 Disk

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3puo5r$2nm@golem.wcc.govt.nz>
Source record: 164956

In article <D911H7.IBC@festival.ed.ac.uk>, emdu02@castle.ed.ac.uk (Alan Swanson) writes:
>Hi, does anyone still have disk A of Millienium 2.2 because
>mine has been accidentaly screwed with a virus destroyer. If so,
>could they possibley send me a MSA of it.

The disk is copy protected and all you should need is a copy
of the Boot Sector..

The Dutch virus killer has copies of most boot sectors,
may be that is the way to go..

Never ever use a Virus Killer....!!!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3374. Please point me in the right direction to modem success!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: aw38@wumpus.cc.uow.edu.au
Message-ID: <3pu8cu$312@wumpus.cc.uow.edu.au>
Source record: 164957
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello out there. I own 2 Sts, a 520STFM nd a 1040 STE and I recently bought a 2nd hand 2400 Fax/Modem. I have the splitter cable consisting of a 9-pin and a 25 pin connector which fits into my Rs-232 socket. However, it will not run. I do not know how to run the VT-52 Emulator <it just sits there>, and i have a copy of the ST Format BBS setup and it won't run on that either. Could there be a problem with the HAYES standard because the software is sending these wierd init strings that I can only decipher as being custom strings for that software.

If anybody could help me, I would also like some pointers on other software to use. I am looking at Vanterm. Is this adequate. And anyone within Australia could you please answer this question for me......

Who is the better server for Internet access: Ozemail or Compuserve Pacific?

Darned if anyone can answer that that I know!

Insomnia is gaining and I cannot steer it's path. I am extremely frustrated.

Please help me.

Richard Dean: aw38@wumpus.cc.uow.edu.au

3375. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: oelwein@dxhrb4.desy.de
Message-ID: <3pvbgs$es0@dscomsa.desy.de>
Source record: 164958
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,

>Connect is shareware, and disables itself after 30days.

Just for information: This is a bit outdated. Connect is fully usable for 30 hours of runtime, not 30 days, and it does not disable itself completely, but the following functions:

save options
save setup
learn script
automatic fee display

Cheers,
Philipp

==========
Philipp Oelwein oelwein@hermes.desy.de
DESY/HERMES Phone (0 40) 8998-4480
Notkestrasse 85 Fax (0 40) 8998-3438
22607 Hamburg http://dxhra1.desy.de:80/~oelwein/welcome.html

3376. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: keiths@pavilion.co.uk
Message-ID: <3q0cai$77v@fitzherbert.pavilion.co.uk>
Source record: 164959
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

hlazar@netaxs.com (Henry Lazarus) wrote:

VT-100 or VT-102
>: emulation well.
Try TTerm214.lzh from Hensa. It does VT100 and is quite a nice prog.

Keith
100:1011/12.0
2:254/108.12

3377. Where can I buy Sub-Station and other Software within Australia?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: aw38@wumpus.cc.uow.edu.au
Message-ID: <3pu8ij$3g6@wumpus.cc.uow.edu.au>
Source record: 164960
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello out there. I have just a few question. The title of this article, and also I would like to purchase Straight Fax2 for my modem. Is there anywhere i can purchase these? Please help me. I would be extremely grateful for any repsonses. Thank You.

Richard Dean: aw38@wumpus.cc.uow.edu.au

3378. Re: Who has the most sexy AUTO folder?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: joust@cs.tu-berlin.de
Message-ID: <3puu50$33k@news.cs.tu-berlin.de>
Source record: 164961

> And it soon will! Register Freedom *now* via Joe Connor, and get Space cheaper!

Don't believe this.
(We will make it cheap; as cheap as possible, but no cheaper...)

Bye, Albert aehm, Kolja (o:

3379. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <3pv56i$35s@m1.cs.man.ac.uk>
Source record: 164962

In article <a75_9505170106@flight.org>, CALLUM.LERWICK@flight.org (CALLUM LERWICK) writes:
> In message #759, C. Deforrest Smith writes:
>
> > You realize, of course, that HD disks are -rated- by their manufacturers
> > 2.0MB?
>
> Most of that 2 megs is taken up by FAT/Directory tables, sector headers,
> etc, so you only end up with 1.44 megs of actual storage.

Isn't 2.0Mb the *unformatted* capacity??

S.Lai

3380. Re: MagiCMac demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <3pv5bo$36t@m1.cs.man.ac.uk>
Source record: 164963

In article <a77_9505170106@flight.org>, CALLUM.LERWICK@flight.org (CALLUM LERWICK) writes:
> In message #770, C. Deforrest Smith writes:
>
> > Okay, silly question time, don't hurt me. Where can I find this thing, an
> > are there other PD Mac emulators? Anything that'd run decent on a MegaST
>
> I think your confused. MagiCMac is an Atari emulator for Macs. And its not
> PD, its a demo of a commercial product. (or is it a PD demo of a
> commercial product?)

I think *you're* confused - MagicMac is an operating system, not an emulator.
Anything that hits the hardware direct will most certainly not run because Macs
don't have that same hardware onboard.

S.Lai

3381. Algun espaniol en este grupo?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: i0193698@petra.euitio.uniovi.es
Message-ID: <3pv3a5$6bo@pinon.ccu.uniovi.es>
Source record: 164964

Me alegraria mucho saber que aun hay alguien en Espania que use un ST.

Mandad correo a:

i0193698@petra.euitio.uniovi.es

3382. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D92tqy.611@sci.kun.nl>
Source record: 164965

In <3ptur8$rhl@nntp5.u.washington.edu> mpark@u.washington.edu (Michael Park) writes:

>sanders@sci.kun.nl (Sander Stoks) writes:
>...
>>>--m "glad people have a *choice* between LaTeX and WSIWYG"

>>Oh I have the choice. I choose LaTeX. Even if I can use xwp or
>>framemaker here at uni. Most people have to *pay* for their
>>wordprocessor, and the price that's asked for most WYSIWYG-software
>>makes my choice even firmer.

>Just in case my post was misunderstood, I am not anti-LaTeX.
>I was just observing how this thread was turning into some
>sort of "Can your wp do *this*?" contest, and neither side
>was being convinced, since this is basically a religious
>issue. So my comment about choice was meant very literally:
>Isn't it wonderful that people can find the tools that best
>fit their style of work? (Even on Ataris, for crying out loud!)

Hmmm, I guess it _was_ misunderstood. Sorry, I get rather touchy when
it comes to LaTeX and stuff. It deeple depresses me that *so* many
people don't give a sh*t about typography. I'm getting tired of
having to explain over and over again that the typographical quality
of a document is *not* measured by its aesthetical appearance.

Let's bury the hatchet...

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

3383. FORSALE: Critical Path project planner

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: umcordes@cc.umanitoba.ca
Message-ID: <3pv79j$9dm@canopus.cc.umanitoba.ca>
Source record: 164966
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

Critical Path for sale. Easily and friendily allows you to plan out projects in multiple phases with multiple interdependencies. Very flexible. Tons of features. Excellent reviews in STart and other mags.

Asking $20us. Please email asap if interested.

--
<Trevor_Cordes@umanitoba.ca> $ Atari TT030/8 48Mhz $ cds,comics,s/wr,videos, 3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with University Of Manitoba, Canada $ DrWho SCTV Unix AvT $ the subject: SEND INDEX
$$$

3384. Re: Atari Linux

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D92yDL.80@crash.cts.com>
Source record: 164967

Gregory J. Wageman (gjw@netcom.com) wrote:
: In article <3prdfv$ib6@gti.gti.net>, azog <azog@gti.gti.net> wrote:
: >I've been putzing around with Linux again, but didn't get very
: >far. I downloaded the latest kernel (0.9pl5?) and the latest
: >bootstrap (ataboot-05), and gave it a whirl, but nothing much
: >happened... so I downloaded the RAM disk image (filesys-new),
: >and tried that:
: >
: >ataboot.ttp -k vmlinux -r filesys
: >
: >and after giving me a few informational messages, the screen gets
: >really neat, lots of random colours. I tried booting in 16 colour
: >mode and hi-rez (ST-High), and with no AUTO programs, but the same
: >deal in each configuration. Is this kernel binary runnable as-is
: >on my Falcon? (I do have a 68882, I know that matters)

: Where did you download it from? I've had my best luck with the
: following two German sites:

: ftp.uni-erlangen.de
: ftp.phil.uni-sb.de

: Note that I'm running a TT, not a Falcon, so your mileage WILL vary.

: -Greg

Try this address, it's where the Linux packages are developed for all
platforms. Which means you get it straight from the source!

FTP to -> tsx-11.mit.edu

You must read the small online doc files. They will lead you to the
Atari specific files. Everything is there, Atari, Amiga, Mac, PC, etc.

I hope this helps.

Rich

3385. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D92yu1.10t@crash.cts.com>
Source record: 164968

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: Its just been released onto ftp.cnam.fr (it might still be in the
: incoming direcotry), the filenames are lostblu1.zip to lostblu4.zip and
: the event is Lazers Fried Bitz III winning demo for the Falcon030.
: It requires 7meg on your hard drive, an RGB monitor and 3.7meg of memory
: free and belive me it is worth it! Truly the most stunning demo ever
: seen on an Atari machine. Its clever, perfectly synced to the music,
: fast, furious, doesn't waste too long on one effect and is utterly amazing.

: If you own a Falcon and have the means, get this demo now.
: If you don't have FTP access then simply send 4 blank high density disks
: in a self-addressed-stamped jiffy bag to the address below and I'll send
: you a copy free of charge. Or if you can receive large emails (and I
: mean large!) I'll send you a uuencoded copy of the demo, just give me
: your email address.

: Do not miss it. Lazer, you are the most talented group on the Atari
: scene today.

: RiCH

: --
: _____ +
: (, /) , /) /) Richard Davey, Falcon Owners Group (UK)
: /__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
:) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
: (_/ +
: And when you looked your eyes didn't quite meet, but your hearts did
: And when you cried your bodies didn't quite touch, but your souls did

With all of the talent I see go into these demos. I do not understand
why they don't put it to better use. Like making useful software for
the Atari's! I'm sick and tired of going "ooohh....aahh" at demos and
still have to be stuck with lame-o Internet software. Grrrr....

3386. Atari Works Black Page Syndrome

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3pva3r$4s4@m1.cs.man.ac.uk>
Source record: 164969

Hi, A little while ago, someone asked what caused the BPS, and they were told that it was a combination of a certain version of Works and low memomry.

However, I dont think this is the case, as yesterday, when I tried to print a 10 line letter from Works it tried to print a black page (I stoped it...)

I was using Works 1.271 (or something), on a 4mb Falcon, with no accessories, and only SPDGDOS.PRG, and FPATCH2.PRG in the auto folder. I was even running in 460x240x2 mode.

Thus, memory cannot be a factor, as I had just about the maximum ammount of memory possible on a 4mb machine... In the past, I have had it working with 800x600x16, a module playing in the background and 5 DA's, without problems.

So.... Does anyone know how to actually avoid the problem?

Cheers

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap

---

3387. Re: Linux:(Was: NOS/Oasis on OTHER...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <3pvd93$937@batph8.bnr.ca>
Source record: 164970

In article <D929xp.34n@blaze.trentu.ca>, <jprice@ivory.trentu.ca> wrote:

>How about this then. Can I get Linux running on my STe (4 Meg., HD) and
>then get some UNIX software to make the PPP connection? Has anyone tried
>this? Once again, thanks in advance for time and effort. If I get any
>of this going, I'll post details.
>

Sorry, but Linux requires at least a M68030 and an FPU. For an STe, that
would mean a PAK card.

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

3388. Re: MagiCMac demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <199505241347.JAA25494@postbox.acs.ohio-state.edu>
Source record: 164971

In a related issue, has anyone tried running games on MagiCMac? I'm assuming most games won't run properly as they make direct hardware calls, but could someone verify this, maybe with a list of software that does and does not run in emulation? Thanks...

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html

3389. Re: Sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3pvdit$nu0@mserv1.dl.ac.uk>
Source record: 164972

Further to the Oric-1 is worth getting because it has a larger user base
than the Falcon I dug up the specifications of both machines:

The Oric-1

Specifications

6502 processor running at 1MHz
16k or 48k RAM
3 channel sound with noise
40x25 character display
240x200 pixel graphics display
Calculator keyboard (with click sound effect)
8-bit parallel printer port
34-pin expansion port
Casette recorder interface (7-pin DIN)
RBG output (5-pin DIN)
VHF/UHF television output

Comments
Released: 1983
Production stopped: ? (anyone know?)
Later re-released as the Oric Atmos, with a real (if somewhat small)
typewriter keyboard and an upgraded ROM.

Thanks to Bjvrn Lindgren for the information.

****

Here's the specs on the Atari Falcon 030:

CPU: Motorola 68030 running at 16 Mhz
32-bit Bus
Optional 68881 or 68882 FPU
RAM: 1,4, or 14 megs
Standard Atari Cartridge Port
Motorola 56001 DSP chip

Expansion Bus:

Internal direct processor slot for 386SX PC emulation, or other
coprocessor

Graphics:

Super VGA graphics: 640x480 with 256 colors
True color 16 bit mode allowing a display of up to 65,536 colors
Accepts external video sync signal to allow high quality genlocking

Overlay mode for easy video titling and special effects
Overscan on TV's and ST Color monitors
262,144 possible colors
hardware-assisted horizontal fine scrolling
BLiTTER graphics co-processor

Sound features:

Eight 16 bit audio DMA record and playback channels
Stereo 16 bit digital DMA input
Stereo 16 bit DMA audio output
SDMA sound/DMA Coprocessor

Standard Ports

SCSI II port with DMA
High speed LocalTalk compatible LAN
Connector for analog RGB color (ST or VGA) or composite video
RS232C serial port
Bidirectional parallel port
MIDI IN/MIDI OUT
Stereo microphone input, miniature stereo plug
Stereo audio out, miniature stereo plug
Two joystick connectors
Two enhanced digital/analog controller/light pen connectors

Data Storage

1.44 Mbyte floppy disk drive
Optional internal IDE Hard Disk

System software

Pre-emptive Multitasking with adaptive prioritzation (MultiTOS)
Inter process communication
NewDesk desktop and eXtensible control panel
Multiple window user interface; number of windows limited
only by memory or software in use.

Bigger user base or not the Oric isn't even worth thinking about. No proper keyboard, not enough memory and too low a resolution to do anything decent. No body bought it really in the UK as the software support was almost zero when compared to the ZX Spectrum. It just faded away and no one missed it.

So why now mention it as comparable to the Falcon. It never was and never will be. The End!

3390. Re: Anyone use PC emulators?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: bericd@bri.hp.com
Message-ID: <D935Fz.AI1@bri.hp.com>
Source record: 164973

boyd@onramp.net wrote:
: > All I really need a PC emulator for is to run Pascal/C compilers
: > for classes... I would be doing this on 1040STfm... Any suggestions as
: > to what would be the best one to use? "PC-Ditto" seems to be the
: > cheapest... would this work for me? Thanks in advance!

: I've tested Turbo Pascal and Turbo C with PC-Ditto... No prob.
: The typical C compiler setup would probably be almost useless, though...

Try using C or Pascal compilers for the Atari....

GCC works well - you will have to get an early version if you only
have 1MB. GCC is PD and VERY good.

On the other hand, if you have no hard disk you will have more luck
with Prospero C (was on coverdisk) or Sozobon - neither of which I
have used since getting my hard disk :-)

There are a few PD Pascal compilers out there - I have never tried
them, though.

Beric..

3391. Re: Elite or Elite II players out there?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: d8klojo@dtek.chalmers.se
Message-ID: <3pvepe$j71@nyheter.chalmers.se>
Source record: 164974

In article <3p334a$58k@golem.wcc.govt.nz>,
steve wells <wells_s@kosmos.wcc.govt.nz> wrote:
>] Well I just learned that Elite II was made for the ST. If any of you

On a Falcon it's very playable, but it's _slow_ on an ST.

>] have played this game, I'd love it if you could drop me an e-mail note!
>
>Don't bother, it doesn't take very long to get the most powerful ship,
>and then all you can do is fly back & forth trading and shooting easy-to-
>kill ships. It gets very boring!

Uh, are we playing the same game here?
Elite II is one of those far too few (are there any other?) games were
it's all up to you to make it interesting.

*** Don't follow the 'tips' from the magazines! ***

I can't believe anyone would want to go back and forth between Sol and
Barnard Star to build up money without getting hurt.
Don't use the 'tricks' to get more money.
Don't use the 'wormholes' (read 16 bit overflow) unless you want to
go and explore deep space.
Kill your enemies/victims fairly.

I went hunting pirates almost from day one, which I think was quite fun.
It's been quite a while since I played now, but I was at the third highest
'macho' rating, coming close to the second highest (hundreds of kills).
(IIRC the order is Elite - Deadly - Dangerous - ...)

At the end I was trying hard to get the military to trust me again, since
I realized that I was only on the second _lowest_ level in both blocks.
All the most interesting missions seems to need much higher rank, but I
was careless and worked for both sides....

Assassinations can be interesting, especially if you have a completely
clean criminal record to maintain. ;-)

Trading is more or less necessary to keep afloat in Elite II, and sooner
or later you're going to wind up with enough money not to have to care
about loosing some when you change ships. The huge ships are good for
trading, but you really need a smaller and faster one if you want to fly
some missions or assassinations.

If you think it's too easy to kill the other ships, just downgrade a
couple of steps and go shoot on a space station. A dozen or so police
ships should give you something to do. ;-)

Learning to fly well enough to do some mining or just land without using the autopilot is something I plan for the summer.

I'm sure there are other people with other ideas on how to make Elite II a fun game. These were just my personal thoughts.

--
Chalmers University | Why are these | e-mail : d8klojo@dtek.chalmers.se
of Technology | .signatures | Address: Johan Klockars
| so hard to do | Foreningsgatan 32/408
Gothenburg, Sweden | well? | 411 27 Gothenburg, SWEDEN

3392. Re: Elite or Elite II players out there?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: gccornelius@its.dundee.ac.uk
Message-ID: <gccornelius.17.2FC3356D@its.dundee.ac.uk>
Source record: 164975

The game supports expansions. David Braben, who wrote Elite II (and now co wrote Elite III on the PC with 10 other people who form Frontier Developments Group) said that Frontier Developments were, so I understood, going to release an expansion for Frontier. Elite III: First Encounters looks good, though, although it would have been nice to have an expansion for the original Elite II. I have heard of an expansion being available on a buletin board, but I haven't been able to find any. I think its more likely to be in Amiga or PC file areas, since the file format is probably identical. The one I herad of has a much larger top of the range ship. My favourite is the ASP MkIII, though, Since the ships get ridiculously big and won't run on a military drive.

3393. For sale: Spectre package w/Quark XPress and others

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: japolis@boulder.earthnet.net
Message-ID: <japolis-2405950914480001@199.45.146.103>
Source record: 164976

Hello! I have a package deal for Spectre GCR including cartridge, 3.0 disks, cables, manuals, registration card, packaging and several informative GBS newsletters. Mac System disks are included too. The following are *INCLUDED* with the deal and all are complete with instructions and disks.

Quark XPress 2.1
WriteNow 3.0
Aldus Freehand 1.0
Solitaire
Rental Center Helper
Intermail
BackMatic 2.0 (Macuser 5 mice rating) backs up unattended
ImageStudio demo (with sys/fndr 4.1/5.5)
A4 Accounding demo 4 disks and manual
Also, several disks of assorted utilities and misc indespensable software
Take all of the above *including the commercial software* for $200
Add a 40 MB SCSI tape backup incl 7 tapes for $75

--
"Always remember: Wherever you go...there you are!"
Jeff Apolis
japolis@boulder.earthnet.net
JeffApolis@aol.com

3394. Re: Sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3pvdr1$mau@turing.fwi.uva.nl>
Source record: 164977

msh@mserv1.dl.ac.uk wrote:

:>Yes, thats my point there are probably more Oric users than Falcon users!!
: ^^^^^^^^
:
:It's quality, not quantity that counts.

this is a silly thread, but I could let this one pass: in the computer
bussiness it is simply not true that "it's quality, not quantity that
counts". We atarians above all should know this by now. Dos + Windows
is the best supported platform in the world,and it will remain the best
supported platform for a few years to come, and not because the quality
of the platform....

:
:>As for a doom type game, when I buy my oric :) (15 quid the last time
:>I saw one for sale) I'll get this doom game. I'll expect 16.7 million
:>colours, texture mapped graphics and 16bit, 16 channel stereo sound!!
:
:The Oric is little more than a ZX Spectrum and as a competitor at the time it
:failed miserably, I doubt the user base is anywhere near as large as you think
:with most Orics either being dead, sold off, or gathering dust. I beleive it
:also has 48K of RAM and loads from tape like the Spectrum. Enjoy this machine
:it had nothing going for it when it came out and it has less now.
:
:As for Doom, I won't even comment on this, it is just getting silly.
:

I love the way you guys take this thread seriously!

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

3395. Re: MagiCMac demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.801328665@gen-off-1>
Source record: 164978

lais@cs.man.ac.uk (S94) writes:
>I think *you're* confused - MagicMac is an operating system, not an emulator.
Hmmm, MagiCMac provides TOS emulation.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
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3396. Re: Did Atari Hose Us?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950524.133936.57@powerslv.demon.co.uk>
Source record: 164979

In message <3prd21$8oa$3@mhade.production.compuserve.com> BobR wrote:

> As for long term prospects, you can draw your own conclusions.
>
> C-Lab in Germany has licensed the Falcon030 from Atari and is currently
> manufacturing them, mainly for the music industry. It's likely that you
> would be able to replace your current machines if necessary, but the cost
> is an open question.

According to Vic Lennard's ``Atari Notes'' column in the May issue of Sound On Sound, C-Lab's licence to produce and develop Falcons ``imposes certain restrictions on the release of a budget machine whilst Atari still has stocks of the current computer.'' Currently, Digital Awareness, the UK distributors, are advertising the Falcon Mk II in the music press at UKP1999 ex. VAT. Equivalent(-ish) Mac systems would include a 7100/80 w/16MB and Audiomedia (UKP3450) or a 7100/80 w/16MB and Session8 (UKP4995, both ex. VAT)

Interestingly, in Digital Village's chart of top 10 best-sellers by value, the Falcon Mk II has done over 20K of business and comes in 5th, just behind the SY85 and BassStation Rack, and ahead of such hardy perennials as the S3K series. In the hard disk recording chart, the top 5 places are as follows:

1. ProTools III
2. Falcon Mk. II (C-Lab)
3. Session 8
4. Yamaha CBX-D5
5. Falcon (Atari)

Since a ProTools + Mac setup won't leave you much change from 8K, it's not suprising that it tops the list; a CBX-D5 is about UKP1500.

So yes, the Falcon IMO will survive for a few years at least; apparently it's making inroads into the music marketplace and when Atari's stocks run out, might we see a true budget machine?

--
Cheers __
| /\ |\ |
\/ \/ | \|

3397. Re: Did Atari Hose Us?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.801335759@gen-off-1>
Source record: 164980

jon@powerslv.demon.co.uk (Jon Kale) writes:

>Interestingly, in Digital Village's chart of top 10 best-sellers by value,
>the Falcon Mk II has done over 20K of business and comes in 5th, just behind
Wow, ten whole machines, then.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
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3398. Re: Anyone use PC emulators?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: boyd@onramp.net
Message-ID: <3pvqt8$6ht@news.onramp.net>
Source record: 164981

> : I've tested Turbo Pascal and Turbo C with PC-Ditto... No prob.
> : The typical C compiler setup would probably be almost useless, though...
>
> Try using C or Pascal compilers for the Atari....

I never met one I *liked*... I LOVED Borlands' stuff, so...

3399. Re: Algun espaniol en este grupo?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: boyd@onramp.net
Message-ID: <3pvr5c$6ht@news.onramp.net>
Source record: 164982

> Me alegraria mucho saber que aun hay alguien en Espania que use un ST.

Oops. I wrongly (sp?) assumed this to be an English newsgroup.
Better go somewhere else before I get cussed out again.

3400. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2405951351100001@edwarda.interlog.com>
Source record: 164983

In article <3phit6$ej8@oin.ifi.uio.no>, kentv@ifi.uio.no (Kent Roger Vilhelmsen) wrote:

> And that is in fact a faster process than learning Word or Papyrus or
> Framemaker. At my university the students uses either FrameMaker or
> LaTeX for their writings, and LaTeX is far preferred, especially among
> those who have BOTHERED to try out both.

Well I don't appreciate the thinly veiled flame there.

I have tried both. All of our documentation is now done in FrameMaker, and after converting over my thesis, I can't believe how much simpler it was.

Like you, I ignore everything but the text. I just type, add in my formulas, ask it for a TOC and out it goes. What version were you using on what platform?

Maury

3401. FS: Supra HD controller $60

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: jaszcz@louie.EEAP.CWRU.Edu
Message-ID: <3pvrhe$mt9@usenet.INS.CWRU.Edu>
Source record: 164984

this includes the case, the power supply, and of course the controller.
put any SCSI mechanism in there and you're ready to go. will also send
supra formatting/disk utilities. the controller has a clock in it.

$60.

--Bart

3402. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2405951403100001@edwarda.interlog.com>
Source record: 164985

In article <D8z79B.JBL@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) wrote:

> > Yes there IS more bad work out there, but there's simply 10 times more
> >of _everything_ out there. The GUI created a printing revolution!
>
> I agree with you.

Good, good.

> > Which, when it comes to the market, no one could give a hoot about.
>
> I don't believe my eyes. I *hope* you meant this sarcastically?
> I don't care what the market wants. What *I* want are typographically
> correct documents.

My point wasn't *quite* that. The point was that if good GUI based systems were available from the start - and they were not - I don't think TeX would have ever been seen.

You see, there's other benefits you get from an OS that "just supports it". For example, when I install a font in my Mac (or PC or Atari), ALL the programs use it. Period. The same is certainly NOT true for TeX (who's font handling gives me the shakes).

This means that when it's time to move from the 3 page colour eye-catcher, to Frame's formulas to Word's 2 page letter, everything is the same. And add to that the attempts to make a standard interface, and the time I spend learning one helps me learn the others too - again, something you don't get in a language like TeX.

> I'm beginning to think you *did* mean this. To quote a bit from the
> `Why LaTeX'-part of the LaTeX-documentation: `Documents are to be
> read, not hung in museums'. A folder is meant to catch the eye, but I
> get a headache from having to read that style in a *real* book.

And again the claim that a system that's easy to use makes bad output. No.

> Hmmm. I can work with LaTeX fine. I don't need a GUI for that. But
> I agree that it can make things easier.

Ok, end of story.

> > I can create a superb page in seconds too. I can create a better
>
> Ah. Then you must know something about typography. In that case, the
> majority of my arguments aren't valid. I was talking about the vast
> majority of people who, with the arrival of easy-to-use DTP software,
> spend their time producing awful documents --- and don't even know it.

Yes, but these people at least now have a voice. Just because you don't agree with what someone says doesn't mean he should not be heard, we call this Freedom of Speach. Well I feel that just because someone doesn't understand everything there is to know about printing and typography doesn't mean they should not be allowed to produce documents. This is what the simple programs have done for the world.

> _If_ you already know what makes a document readable and
> typographically correct. Most people don't.

Yes, but learning THIS is MUCH easier than learning a language. I can go out and buy huge numbers of books with design tips and such that tell me in an hour about this stuff. The Mac is Not a Typerwriter is a perfect example, you can flip though that in an hour and understand it all. Try the same with a TeX manual?

> Note: I just made the above paragraph boldface. It wasn't so hard.
> I just typed {\bf before it, and } after it. I bet that's even faster
> than selecting the block with your mouse (thus leaving the keyboard)
> and selecting the `font' menu, the `change appearance' menu, the
> `boldface' menu, and the `are you sure' menu twice.

Actually, test after test shows this not to be true. I won't get into it though, I didn't do the tests.

Maury

3403. Re: Atari mail order in US?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95144.135842STIRRE31@MAINE.MAINE.EDU>
Source record: 164986
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Toad Computers is a "biggie" as Mark pointed out (though it is
Maryland, not on the west coast ;-). Call them at (800) 448-TOAD
or e-mail them at toad@charm.net and request a catalog. I
suggest buying a copy of ST Informer from them to get a better
idea of mail order sources for the ST (Steve's Software, B&C
and Computer STudio come to mind).
Hope this helps.
-scott tirrell

3404. Re: About LaTeX (was: Re: My newish PM61

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: ab164@yfn.ysu.edu
Message-ID: <3q00u1$gfk@news.ysu.edu>
Source record: 164987

>Keith Tomlin
>tomlin@zippy.spods.dcs.kcl.ac.uk says
>Tom, I agree that TeX and LaTeX are not easy to learn (I've been using
>LaTeX for a few years & I'm still learning), but I think you're wrong to
>comare a *Wordprocesser* with a *typesetter*.

Your so right on that! Only thing is some people insist on using a
shotgun to swat flies! Simple doc files don't need to be typographically
correct, Just readable on the lowest common denominator system. Not many
520 users with a TEX setup!
Tom Lamparty (ab164@yfn.ysu.edu)
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

3405. PC DITTO For Sale ... $25 + shipping

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: ggreenbe@mailbox.syr.edu
Message-ID: <3pvi2s$lv3@newstand.syr.edu>
Source record: 164988

For sale: software pc emulator PC Ditto (latest version, I believe ...
3.x) for $25 + $3 shipping. Send message if interested:
ggreenbe@mailbox.syr.edu.

Thanks,
Gerry

3406. Re: Anyone use PC emulators?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950524211417.4428A-100000@mars>
Source record: 164989

On 24 May 1995, Day Tripper wrote:

> All I really need a PC emulator for is to run Pascal/C compilers
> for classes... I would be doing this on 1040STfm... Any suggestions as
> to what would be the best one to use? "PC-Ditto" seems to be the
> cheapest... would this work for me? Thanks in advance!

For C you can use standard ANSI packages, they are the same on all
platforms (ehrm, almost..), for Pascal I suppose you mean the "turbo"
flavour? or ISO? AFAIK PurePascal follows the Borland turbo tradition, which
is close enough to ISO to be enjoyable. HiSoft was distributing a turbo
like package as well, can't recall the name.

// Jens M Andreasen

3407. Re: Did Atari Hose Us?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3pvvok$9gb@dux.dundee.ac.uk>
Source record: 164990

David Stevenson (djs@jet.uk) wrote:
: jon@powerslv.demon.co.uk (Jon Kale) writes:

: >Interestingly, in Digital Village's chart of top 10 best-sellers by value,
: >the Falcon Mk II has done over 20K of business and comes in 5th, just behind
: Wow, ten whole machines, then.

My incredible skills at maths produced a similar result :-)

According to Digital Village a new cheaper falcon will be on show at
the Spotlight Show next month. Infact there will be two!!

Rod

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
Former President of University of Dundee Dramatic society (wish I hadn't been!)

3408. Re: STe paddle lines

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: phodgkins@cix.compulink.co.uk
Message-ID: <D93oIw.963@cix.compulink.co.uk>
Source record: 164991

In message <Pine.LNX.3.91.950518235943.13033E-100000@moose.erie.net>, mcguired@moose.erie.net said:

>I'm still looking for info on the resistance range of the STe
>paddle lines. That is, what size potentiometer do I need to cover the
>full 0-255 range?

A 10 k pot. would probalbly do, but for safety use a 100 k instead. Both should give the full range, but the 100 k will draw less current and so will probably be more reliable.

Also lookout for a high quality pot., the cheap ones are not really designed for a lot of use and would soon develop faulty tracks especially as each end of their full movement.

Phil.

3409. Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: ppospis@mtroyal.ab.ca
Message-ID: <1995May24.225609.4956@mtroyal.ab.ca>
Source record: 164992

I have a 1040 ST with 4Mb of RAM and a HD with sufficient free space.
I have been running the standard GEM desktop for a long time and am
now tired of single-tasking, i.e. finding something else to do while
I download, etc.

I have heard of a number of possible multitasking solutions: MultiTOS,
Geneva, etc. I would like more details about these before I do
anything. Some of the things I am interested in are:

- how stable is it?
- does it still support GEM/TOS or will it allow booting to
either GEM or it?
There are a number of programs I would like to continue
using.

Lastly for anything that is not PD/Shareware could you tell me the
manufacture/distributor if you know. There are no Atari suppliers
in Calgary.

Thanks
Paul Pospisil
ppospis@MtRoyal.ab.ca
Mount Royal COllege
Calgary, Alberta
Canada

3410. Re: Atari Emulator For The PC - HELP!

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <3q02rl$ihe@news1.halcyon.com>
Source record: 164993

In article <3pphh8$5r1@bs33n.staffs.ac.uk>,
unknown <cm4bckpj@bs47c.staffs.ac.uk> wrote:
>Does any one out there know of an FTP site or anything like that where
>I can get my hands on a Atari ST emulator for the PC ?
>
>Cheers!
>

If you have a web browser, look on http://www.halcyon.com/brasoft/ for
information on the Atari STE emulator for PCs as well as a list of
edealers (including the U.K.) you can buy it from.

- Darek

--
==
Darek Mihocka email:brasoft@halcyon.com http://www.halcyon.com/brasoft
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 Compuserve:73657,2714 AOL:brasoft

3411. Re: Did Atari Hose Us?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D93p1o.Ay5@cix.compulink.co.uk>
Source record: 164994

>Wow, ten whole machines, then.

Actually, Digital Awareness sold many more C-Lab Falcons to music shops like
Turnkey and Rose Morris.

Ofir ogal@cix.compulink.co.uk

3412. NVDI and MiNT

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Message-ID: <Pine.SUN.3.91.950524141413.18381A-100000@nic.cerf.net>
Source record: 164995

Does the latest version of NVDI work under MiNT/MultiTOS?

Ben Allfree
shadow@iris.yolo.com

3413. Re: Anyone use PC emulators?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3q000v$aph@cville-srv.wam.umd.edu>
Source record: 164996

Beric Dunn (bericd@bri.hp.com) wrote:
: boyd@onramp.net wrote:
: : > All I really need a PC emulator for is to run Pascal/C compilers
: : > for classes... I would be doing this on 1040STfm... Any suggestions as
: : > to what would be the best one to use? "PC-Ditto" seems to be the
: : > cheapest... would this work for me? Thanks in advance!

: : I've tested Turbo Pascal and Turbo C with PC-Ditto... No prob.
: : The typical C compiler setup would probably be almost useless, though...

Why?

: Try using C or Pascal compilers for the Atari....

I'm sorry, I left this open-ended... what I need is to be able to
turn in a program which is compiled to run on PC systems. So I would
need PC compilers. I have GCC...

3414. re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1581rcain@nest.demon.co.uk>
Source record: 164997

On 23 May 95 Alan Parker wrote::

IU> I'm an active Oric 1 user, there are still 10's of thousands of us in
IU> the UK.
IU> I have just finshed a new Doom type game and am working on a new
IU> graphics and
IU> sound demo which I hope to release after my exams. If you are
IU> interested in getting into the scene then you can join Oric Users UK,
IU> I'm the chairman.
IU> There is plenty of PD software and quite a few commercial releases
IU> too. If you
IU> want more info contact me.

Blimey! I'm really amazed that the Oric is still going strong. All power to your elbow, mate!

Roger
rcain@nest.demon.co.uk

--

3415. Re: FORSALE: Critical Path project planner

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: woodwabo.asa@asa.org
Message-ID: <woodwabo.asa.110.001226F4@asa.org>
Source record: 164998
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other

In article <3pv79j$9dm@canopus.cc.umanitoba.ca> umcordes@cc.umanitoba.ca (Trevor Eaton Cordes) writes:
>Subject: FORSALE: Critical Path project planner
>From: umcordes@cc.umanitoba.ca (Trevor Eaton Cordes)
>Date: 24 May 1995 12:02:59 GMT

>Critical Path for sale. Easily and friendily allows you to plan out
>projects in multiple phases with multiple interdependencies. Very
>flexible. Tons of features. Excellent reviews in STart and other mags.

>Asking $20us. Please email asap if interested.

>--
> <Trevor_Cordes@umanitoba.ca> $ Atari TT030/8 48Mhz $ cds,comics,s/wr,videos,
> 3rd Year CompSci Honours $ PreludeVTEC Techno $ 4 SALE: E-mail me with
>University Of Manitoba, Canada $ DrWho SCTV Unix AvT $ the subject: SEND INDEX
>$$

I take it this is for..... aTARI's??? <Puzzled look on face>

3416. Re: Sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3q0g2t$hvj@prime.mdata.fi>
Source record: 164999

In article <3pseb7$ric@macondo.dmu.ac.uk>,
Alan Parker <se2ap@dmu.ac.uk> wrote:
>rmccall@mcs.dundee.ac.uk (Rod McCall) wrote:
>>
>>An Oric one is a little tiny 8-bit computer from about 1983!!
>>It was made by UK Company and seems to have sold around 250-300,000
>>units, although I doubt many people are still using them.

What about ZX Spectrum? I have one Spectrum+ and a 100 Games and
a speech synth in my cellar, but it has burned some keyboard
connectors. Can I still get some spare parts for it? Maybe I'll
drop the Falcon and start doing some real computing with it.
It has the BEEP command, doesn't it?!

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

3417. Re: Sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3q0fmg$f5n@dux.dundee.ac.uk>
Source record: 165000

M.S. Smith Writes:

: Bigger user base or not the Oric isn't even worth thinking about. No proper
: keyboard, not enough memory and too low a resolution to do anything decent.
: No body bought it really in the UK as the software support was almost zero
: when compared to the ZX Spectrum. It just faded away and no one missed it.

: So why now mention it as comparable to the Falcon. It never was and never
: will be. The End!

It was in jest, for a bit of fun. It seems rather strange that Oric despite
many a financial disaster managed to sell the Atmos for longer than the
Atari with the Falcon.

I've changed my mind, however the Jupiter Ace and Microbee are currently
hot contenders.

Rod

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
Former President of University of Dundee Dramatic society (wish I hadn't been!)

3418. Re: Directory lister for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: lamarth@delphi.com
Message-ID: <xA3+saW.lamarth@delphi.com>
Source record: 165001

Julian Reschke <Julian_Reschke@ms.maus.de> writes:

>Download Gemini, open console window, enter "ls -l > PRN:".

Thanks- I'll give it a try!

David (lamarth@delphi.com)

3419. The Key To Organizing Your Health Records

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: 2167246.42663942
Message-ID: <3pujp4$k3l@baygull.rtd.com>
Source record: 165030
Cross-posted to: control,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

THE KEY TO ORGANIZING YOUR HEALTH RECORDS

"If you care about yourself and your children, you will do everything you can to know your family's medical history. It can save your life, and the lives of those who are dear to you." -- Dr. Aubry Milunsky, Director, Boston University's Center for Human Genetics (Life Magazine, March, 1995).

Your Lifetime Health Planner offers the simplest, most effective way to take charge of your health. Enter important facts about your health history, keep a record of the names of medications and their effects, document each doctor visit and diagnosis. You will have the information you need, and in the event of an emergency, so will your family.

Your Lifetime Health Planner, 198 pages in a compact, loose-leaf binder, contains a variety of sections which include "Doctor Visits," "Medications," "Family Health History," and "Doctors and Specialists." The Planner is a must for the busy executive who needs to stay organized, for seniors who are receiving care and for newborns who need a record of their health care.

Parents Magazine recommended the Planner to its readers (April, 1994) and MCI called it "a useful resource in managing your personal health records." Margie Smotherman, Coordinator, Employee Health and Wellness, Blue Shield/Blue Cross of Iowa, said: "The employees felt that these (Planners) were great tools to not only record their pertinent numbers, but to plan for doctor's visits."

To get your copy, send a check or money order for $19.95 (plus shipping and handling) to :

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Include your name, address and telephone number.*

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City State Zip or Postal Code Country

YOUR TELEPHONE NUMBER _____

3420. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950524000639.1904C-100000@mars>
Source record: 165031
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On 23 May 1995, Allen D Householder wrote:

> I'm looking for a good terminal program that handles VT-100 or VT-102

The standard answer is Uniterm (free) or Connect (looks professional)

> Also -- what are the patches to run a 14.4k modem on an ST?

You don't need any, your modem will be able to use 19.2k between modem
and computer.

// Jens M Andreasen

3421. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3pu9v6$ok@golem.wcc.govt.nz>
Source record: 165032
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
] : I'm looking for a good terminal program that handles VT-100 or VT-102
] : emulation well. I've already tried ST-Term, D-term, Flash 1.6, MiniTerm,
] : W-Term, and a few others. The best I've come across so far is STorm, but
] : aside from the emulation, I don't like the program that much. Are there
] : any others out there that I could download/ftp?
]
] The German shareware program "Connect"; without a doubt!!!
```

As long as you have NVDI and preferably a mono' monitor as well. (Although, I've found a GDOS font that works perfectly well in medium resolution!). But using anything about 2400 baud with a GEM-window based comms program, without NVDI or some other screen accelerator is quite unpleasant! :)

STorm seems to crash quite a lot, so I gave up on that. STalker from what I've seen is brilliant, but on this setup at least (for reasons neither I nor Dan Wilga can think of) crashes a lot (I think my machine has a defective blitter or DMA chip or something). As long as you don't need heaps of features, Uniterm is well worth a look, it's stable, quick, and has arguably the best VT100 emulation of any program on the ST.

FZDSterm has heaps of features and is IMHO simple to use, but forget about trying to use it for VT-100/VT-102, it can't cope.

Connect, Uniterm or STalker would be your best bets. Connect is shareware, and disables itself after 30days. Uniterm is (IIRC) PD, and fully operational and STalker is commercial although there's demos of it on most major Atari FTP sites!

Best places to look

atari.archive.umich.edu in atari/Telecomm/
(ftp://atari.archive.umich.edu/atari/Telecomm using WWW/Lynx)

If it's not there, you'll be ahrd put to find it elsewhere :)

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3422. Re: Patching TOS 16MB partition limit?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: diehl@r-node.io.org
Message-ID: <3pugar$n7@ionews.io.org>
Source record: 165033
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

DOMINGO@DELPHI.COM (DOMINGO@news.delphi.com) wrote:
: Since I am technically deficient in this area, I was wondering if
: anybody has considered writing a patch for TOS 1.0/1.2 so that 32MB
: partions can be used? Is this even possible? Or should I just get TOS
: 1.4/2.06 for ALL my machines?

ICD Utilities allows BGM partitions of up to 512 megabytes each.

: Dom

--

```
_____________________________ _________________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

3423. Re: Falcon for sale (in the US)

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: Dave Munsie <dmunsie@delphi.com>
Message-ID: <ZM680MQ.dmunsie@delphi.com>
Source record: 165034

This Falcon is SOLD!! To me.....(It's about time!!!!!!)

3424. Re: Sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3puuoq$95m@macondo.dmu.ac.uk>
Source record: 165035

rmccall@mcs.dundee.ac.uk (Rod McCall) wrote:

>Yes, thats my point there are probably more Oric users than Falcon users!!
>
>As for a doom type game, when I buy my oric :) (15 quid the last time
>I saw one for sale) I'll get this doom game. I'll expect 16.7 million
>colours, texture mapped graphics and 16bit, 16 channel stereo sound!!
>
>Rod

The game does indeed live up to your expectaions, albeit using a small
dongle, only 150 pounds. BTW what is a 'Falcon'? I've heard about it
but never actually seen one on the shops, is it an Atari or a Commodore?
Is it better then the Oric 1, how much does it cost?

Alan.

--
/---\
| From: Alan Parker |
| E-mail: se2ap@dmu.ac.uk |
| WWW: http://www.cms.dmu.ac.uk/~se2ap/ |
| System: Falcon030 4mb/170mb FPU, erm, no I |
| I mean an Oric 1 4k 32k tape drive!|
\---/

3425. Re: LINUX and X11

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3pv015$ncn@mercury.dur.ac.uk>
Source record: 165036

Lance F. Squire (komb1@r-node.io.org) wrote:

: : | After locating the Linux 68K Faqs I noticed I was trying to install Linux
: : | .01Pl2. So I thought I'd do everyone a favour(sp?) and get the latest .09Pl6
: : this seems very strange to me, because there is no Pl6 out yet. I assume you
: : meant PL5?
: Sorry, it is pl5. Just getting ahead of the game. ;-)

People not on the Linux/68k mailing list may like to know that 0.9pl6 is
available as of this morning, and looks to have a nice number of
bugfixes/improvements.

I'm beetling off to tsx-11 to collect it now ... :-)

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

3426. Re: Sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3pv1k2$eph@mserv1.dl.ac.uk>
Source record: 165037

>Yes, thats my point there are probably more Oric users than Falcon users!!
^^^^^^^^

It's quality, not quantity that counts.

>As for a doom type game, when I buy my oric :) (15 quid the last time
>I saw one for sale) I'll get this doom game. I'll expect 16.7 million
>colours, texture mapped graphics and 16bit, 16 channel stereo sound!!

The Oric is little more than a ZX Spectrum and as a competitor at the time it failed miserably, I doubt the user base is anywhere near as large as you think with most Orics either being dead, sold off, or gathering dust. I beleive it also has 48K of RAM and loads from tape like the Spectrum. Enjoy this machine it had nothing going for it when it came out and it has less now.

As for Doom, I won't even comment on this, it is just getting silly.

++
+ Mark Stephen Smith : msh@dl.ac.uk +
+ Atari Web Pages : http://www.mcc.ac.uk/~dlms/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

3427. Re: Hack!

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: nj1@ukc.ac.uk
Message-ID: <11584@falcon.ukc.ac.uk>
Source record: 165038

In article <3psavu$4ps@dux.dundee.ac.uk> David Mitchell <dmitchel> writes:
>Hello folks,
>I got a PD disk of Hack and very good it is too.
>However I cannot seem to save a game. It says
>'cannot open save file'. Can anyone help??

Can't help you on that. Sorry.

>Or is there a better dungeon game to play??

If you can get resolutions of 640x400 or above on your machine, try getting
hold of NetHack - the original Hack game GEM'ed up with proper graphics
instead of characters and so on :)

I've never been a Hack fan myself, but some of my freinds back home are, and
they were very impressed :)

I think it works in High res on an ST (though don't quote me on that), but it's
really intended for TT or Falcon resolutions...

Neil.
--
Neil Jones-Rodway Keep the boy spinning in their
University Of Kent own litlle world.....
So afraid he'll be what they never were
--- Tori Amos (Flying Dutchman)

3428. Re: font converting

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: heathen@innotts.co.uk
Message-ID: <ABE83460966815B50@seriala04.innotts.co.uk>
Source record: 165039

In article <3ppgv6$v31@columba.udac.uu.se>,
teosn@strix.udac.uu.se (Stig Norin) wrote:

>Hello!
>
>Does anyone know of any software converting calamus fonts to a format for
>Mac or PC?
>
>Yours /Stig N.
>
Fontkit Plus will convert Calamus to Gem Font format. Though there are some
minor differences, these can be loaded into a PC or, I believe, a Mac.

The only place I'm certain you can get it from is the FaST Club, 7, Musters
Road, West Bridgford, NOTTINGHAM, NG2 7PP, England (44) 115 945 5250
Fax (44) 115 945 5305. No e-mail address that I know of.

However, I do have a copy of FkP4 I'm willing to sell - 10pounds in UK
funds, you pay shipping. e-mail me if interested.

3429. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: mpark@u.washington.edu
Message-ID: <3ptur8$rhl@nntp5.u.washington.edu>
Source record: 165040

sanders@sci.kun.nl (Sander Stoks) writes:
...
>>--m "glad people have a *choice* between LaTeX and WSIWYG"

>Oh I have the choice. I choose LaTeX. Even if I can use xwp or
>framemaker here at uni. Most people have to *pay* for their
>wordprocessor, and the price that's asked for most WYSIWYG-software
>makes my choice even firmer.

Just in case my post was misunderstood, I am not anti-LaTeX.
I was just observing how this thread was turning into some
sort of "Can your wp do *this*?" contest, and neither side
was being convinced, since this is basically a religious
issue. So my comment about choice was meant very literally:
Isn't it wonderful that people can find the tools that best
fit their style of work? (Even on Ataris, for crying out loud!)

--m

3430. SUBSTATION TRAGEDY!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: davidfer@asgard.clare.tased.edu.au
Message-ID: <davidfer.35.2FC277B5@asgard.clare.tased.edu.au>
Source record: 165041

```
help I can't get a copy of the
substation demo!!!!!
and the copy at cnam doesn't want to
decompress properly!
can someone help me!!!!!!
I have been after it for ages
is there somewhere else I can get it!!!!
```

3431. Re: Atari Linux

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: gjw@netcom.com
Message-ID: <gjwD929y4.MDA@netcom.com>
Source record: 165042

In article <3prdfv$ib6@gti.gti.net>, azog <azog@gti.gti.net> wrote:
>I've been putzing around with Linux again, but didn't get very
>far. I downloaded the latest kernel (0.9pl5?) and the latest
>bootstrap (ataboot-05), and gave it a whirl, but nothing much
>happened... so I downloaded the RAM disk image (filesys-new),
>and tried that:
>
>ataboot.ttp -k vmlinux -r filesys
>
>and after giving me a few informational messages, the screen gets
>really neat, lots of random colours. I tried booting in 16 colour
>mode and hi-rez (ST-High), and with no AUTO programs, but the same
>deal in each configuration. Is this kernel binary runnable as-is
>on my Falcon? (I do have a 68882, I know that matters)

Where did you download it from? I've had my best luck with the
following two German sites:

ftp.uni-erlangen.de
ftp.phil.uni-sb.de

Note that I'm running a TT, not a Falcon, so your mileage WILL vary.

-Greg

3432. Linux:(Was: NOS/Oasis on OTHER...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: jprice@ivory.trentu.ca
Message-ID: <D929xp.34n@blaze.trentu.ca>
Source record: 165043

First, thanks for all the kind replies to my original post. Some very helpful stuff that I'll be trying.

Most of them seem to say that it is not an easy task, so...

How about this then. Can I get Linux running on my STe (4 Meg., HD) and then get some UNIX software to make the PPP connection? Has anyone tried this? Once again, thanks in advance for time and effort. If I get any of this going, I'll post details.

Here we go again...

Jim Price
aka
jprice@trentu.ca

P. S. I'm still interested in the original question if anyone wants to add to the info I've already collected.

3433. Re: Tcache

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3pu91r$ok@golem.wcc.govt.nz>
Source record: 165044

] I just downloaded the English version of Tcache from GEnie and am pretty
] impressed with the docs. I was wondering if anyone would like to share the
] own experiences with it? How do you like it? Any drawbacks? How does it
] compare with ICD's cache (if you know)? Anything at all you can share.

Is this full english version on an FTP site somewhere? And, unlike
previous versions I've seen, do the setup menus etc. work in medium res'?
(The last one I saw had every 2nd button overlapping etc.)

Apparently, it's supposed to be more efficient than ICD's one, what I want
is a program that caches Directory+FAT seperately to data, or even better,
one that scans the drive and gives information on optimum cache/buffer
sizes etc.

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3434. Re: Atari "ResEdit" equiv

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3pu989$ok@golem.wcc.govt.nz>
Source record: 165045

] Atari RCS tools allow you to graphically design menus, alerts, dialogs, etc
] use in a GEM application but not much else. ResEdit allows you to do this a
] LOT more and gives the average user many more ways to destroy a functioning
] program. ;-) It's not a 'better' tool, just a different one because of the
] vastly different software system architecture of the Mac.

I was none-too impressed with the old RCS program, the PD/SW "ORCS" (Ottos Resource Construction Set) IMHO is quite a bit better with more features etc. If you want to fully support TOS/GEM v4.xx and above, then you basically need "Interface" which Gribnif distributes, as it handles all the 3D, and many-coloured interfaces properly.

ORCS is available on atari.archive.umich.edu - I use it quite often for translating German programs into English. (Even if it's not necessary, I just like what I'm using to be in my 1st language :)

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3435. Re: VGA ON ST ?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3pu9j8$ok@golem.wcc.govt.nz>
Source record: 165046

```
] > In fact with a multisync you can use it as both a color and a mono monito
]
] What monitors work in all resolutions, and which are good? Back in the "ol
] days" <g>, the NEC 3D was highly recommended until they quit manufacturing
] I've also read that some multisync's have problems with low res.
```

Basically, what I'd like to know, is how much can I expect to pay for a reliable monitor, that can handle Low & Medium resolution in 50 and 60hz, as well as High resolution at 71Hz or whatever it is. (basically, a multisync that can handle from 45Hz to 75Hz sort of range). A display of the quality that the correct monitors (SC1224/SM124) gives would be nice as well :) I've got the info for hooking them up in an old ST-Format somewhere, so if I can find a cheap 2nd hand monitor that'd work, it'd be a lot better than trying to use "Sebra" to run these mono-only programs :)

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3436. Anyone use PC emulators?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3pubvb$agh@cville-srv.wam.umd.edu>
Source record: 165047

All I really need a PC emulator for is to run Pascal/C compilers for classes... I would be doing this on 1040STfm... Any suggestions as to what would be the best one to use? "PC-Ditto" seems to be the cheapest... would this work for me? Thanks in advance!

--LuNATiC

3437. Re: SM125 Advice Saught

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: aj599@FreeNet.Carleton.CA
Message-ID: <D92A7C.7uH@freenet.carleton.ca>
Source record: 165048

I have used an SM125 monitor for over 8 years, and
am very pleased with it . It provides a larger screen
area than the SM124. It is worth at least 50% more than
an SM124, IMHO. $75 (Us, I presume, is a bit high, but the
better resolution is probably worth it.
. . . Bob
--
. . . Bob Southern Ottawa Canada aj599@freenet.carleton.ca

3438. Re: Give it Up Sinclap!

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: Craig Oldfield <Craig@thebrink.demon.co.uk>
Message-ID: <98269433wnr@thebrink.demon.co.uk>
Source record: 165049

In article: <3plnopoen5@mhafc.production.compuserve.com> BobR
<76702.1466@CompuServe.COM> writes:

> Does that somehow make Atari computers better..?

Better at what Bob? My Atari does what I ask of it as does my PC
Why should I want to make it better?
--
Craig Oldfield

3439. Re: Anyone use PC emulators?

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: boyd@onramp.net
Message-ID: <3pujf7$dpl@news.onramp.net>
Source record: 165050

> All I really need a PC emulator for is to run Pascal/C compilers
> for classes... I would be doing this on 1040STfm... Any suggestions as
> to what would be the best one to use? "PC-Ditto" seems to be the
> cheapest... would this work for me? Thanks in advance!

I've tested Turbo Pascal and Turbo C with PC-Ditto... No prob.
The typical C compiler setup would probably be almost useless, though...

3440. no!desk queries.

Newsgroup: comp.sys.atari.st
Date: 1995-05-24 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1577dbrewood@nest.demon.co.uk>
Source record: 165051

CHRS: IBMPC 2
Anyone know if you can get No!Desk to allow more icons on the desktop.
Seems like I've hit the limit, but I need more!

Also selecting multiple files and then moving them seems a little 'iffy',
as sometimes the mouse tries to rubber band instead of grabbing the icons.

Again when selecting multiple files it'd be nice to be able to do a
multiple rename, something that No seems not to like.

Daron - dbrewood@nest.demon.co.uk

--

3441. Re: re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.172.000FEA05@ti.com>
Source record: 164852

In article <1581rcain@nest.demon.co.uk> rcain@nest.demon.co.uk (Roger Cain) writes:

>Blimey! I'm really amazed that the Oric is still going strong. All power to
>your elbow, mate!

How about if I told you that the Apple][is still being used in a handicap
house for braille printing of novel?

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`\\_//-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore <o o> 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com ===O=== 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

3442. Re: Sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.173.000FF446@ti.com>
Source record: 164853

In article <3q0fmg$f5n@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>It was in jest, for a bit of fun. It seems rather strange that Oric despite
>many a financial disaster managed to sell the Atmos for longer than the
>Atari with the Falcon.

And why is that so?
Is it because Oric manufacturer have nothing else to sell if it didn't?
Please excuse my ignorance, I cannot find my 1984 issue of PC magazine.

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`\\_//-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore <o o> 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com ===O=== 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

3443. Re: Algun espaniol en este grupo?

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.175.00100C77@ti.com>
Source record: 164854

In article <3pv3a5$6bo@pinon.ccu.uniovi.es> i0193698@petra.euitio.uniovi.es (DAVID GORGONIO ZUBILLAGA GOMEZ) writes:

> Me alegraria mucho saber que aun hay alguien en Espania que use un ST.

Huh? Sorry can't help you there.

William
,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`\\_//-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore <o o> 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com ===O=== 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

3444. Atari -> Amiga file transfer

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199505252038.a29871@a2w.maus.de>
Source record: 164855

Hello readers,

How can I transfer files from an Atari ST to an Amiga 500 by disk?

Ian_Taylor@a2w.maus.de The hidden secret of life is

3445. Hot keys?

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199505252044.a29872@a2w.maus.de>
Source record: 164856

Next question:

To page down a message on my news reader I have to use: shift + cursor down, how can I define a single key on my MSTE keyboard to do the job?

Ian_Taylor@a2w.maus.de The hidden secret of life is

3446. how big a hard drive 4 ST?

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fc46021_Tom.Thomason@fpc.ct.se>
Source record: 164857

To: dzander@solaria.sol.net

From: tom_thomason@fpc.ct.se

On 21 May 95, Douglas Zander shot this through the ether to All ...

DZ> Is there any kind of limit on the size of a hard drive for an
DZ> AtariST? I never owned nor worked with hard drives before so any
DZ> explanation of what a "partition" is and what "hard drive utilities"
DZ> I may need would be appreciated. I'd like to really get a large
DZ> (540MB-730MB) hard drive and fill it up with games, programs I write,
DZ> and other stuff. Any help would be appreciated. Thanks.

I have customers using hard drives amounting to several Gb of storage
space so the drives you mention above shouldn't present any problems. I'm using
a 540 Mb drive myself and my partner has an 830Mb drive.

If you look at a hard drive as being equivalent to a filing cabinet
then the partitions are the equivalent of the drawers in the cabinet.

Hard drive utilities are software collections that enable you to boot
from and maintain your hard disk.

Anything else?

BFN,
Tom

(UUCP Dialup connection)

3447. Re: Shoestring Computers Newsletter (12-May-1995)

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fc467e5_Tom.Thomason@fpc.ct.se>
Source record: 164858

To: DOMINGO@news.delphi.com

From: tom_thomason@fpc.ct.se

On 21 May 95, DOMINGO@DELPHI.COM shot this through the ether to All ...

D> Not to rain on your parade, but where should I advertise for an
D> Atari Specific Support Company? The Macintosh .wanted group? How
D> about the Amiga .marketplace group? Or just
D> misc.forsale.computers.atari? Oh wait, that doesn't exist. Nor does
D> comp.sys.atari.marketplace. If these newsgroups existed, I would post
D> there. I am trying to support and help fellow Atari Users. I started
D> the company with that in mind first and foremost. Should I just
D> expect people to "find" me?
D> Sorry if I seem harsh, but I am planning some good things for the
D> Atari market (what's left...). I would think people would be happy to
D> see me around.
D>
D> P.S. If other people feel I should just give up and not post to
D> this newsgroup, tell me.

Whoa! you don't have to overreact here, Don. I hardly think Ofir was just telling you to shove off. He was just trying to maintain a sense of order in here. I must admit that I'm not aware of the Atari specific commercial advertising areas on the InterNet but I'm sure they must exist. There are, at least, such areas on both FIDO and NeST. I think Ofir was just trying to point out that there are such specific areas (although, I must admit, he might have done better if he'd supplied the area names!)

As for your final comments, I'm sure that people ARE happy to see you around and certainly don't want you to give up trying. Witness the fact that I (and, I'm sure, others) did reply to your questionnaire. I understand how you feel. Being an Atari distributor and retailer myself, I often ask myself "Why bother?" when confronted with different situations. Then I remember how much I like the machine and the majority of the user base. Keep on truckin'.

All the best,
Tom

(UUCP Dialup connection)

3448. re: please point me in the right direction do modem success!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1594rcain@nest.demon.co.uk>
Source record: 164859

On 25 May 95 Wright wrote::

WA> Hello out there. I own 2 Sts, a 520STFM nd a 1040 STE and I recently
WA> bought a 2nd hand 2400 Fax/Modem. I have the splitter cable
WA> consisting of a 9-pin and a 25 pin connector which fits into my Rs-
WA> 232 socket. However, it will not run.

Did this same cable work with the modem before on the vendor's set-up?
RS232 is funny! RS232 printer cables are not the same as RS232 modem cables
and bothe are different from RS232 null modem cables! Use a cable which you
KNOW works or be prepared to fiddle around with the cable-pin assignments.

WA>I do not know how to run the VT-
WA> 52 Emulator <it just sits there>,

Well, that's it's job, after all - to sit there until you pass a command
through it. Have you sent commands to the modem like ATZ (initialise), ATE1
(echo my commands), AT&V (tell me what your settings are)? Have you even
got a list of Hayes commands?

WA> and i have a copy of the ST Format
WA> BBS setup and it won't run on that either.

Not surprised, if it is a BBS it will require an awful lot of setting up.

WA> Could there be a problem with the HAYES standard because the software
WA> is sending these wierd init strings that I can only decipher as being
WA> custom strings for that software.

If software sends anything without being asked it will be to the Hayes
standard.
WA>
WA> If anybody could help me, I would also like some pointers on other
WA> software to use. I am looking at Vanterm. Is this adequate.

Yes, a fine program. I use it a lot.

Roger
rcain@nest.demon.co.uk

--

3449. Re: WTB: Sim City

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: Juergen_Keitel@ki.maus.de
Message-ID: <199505251425.a4338@ki.maus.de>
Source record: 164860

```
TC>Also, does anyone know if they ported Sim City 2000 for the ST?
No, they didn't
/jk/ :-?
```

3450. Re: PC-DITTO HELP!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199505260143.a23046@iz.maus.de>
Source record: 164861

In <4dd_9505221526@flight.org>, CALLUM.LERWICK@flight.org (CALLUM LERWICK)
wrote:

CL>the disk needs to be formatted in a certain way

The system disk doesn't need to be formatted but it must have a special
boot-sector. This one can be created with SYS A: on DOS machines.

CL>I'll be happy to send you a Magic Shadow disk image of a MS-DOS 5.0
CL>boot disk

Although this is pretty helpful you should take care because MS-DOS
isn't Freeware but commercial software...

cu...Ole

Ole_Pahl@iz.maus.de (no messages >16kB!) AX.25: DK1LP@DB0HES.#SLH.DEU.EU
Ole_Pahl@chicago.shnet.org

3451. Re: Atari mail order in US?

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: 76702.1466@CompuServe.COM
Message-ID: <3q33r8svs1@mhadf.production.compuserve.com>
Source record: 164862
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

> Toad Computers on the west coast is a biggie. Best Electronics is another.

Umm... both very good suggestions, but it's actually the other way around..

Best is in California, and Toad is in Maryland.

Toad Computers: (800) 448-8623
Best Electronics: (408) 243-6950

BobR

3452. Towers II/Falcon030 Help?

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: jperez@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D94tBw.3s0@news.hawaii.edu>
Source record: 164863
Cross-posted to: rec.games.video.atari,comp.sys.atari.st

For those of you who may not be familiar, Towers II is an Dungeon Master style RPG for the Atari Falcon (by JV Enterprises) which features full motion, full screen, true color, true stereo, and much more. It is a tryware game available from many FTP sites, with the manual (and passwords) available for about $25.00. In my opinion, it is a superb game, with a comfortable mixture of puzzles and combat. Lots of monsters, spells, magical items, and about 13 levels comprise the game. If you own a Falcon, and enjoyed Dungeon Master - you owe it to yourself to give this one a try. The $25 fee for the manual is really insignificant, especially considering the wuality of this product.

Currently, I have nearly completed level 4 (the Elemental Plane) and am completely stuck. Although I have nine keys, there are still two doors that I cannot open (one in the water plane, and the marble door in game, with a comfortable mixture of puzzles and combat. Lots of monsters, spells, magical items, and about 13 levels comprise the game. If you own a Falcon, and enjoyed Dungeon Master - you owe it to yourself to give this one a try. The $25 fee for the manual is really insignificant, especially considering the wuality of this product.

Currently, I have nearly completed level 4 (the Elemental Plane) and am completely stuck. Although I have nine keys, there are still two doors that I cannot open (one in the water plane, and the marble door in the library). The mace of elements is fully charged, nearly everything in the Tower is dead (due to boredom ;) and I don't know where to go from here. If there is anyone else playing this game here in this newsgroup, I would greatly appreciate an e-mail response.

Aloha,
The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Falcon030 - STacy25 - Portfolio - 2600 - Lynx - Jaguar - 400/800 - 130 XE
----------Sorcery Computing Services----------

3453. ZRAM Wanted

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: slc.dennis.bishop@muskrat.hi.net
Message-ID: <9506030545453558@muskrat.hi.net>
Source record: 164864

I am looking for a ZRAM or some other upgrade RAM board for my
1040ST.

... Babylon 5 was a dream given form...
___ Mountain Reader II - #Demo 001

3454. Junk 1040ST for sale for

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: slc.dennis.bishop@muskrat.hi.net
Message-ID: <9506030545453559@muskrat.hi.net>
Source record: 164865

I offer $10.00 + shipping

... I have full diplomatic accesss.
___ Mountain Reader II - #Demo 001

3455. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3q24vg$8lt$1@perth.DIALix.oz.au>
Source record: 164916
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

steve wells (wells_s@ix.wcc.govt.nz) wrote:
Dont think Steve started this thread but.....
:] : I'm looking for a good terminal program that handles VT-100 or VT-102
:] : emulation well. I've already tried ST-Term, D-term, Flash 1.6, MiniTerm,
:] : W-Term, and a few others. The best I've come across so far is STorm, but
:] : aside from the emulation, I don't like the program that much. Are there
:] : any others out there that I could download/ftp?
:]

Try STarCall, vt 52,100,200,220 & ANSI... built in editor & buffer.. can use
'full' screen (as per flash 1.6) or terminal window.. It's fully
functional shareware with 10 second shareware fee reminder dialog....
ver 2.0E is now available which is in ENGLISH.. a few problems on TT's but
is great on ST's..

Ver 1.8G is available on some FPT (I think ftp.cnam.fr or ftp.uni-kl.de)sites
& ver 2.0E from a BBS in Germany Phone GERMANY 02363 2610

Try it you'll love it

Regards
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

3456. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: heathen@innotts.co.uk
Message-ID: <ABE9963F96681E838B@seriala05.innotts.co.uk>
Source record: 164917
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3pu9v6$ok@golem.wcc.govt.nz>,
wells_s@ix.wcc.govt.nz (steve wells) wrote:

>] : I'm looking for a good terminal program that handles VT-100 or VT-102
>] : emulation well. I've already tried ST-Term, D-term, Flash 1.6, MiniTerm,
>] : W-Term, and a few others. The best I've come across so far is STorm, but
>] : aside from the emulation, I don't like the program that much. Are there
>] : any others out there that I could download/ftp?
>]
>] The German shareware program "Connect"; without a doubt!!!
> < some deletion >
>
>FZDSterm has heaps of features and is IMHO simple to use, but forget about
>trying to use it for VT-100/VT-102, it can't cope.
>
Also no longer supported as I recall.

>Connect, Uniterm or STalker would be your best bets. Connect is shareware,
>and disables itself after 30days. Uniterm is (IIRC) PD, and fully operational
>and STalker is commercial although there's demos of it on most major
>Atari FTP sites!
>
>Best places to look
>
>atari.archive.umich.edu in atari/Telecomm/
>(ftp://atari.archive.umich.edu/atari/Telecomm using WWW/Lynx)
>
>If it's not there, you'll be ahrd put to find it elsewhere :)
>
You could also try the excellent shareware Teddyterm, AFAIK it runs VT and
ANSI modes. Colour or mono; Colour display is same as the mono except for a
few coloured dialogs and things, tho it will display colour input. Simple
and effective.
It used to be on ftp.demon.co.uk in pub/atari/comms, I think.

Sorry, my new server has "more included than new" syndrome - it's a bloody
nuisance.

3457. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3q1bmj$j75@prime.mdata.fi>
Source record: 164918
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3psv83$b3h@usenet.srv.cis.pitt.edu>,
Allen D Householder <adhst2+@pitt.edu> wrote:
>I'm looking for a good terminal program that handles VT-100 or VT-102
>emulation well. I've already tried ST-Term, D-term, Flash 1.6, MiniTerm,
>W-Term, and a few others. The best I've come across so far is STorm, but
>aside from the emulation, I don't like the program that much. Are there
>any others out there that I could download/ftp?

You definitely must check Connect 2.46! It it the best comms software
for Atari (IMHO and also many others' HO).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

3458. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.174.00100562@ti.com>
Source record: 164919
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I am also looking for a ANSI BBS comms terminal program.
I tried ANSITERM 1.9, which is quite good, and TAZ-1, which bombs after
sometime of usage. Is there any others great ANSI terminal program out there?

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`\\_//-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore <o o> 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com ===O=== 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

3459. Re: Atari Works Black Page Syndrome

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3q1gkm$903@percy.cs.bham.ac.uk>
Source record: 164920

jacquesa@cs.man.ac.uk writes:
>Thus, memory cannot be a factor, as I had just about the maximum
>ammount of memory possible on a 4mb machine... In the past, I have had
>it working with 800x600x16, a module playing in the background and 5
>DA's, without problems.
>
>So.... Does anyone know how to actually avoid the problem?

NVDI 3.02 has special code to avoid the problem. Speedo 5 may also
help, but I am only aware of NVDI 3's fix.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

3460. Re: Sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2505950909370001@ngalm099.gal.nt.com>
Source record: 164921

In article <3q0fmg$f5n@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) wrote:

> I've changed my mind, however the Jupiter Ace and Microbee are currently
> hot contenders.

The Jupiter Ace...ahhh...fond memories, that was my first computer; still have two of them.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

3461. What is comp.sys.atari.announce ???

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: sedlakj@dec59.ruk.cuni.cz
Message-ID: <3q1ivr$3ki@dec59.ruk.cuni.cz>
Source record: 164922

A question:
I found a news group COMP.SYS.ATARI.ANNOUNCE.
But it seems to be empty or somehow blocked.
I tried to post a message there, but nothing happened.

Do you know more about this news group?

Thanks

Jan Sedlak

sedlakj@dec59.ruk.cuni.cz

3462. Re: Sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2505951303580001@ngalm099.gal.nt.com>
Source record: 164923

In article <gigxr01-2505950909370001@ngalm099.gal.nt.com>, gigxr01@nt.com (Gerry O'Rourke) wrote:

> In article <3q0fmg$f5n@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod
> McCall) wrote:
>
> > I've changed my mind, however the Jupiter Ace and Microbee are currently
> > hot contenders.

I actually built a MIDI interface for the Jupiter & was using it with a Roland Juno 106 & a Yahama Dx7. I was going to write a sequencer & patch librarian.

Then I heard about the ST, got one and it was bye bye Jupiter Ace MIDI.

One thing about the ACE,the user manual was excellent (for the time).

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

3463. Trueimage/Truepaint question

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: lamarth@delphi.com
Message-ID: <By79kGk.lamarth@delphi.com>
Source record: 164924

Can anyone explain to me the difference between TrueImage and TruePaint?
Does anyone also know if either can print to a HP Deskjet?

Thanks!

David (lamarth@delphi.com)

3464. Re: What is comp.sys.atari.announce ???

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3q216s$dag@epsilon.qmw.ac.uk>
Source record: 164925

```
On sedlakj@dec59.ruk.cuni.cz, Jan Sedlak (sedlakj@dec59.ruk.cuni.cz) typed away:
: A question:
: I found a news group COMP.SYS.ATARI.ANNOUNCE.
: But it seems to be empty or somehow blocked.
: I tried to post a message there, but nothing happened.
: Do you know more about this news group?

It is a moderated group for announcements. When posting to it, it can
take a couple of days to appear, because each posting is checked
before it is allowed out into the big bad world.

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk
```

3465. Re: FORSALE: Critical Path project planner

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505251354.AA05729@ilmen.lanl.gov>
Source record: 164926

In article 001226F4@asa.org, woodwabo.asa@asa.org (Bob Woodward) writes:
>In article <3pv79j$9dm@canopus.cc.umanitoba.ca> umcordes@cc.umanitoba.ca (Trevor Eaton Cordes) writes:
>
>>Critical Path for sale. Easily and friendily allows you to plan out
>>projects in multiple phases with multiple interdependencies. Very
>>flexible. Tons of features. Excellent reviews in STart and other mags.
^^^^^^^^^^^^^^^^^^^^^^^^^^
>
>I take it this is for..... aTARI's??? <Puzzled look on face>

Well, I don't recall too many firms advertising software for NON-Atari machines in the old STart magazine periodicals from Antic Publishing, do you?

Then again, do you recall the magazine itself?

Ah, those were the good 'ol days. :)

-Hutch- @ Fair Dinkum Tech

3466. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505251403.AA05741@ilmen.lanl.gov>
Source record: 164927

In article ABE9963F96681E838B@seriala05.innotts.co.uk, heathen@innotts.co.uk (Barry Heath) writes:

[... LOT's of junk deleted ...]

>Sorry, my new server has "more included than new" syndrome - it's a bloody
>nuisance.

[... LOT's of white space deleted ...]

Yeh, but it's a BIGGER nuisance to us!

To avoid the "more included than new" error messages (inititated as an attempt to cut down on "me too" replies and other wastes of bandwidth), all it takes is a little effort on your part to delete the less relevant parts of the message you are replying to. It's not that difficult.

-Hutch- @ Fair Dinkum Tech

3467. Re: What is comp.sys.atari.announce ???

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505251419.AA05746@ilmen.lanl.gov>
Source record: 164928

In article 3ki@dec59.ruk.cuni.cz, sedlakj@dec59.ruk.cuni.cz (Jan Sedlak) writes:
>A question:
>I found a news group COMP.SYS.ATARI.ANNOUNCE.
>But it seems to be empty or somehow blocked.
>I tried to post a message there, but nothing happened.

Most, if not all, of the *.announce newsgroups are _moderated_ newsgroups
which means they are closed to postings from anyone except the moderator;
an individual who has taken the responsibility to post newsworthy events
and, well, 'announcements' about the subject.

The moderator is for that group is Yat Siu (email Lexicor@world.std.com)
who must approve all messages first before allowing them to be posted.

He just posted a message #120 entitled 'Comp.sys.atari.announce guidelines'
so I suggest you go back and read that first.

-Hutch- @ Fair Dinkum Tech

3468. Re: Elite or Elite II players out there?

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: JAMES DOWNING PAGE <jdp4@aber.ac.uk>
Message-ID: <3q25bs$l1n@fileserv.aber.ac.uk>
Source record: 164929

gccornelius@its.dundee.ac.uk (GRAHAM CORNELIUS) wrote:
>
> The game supports expansions. David Braben, who wrote Elite II (and now co
> wrote Elite III on the PC with 10 other people who form Frontier Developments
..etc

I have heard that elite III will not be released on the ST platform
- only on the PC !!

Can anyone confirm this?

Elite II has become a little boring and I need some new interest!!!!

The HipSTer.

3469. portfolio modem

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: geheniau@inter.NL.net
Message-ID: <D959uo.G27@inter.NL.net>
Source record: 164930

I am searching for a terminal program for the atari portfolio, that can
communicate (via the portfolio interface) with my modem.
I want to connect to my server with the portfolio....how and which program...
please email me: geheniau@solair1.inter.NL.net

3470. HS modem problems

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Message-ID: <Pine.SUN.3.91.950525111455.9641B-100000@nic.cerf.net>
Source record: 164931

Hi All,

First, I have a Falcon. I have several serial-fix patches: fpatch, bmapfix, scc, drvin, and mfp_falc. You'd _think_ these would fix all of the serial port bugs, and even fix some that don't exist :)

I can't get transfer rates over 1,600 CPS on my 28.8, which is just plain strange. I should get 3,600 throughput, since the port is set for 38.4, even without compression. WITH compression, my transfer rate should be even higher. And yes, I connect at 38.4, so I believe the problem is on my end. Of course, maybe the problem is that the remote modem doesn't support v.FC/v.FAST? My modem doesn't have v.34 :(

Another problem, I can't set the port over 38.4. If I set it higher, I get no response from the serial port. When using MiNT, I use the standard U:\dev\AUX device, and when not, I use modem2 (which is correct). So, what gives? I'm tired of my 28.8 performing like a 14.4

Thanks for any help :) BTW, I'm using CoNnect.

Ben Allfree
shadow@iris.yolo.com

3471. UltraScript help

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: steve@damp.apana.org.au
Message-ID: <3q222m$j4n@frisbee.damp.apana.org.au>
Source record: 164932

I'm using UltraScript which was bundled with Passport Design's ENCORE scoring program.

But not successfully....it use to work.

I can print a postscript file from ENCORE, but can't print the ps file with UltraScript.

It loads properly, tells me that it has initialized and is print my ps file....

Then it seems to hang up while trying to access Drive A.

Sometimes I get an error msg 'Can't Read Disk'.

Using a Mega4 STe, G+Plus for GDOS (seems to work OK for STraight Fax) UltraScript accesses the Ufonts and other fonts OK.

Any suggestions?

Thanks. Steve steve@damp.apana.org.au
--
Steve Eads - formerly from somewhere else - now in Australia:
steve@frisbee.damp.apana.org.au or Voice Phone/Fax: +61 8 390 3018

3472. Re: SUBSTATION TRAGEDY!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3q2nid$mt8@golem.wcc.govt.nz>
Source record: 164933

In article <3q14vu$j3n@elaine35.Stanford.EDU>, darmok@leland.Stanford.EDU (Philips Dilworth Patton) writes:
>DAVIDE J. FERRI (davidfer@asgard.clare.tased.edu.au) wrote:
>: help I can't get a copy of the
>: substation demo!!!!!
>: and the copy at cnam doesn't want to
>: decompress properly!
>: can someone help me!!!!!!
>: I have been after it for ages
>I had the same problem....solutions anyone?

Nothing wrong at all with the Demo of Substation on Cnam.fr

Did you get it as a Binary...???

Did you use the Latest LZH program to unpack it, I have noticed that
a lot of the later LZH archives are using lower case file names,
a lot of LZH programs stuff up on this BUT LHA3101 does not...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3473. Re: Tramel on TV, stock to rise?

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <173A9CAADS86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 164934

In article <Pine.A32.3.90.950524001548.67797C-100000@srv1.freenet.calgary.ab.ca>
Conan Ford <ford@freenet.calgary.ab.ca> writes:
>Sorry, man, you missed the profit train. The profit train pulled into
>the station when Atari stock was at $ 1/2, then went up to $ 7. That's
>called 1400% profit. Too bad I don't have a time machine.
>
--Sorry, man, you're wrong. Atari climbed from $1/2 to $12-1/2, and that's
a 2,400% profit. Now it's back down under $3, so if this virtual reality
thing catches on with the kiddies, it could zoom again. The time to buy
is when the price is low. The time to sell is when the price is high.
Right now the price is fairly low, so a novice can get a decent position
without risking the ranch. Something to think about. I recently bought a
few shillings worth. I have my fingers crossed. --Mark van Wyk

3474. Re: for sale: Atari STe

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: st20c@math.ucr.edu
Message-ID: <3q2un9$lpk@galaxy.ucr.edu>
Source record: 164935

yoda@neuromancer.ucr.edu (Paul Hruby) writes--
: For sale:
: Atari 520STe with 2mb RAM and over 200 commerical games
: and applications $350 plus shipping
: Future Systems GTS-100 3 1/2 floppy drive $50 plus shipping.

This looks good, but a little expensive. Are you willing to sell it
for less?

gwoho liu.

3475. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: keiths@pavilion.co.uk
Message-ID: <3q347j$h88@fitzherbert.pavilion.co.uk>
Source record: 164936

wongck@ti.com (William Wong) wrote:

>I am also looking for a ANSI BBS comms terminal program.
>I tried ANSITERM 1.9, which is quite good, and TAZ-1, which bombs after
>sometime of usage. Is there any others great ANSI terminal program out there?

Try Freeze Dried Terminal or TTerm. Both are good progs although
niether are supported any longer there is not much that needs doing to
them. I know TTerm is on Hensa probably Freeze Dried is as well.

Keith
100:1011/12.0
2:254/108.12

3476. jt-a02 mouse

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: Curt Johnsen <cjohnsen@delphi.com>
Message-ID: <Z6wfEwm.cjohnsen@delphi.com>
Source record: 164937

This mouse seems to freeze up with no
movement. When I move cable it may kick
in. Any spare mouse for sale?
reply email, in chi area thanx

3477. Free to good home: Atari Magazines

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: krieg@allmalt.cs.uwm.edu
Message-ID: <3q2aso$f2b@uwm.edu>
Source record: 164938
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

These magazines are free, but shipping must be paid by the receiver.

I have a complete set of ST-Log and all of the Analog magazines back to issue #9 or so. I also have a fair number of Antics (mostly early stuff from '82-'85, or so). There are also some Atari Explorer, Antic's ST magazine (whose name escapes me), and a few European ST magazines.

Let me know if you are interested and I can compile a list.

If you are in the Milwaukee area, you can pick them up for free.

--
= o = Andrew Krieg - Software Engineering Consultant =
= | = E-mail: krieg@allmalt.cs.uwm.edu or =
= o / | \ o = krieg@ct.med.ge.com =
= |-/ \-| = WWW: http://www.cs.uwm.edu/public/krieg/index.html =

3478. Latest NVDI and MiNT/MultiTOS?

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Message-ID: <Pine.SUN.3.91.950525111348.9641A-100000@nic.cerf.net>
Source record: 164939

Does the latest version of NVDI work with MiNT/MultiTOS? That's it,
thanks :)

Ben Allfree
shadow@iris.yolo.com

3479. Re: SUBSTATION TRAGEDY!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: Conan Ford <ford@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.91.950525184557.18314A-100000@srv1.freenet.calgary.ab.ca>
Source record: 164940

Substation is available from atari.archive.umich.edu.

It is in /atari/Falcon/Games or something like that (although it is not just for the falcon).

If the ftp site is busy, try
http://pharmdec.wustl.edu/wuarchive/systems/atari

Conan

3480. Re: Trueimage/Truepaint question

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: martinc@teleport.com
Message-ID: <3q3a60$3hl@kelly.teleport.com>
Source record: 164941

lamarth@delphi.com wrote:
: Can anyone explain to me the difference between TrueImage and TruePaint?
: Does anyone also know if either can print to a HP Deskjet?
:
: Thanks!
:
: David (lamarth@delphi.com)
:

TruePaint will not print out anything. And it is very limited in it's
functions. I am very disapointed in the product myself and had I known
more about it I would not have bought it.

As for TrueImage, I know nothing about it.

Hope this helps.

Martin C

--
I love it when they do that.

3481. Re: Tricked out TT for sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: Robert Beatty <rbeatty@pixi.com>
Message-ID: <Pine.S40.3.91.950525230932.12796B-100000@sirius.pixi.com>
Source record: 164942

The tricked out TT has sold. Thanks to those who inquired.

Regards,
Bob

3482. Re: Hack!

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: balkcom@jhunix.hcf.jhu.edu
Message-ID: <3q0n4r$bqn@jhunix1.hcf.jhu.edu>
Source record: 164943

N.Jones-Rodway (nj1@ukc.ac.uk) wrote:
: In article <3psavu$4ps@dux.dundee.ac.uk> David Mitchell <dmitchel> writes:
: >Hello folks,
: >I got a PD disk of Hack and very good it is too.
: >However I cannot seem to save a game. It says
: >'cannot open save file'. Can anyone help??

: Can't help you on that. Sorry.

: >Or is there a better dungeon game to play??

: If you can get resolutions of 640x400 or above on your machine, try getting
: hold of NetHack - the original Hack game GEM'ed up with proper graphics
: instead of characters and so on :)

: I've never been a Hack fan myself, but some of my freinds back home are, and
: they were very impressed :)

: I think it works in High res on an ST (though don't quote me on that), but it's
: really intended for TT or Falcon resolutions...

: Neil.
: --
: Neil Jones-Rodway Keep the boy spinning in their
: University Of Kent own litlle world.....
: So afraid he'll be what they never were
: -- Tori Amos (Flying Dutchman)

3483. Re: Atari Linux

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: gjw@netcom.com
Message-ID: <gjwD943EC.Mor@netcom.com>
Source record: 164944

In article <D92yDL.80@crash.cts.com>,
Richard John Kelsch <richcsst@crash.cts.com> wrote:
>Gregory J. Wageman (gjw@netcom.com) wrote:
>: In article <3prdfv$ib6@gti.gti.net>, azog <azog@gti.gti.net> wrote:
>: >
>: >and after giving me a few informational messages, the screen gets
>: >really neat, lots of random colours. I tried booting in 16 colour
>: >mode and hi-rez (ST-High), and with no AUTO programs, but the same
>: >deal in each configuration. Is this kernel binary runnable as-is
>: >on my Falcon? (I do have a 68882, I know that matters)
>
>: Where did you download it from? I've had my best luck with the
>: following two German sites:
>
>: ftp.uni-erlangen.de
>: ftp.phil.uni-sb.de
>
>Try this address, it's where the Linux packages are developed for all
>platforms. Which means you get it straight from the source!
>
>FTP to -> tsx-11.mit.edu

Sorry to contradict you, Rich, but the stuff on tsx-11 has been
compiled by an Amiga developer. It is rarely, if ever, current
with the latest Atari patches. I've had nothing but trouble trying
to use the stuff there.

The site "ftp.uni-erlangen.de" is where Roman Hodek keeps his latest
kernels and patches. In case you don't recognize that name, he is
the coordinator for Atari Linux. The patches he sends to Hamish
Macdonald *eventually* find there way onto tsx-11, but there is
often significant lag time.

-Greg

3484. MEGA STE FOR SALE!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: dogman@svpal.svpal.org
Message-ID: <3q0q0l$loh@borg.svpal.org>
Source record: 164945

I have the following Atari Computer for Sale:

Hardware:

Atari Mega STE 4
4 MB RAM
50 MB internal hard drive
Magnavox ICM135 14" Stereo Color Monitor
External DS(720K) Floppy Drive
Supra 2400 Baud external Modem
Beetle Mouse
Atari standard Mouse
Wico Joystick
3 2600 Joysticks

Software:

Pagestream
WordWriter
Word Flair II with FSM GDOS
Diamond Back II
various other utilities (Warp 9, look it, etc...)
plus MANY GAMES (Dungeon Master, Empire, Uninvited, etc...)

****
Everything is in MINT condition, and I have the original
manuals for the software/hardware, as well as the orginial
boxes for the hardware.

Shipping can be arranged. I would prefer US sales, payment
must be in US funds.

I am asking $600 or best offer for the whole package. Please
send me EMAIL at dogman@svpal.org if interested of if you have
an offer.

--
---
* "My Pancreas may be green, but its the last living thing on this *
* ugly rock you call a planet." *
* *
* dogman@svpal.org "Have you played Pettyland yet? *

3485. Stardust - Problems revealed

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3q10tl$e5f@golem.wcc.govt.nz>
Source record: 164946

I got a letter from Creator of Aggression (programmers of Stadust), and apparently they've only so far sold 49 copies of Stardust as Daze marketing has been messing them around and has not sufficiently duplicated the game to put it into full commercial release, and they are unsure as to when the release will actually occur.

Unfortunately, he also says that it is extremely unlikely they'll write anything else for the Atari :(

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

3486. Re: Scanner driver for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: Lexicor@world.std.com
Message-ID: <D94BxM.13@world.std.com>
Source record: 164947

In article <3pr5c2$934@imp.demon.co.uk>,
ace <jason@whatnext.demon.co.uk> wrote:
>lamarth@delphi.com wrote:
>
>You can run the Epson GT8000 & 9000 colour scanners with Digital
>Arts' GTLook2 software running on a Falcon. Both have SCSI
>options.
>
>In the UK, these scanners and software are available from System
>Solutions or CGS. I don't know about other Countries.
k
In the USA these are available via Lexicor Software Corp. (617) 437 0414
or info@lexicor.com...

The US Scanners that work with the GT series are the ES600/800 and 1200

Cheers

Yat @ lexicor

3487. Re: Scanner driver for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: Lexicor@world.std.com
Message-ID: <D94Bz5.AE@world.std.com>
Source record: 164948

In article <xe9-keF.lamarth@delphi.com>, <lamarth@delphi.com> wrote:
>jason@whatnext.demon.co.uk wrote:
>>You can run the Epson GT8000 & 9000 colour scanners with Digital
>>Arts' GTLook2 software running on a Falcon. Both have SCSI
>>options.
>>In the UK, these scanners and software are available from System
>>Solutions or CGS. I don't know about other Countries.
>Uh, yes I've seen GTLook2 and I found them to be ridiculously expensive for
>what I want to do. I was hoping to find an cheaper driver- failing that
>I'd sooner write my own than to pay the $260 that I've seen GTLook2 going
>for...
>

David,

it depends entirely from who and where you purchase it from too. Support your dealer, but that price is way too high.

Cheers

Yat @ Lexicor

3488. BBS Programs...Octopus

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: Mark McGowan <mmcgow1@zeus.towson.edu>
Message-ID: <Pine.ULT.3.91.950525021650.10091A-100000@zeus.towson.edu>
Source record: 164949

I'm still in search of where I can find Octopus for the Falcon. I'm
looking for an FTP site...thanks,
Mark

(((())(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((())))
() mmcgow1@zeus.towson.edu () Mark () as860@freenet.buffalo.edu ()
() /\ /\ ()
() co262@cleveland.freenet.edu ()
(((())(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((())))

3489. Re: I REALLY NEED SOME ADVICE HERE !!

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3q1bh6$j70@prime.mdata.fi>
Source record: 164950

In article <19950523154943.Y.J.J.Thal@sp0400.kub.nl>,
dr Tr. <Y.J.J.Thal@kub.nl> wrote:

>
>I'm in the position to buy an ATARI ST 520 + for the purpose
>of midi-sequencing. Since I can buy it for almost
>nothing, I'm curious if I can switch from sequencing on my PC
>to the atari. (I'm now using cakewalk 3.0 + midi interface MQ
>for my dj70 and jv880) This could geive me the advantage
>of using my pc for harddisk recording using saw in the future.
>(given my quick harddisk and 8 mb's in the 486 dx2)
>
>The quewstion is : Should I buy the damn thing or not ?!

Cubase runs just fine in Atari's (it was made for it in the first
place!), and the Midi IN/OUT works.

BUT: Cubase needs *at least* 1040Kb (1Mb) of RAM to work at all.

Cubase Lite works on 520Kb, but it's quite limited, and there are
no sync options in it. Also, Cubase needs a b/w monitor (SM-series)
when you run it in ST/Ste, and if you want to sync it to SAW, you'll
need a MIDI expander, which has SMPTE sync connectors, and you
also need a similar card for your PC (I recall there is only one
card that can run the sync for SAW ... MPU-something).

So I'd say don't buy it, unless it has 1Mb of RAM, and you can
find a second hand Midex+, SMP-II or Unitor (Midi expanders)
for the sync (you'll get also more Midi in/out's with those
expanders).

BTW: check also that the Operating System is v.1.2 or 1.4 (in
ROM - no from disk!).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

3490. Re: Sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-25 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.171.000FDCDD@ti.com>
Source record: 164951

I just seen the following ... Oric-1000 for sale....
RAM : up to 16Meg
CPU : up to P5 at 100MHz
Sound : optional hardware giving wave-table SB compatibility
Screen:80x25 character display
728x1024 pixel graphic with 16million colours
Standard 102-key keyboard
8/16-bit expansion slot (up to 8 of them)
Super VGA output

No casette recorder interface
No VHF/UHF TV output
**** NOT COMPATIBLE WITH ORIC-1 SOFTWARE ****

Huh?
Oh I am dreaming ... it's actually a IBM compatible called ORIC-1000 :-)

Regards
William
.... with buckets of water in ready....

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`\\_//-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore <o o> 520ST 4Mb Tos2.06 44M HDD
Internet Email: wongck@ti.com ===O=== 486DX33 8Mb 210M HDD
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

3491. Re: Terminal Programs --

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <30b_9505270107@flight.org>
Source record: 164802

In message #940, JENS ANDREASEN writes:

> > Also -- what are the patches to run a 14.4k modem on an ST?
>
> You don't need any, your modem will be able to use 19.2k between modem
> and computer.

That depends, if your using TOS 1.4 or older (which you most likely are on an ST) you will need at least a program called Serial Fix, there is a program called HSMODEM that might* speed things up, but I havn't had time to fool with that one, and I only have a 2400 baud modem anyway...

--- -//- ---

Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|

--- -//- ---

3492. Anyone use PC emulators?

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <30c_9505270107@flight.org>
Source record: 164803

In message #956, DAY TRIPPER writes:

> All I really need a PC emulator for is to run Pascal/C compilers
> for classes... I would be doing this on 1040STfm... Any suggestions as
> to what would be the best one to use? "PC-Ditto" seems to be the
> cheapest... would this work for me? Thanks in advance!

Eh, don't bother with the original PC-DITTO especially for things like C compilers, its too* slow on an 8mhz machine! (It's 100% software) There's a PC-DITTO II out there, which is hardware emulation, never goofed with that one.

--- -//- ---
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
--- -//- ---

3493. Re: Patching TOS 16MB par

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <30d_9505270107@flight.org>
Source record: 164804

In message #957, ERIC MARCH writes:

> : Since I am technically deficient in this area, I was wondering if
> : anybody has considered writing a patch for TOS 1.0/1.2 so that 32MB
> : partions can be used? Is this even possible? Or should I just get TOS
> : 1.4/2.06 for ALL my machines?
>
> ICD Utilities allows BGM partitions of up to 512 megabytes each.

REALLY! I'm using TOS 1.0 with ICD utils ver 6.0.7, tell me more!
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3494. re: st506 hd ??????!?

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <30e_9505270107@flight.org>
Source record: 164805

In message #958, ROGER CAIN writes:

> Almost anywhere - there will be a lot going second-hand. I think the poin
> of most people's answers was that, as you have to buy a host adapter
> anyway, you would be better connecting this to the embedded SCSI drive yo
> have. It is more modern, faster and there will be less wiring and gubbins
> to go wrong. As an extension to this you could find a ST506 for peanuts t
> connect to the adapter which will give you another drive.

Yep, take if from someone who knows, you do not*, I repeat, do not* want
to fool with th old MFM drives! Its a living hell...

---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3495. Towers II save game?

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <30f_9505270107@flight.org>
Source record: 164806

In message #960, AZOG writes:

> I can't seem to save any games in Towers II, and was wondering
> if anyone else ran into that problem. I would like to register,
> but won't until I find out if it's just me, or a bug.
>
> My system is a TOS 4.04 Falcon with 16mb of RAM, no other
> nasty mods. I've tried booting with no AUTO programs and
> the like, but to no avail. What happens is I click on the
> disk icon, and select save game, and point at empty slot
> one. The readme says that I will need to type in a name, so
> I assume the 'empty slot' will disappear, but it doesn't.
> In any event, I type in a save name, and press enter, and
> the disk drive light goes on forever. I even let it sit for
> 15 minutes, JIC...

I've heard of a patch for that, I dunno where to get it, the bug is due to
you having more than 2 megs memory! Making a 14 meg ramdisk would be a
good temporary fix.

--- -//- ---
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
--- -//- ---

3496. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <310_9505270107@flight.org>
Source record: 164807

In message #988, S94 writes:

> > Most of that 2 megs is taken up by FAT/Directory tables, sector headers
> > etc, so you only end up with 1.44 megs of actual storage.
>
> Isn't 2.0Mb the *unformatted* capacity??

Yes! Thats what I just said! Alot of that 2 megs is taken up by sector
gaps, directorys, etc...

--- -//- ---
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
--- -//- ---

3497. Re: MagiCMac demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <311_9505270107@flight.org>
Source record: 164808

In message #989, S94 writes:

> I think *you're* confused - MagicMac is an operating system, not an emula
> Anything that hits the hardware direct will most certainly not run becaus
> don't have that same hardware onboard.

Oh yes, I should have worded that differently...

---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3498. Re: Sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <312_9505270107@flight.org>
Source record: 164809

In message #998, M. DEKKER writes:

> I love the way you guys take this thread seriously!

Heh, me too. I'll have to get an Oric to add to my list of odd, bizzare,
and rare computers I've owned at one time:

an Apple Lisa 2/10
a TRS-80 model 4p
a TRS-80 Color Computer II
an original Compaq luggable computer
and a Franklin Ace 1000

Soon to be added to the list: An Apple III!
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3499. Atari "ResEdit" equiv?

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <135_9505270156@tor250.org>
Source record: 164810

> Is there an equivalent of the Mac ResEdit for Atari ST?

I think Digital Research's Resource Construction Set(RCS) is similar. Also there's another one called Otto's Resource Construction Set(ORCS). I don't know if there are others.

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org

3500. Re: CD player for NEC drives?

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FE1KCEUTUP@dksoft.ping.dk>
Source record: 164811

In <3q0hr3$22ur@holly.ACNS.ColoState.EDU> Ely Morgan wrote:

>I have a falcon 030 and an NEC Multispin CD-rom drive with extendos. I
>can't seem to find a CD player that works with this drive. If anybody
>has one let me know. Preferably PD.
>

CDAUDIO that comes along with ExtenDos works fine. I have it running here
on my Falcon with my NEC 3xspin drive.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

3501. Re: Algun espaniol en este grupo?

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: koehne@oslo.informatik.uni-dortmund.de
Message-ID: <3q45p9$p87@fbi-news.informatik.uni-dortmund.de>
Source record: 164812

In article <3pvr5c$6ht@news.onramp.net>, boyd@onramp.net writes:

|> > Me alegraria mucho saber que aun hay alguien en Espania que use un ST.
|>
|> Oops. I wrongly (sp?) assumed this to be an English newsgroup.
|> Better go somewhere else before I get cussed out again.

Hey, calm down!!
This is an international newsgroup and English is the best language for
that but
why shouldn't he try? Sometimes there're german messages here, too...

Bye

...Patrick

--
UseNet : koehne@ls10.informatik.uni-dortmund.de
Maus-Netz: Patrick Koehne @ UN

3502. Re: What is comp.sys.atari.announce ???

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: koehne@oslo.informatik.uni-dortmund.de
Message-ID: <3q46bk$p87@fbi-news.informatik.uni-dortmund.de>
Source record: 164813

Hi ALL

Just to make the newsgroup COMP.SYS.ATARI.ANNOUNCE more public I post the
latest
article from the moderator of the group here!
I furthermore want to mention that this group is imported into the German
MAUS-Net, too, where almost all ATARI-Users and lots of programmers can be
reached!

If you want to know quicker information about new realeses of german-shareware,
please contact the authors and tell them that they should use that newsgroup
(even the German programmers). In the MAUS-Net the newsgroup is called
C.S.A.ANNO
or comp.sys.atari.announce.

Help to make that newsgroup a good connection between Germany and the USA!

--- cut ---

From: announce@lexicor.com (Guidelines)
Subject: Comp.sys.atari.announce guidelines
Message-ID: <D95073.DKA@world.std.com>
Sender: Lexicor@world.std.com (ysiu@lexicor.com)
Organization: Lexicor Software Corporation
Date: Thu, 25 May 1995 13:59:26 GMT
Approved: Lexicor@world.std.com
Lines: 136

Guidelines to posting to comp.sys.atari.announce

if you have any questions or comments/suggestions
please respond to myself or reply.

This file should assist users who wish to post to comp.sys.atari.announce
and are not exactly sure if it will be approved:

When posting to comp.sys.atari.announce please make sure of the following:
* post about atari computer relevant topics
* please include an explanation to what the package/machine is in the post
* the post should be at least 10 lines long (message content)
* it should be informative

* What kinds of posts will not be approved?
Any post that is not relevant to atari computers (8-bit, 16bit/clones) will
most likely not be approved.

Details are in the charter, in general posts that sound like "there are some
news, please contact me" without any information on the product in question

will be rejected. Posts that appear to have a lot of spelling mistakes will most likely also be rejected (such as fairly obvious grammer and spelling errors). Posts are expected to be in english, if they are in another language then a translation would be nice, its hard to approve anything that one can't read.

*Can I post forsale posts?
Forsale hardware posts are generally not approved unless they come from a company/developer or dealer who wishes to announce new pricing for product. Comp.sys.atari.announce is not atari.marketplace (doesn't exist however).

* Justification/Charter
Please read the RFD, this should clarify a lot of questions, if you have any more questions please email me (ysiu@lexicor.com)

Original Request for Discussion: comp.sys.atari.announce

by: Yat Siu (Lexicor@world.std.com)

Group name: comp.sys.atari.announce
Status: moderated (Lexicor@world.std.com)
Distribution: world-wide
Summary: a newsgroup for the product announcement of atari computer hard and software or related (eg. clones).

Justification:

There are currently comp.sys.atari.st, comp.sys.atari.st.tech, comp.sys.atari.8bit and comp.sys.atari.advocacy, the first three groups are discussion forums for their (specific) related hard and software. Product announcements in these discussion forums of new releases by either commercial, shareware groups can often be considered a service but not encouraged. The atari computer market is not very widely distributed and it is getting increasingly harder to know more about new products.

To begin with a product announcement group would encourage the people to announce their new products for the benefit of all atari computer users. It will also allow the reader to focus for a new newsgroup only for product announcements or press releases and will also make the reader more aware of his/her options.

Charter:

The proposed group will provide a forum for the announcement and release of new atari related products:

* atari computer hard and soft
* commercial as well as shareware or related
* announcement from individual authors, companies or distributors
* press releases

NOTE

This RFD is being issued in concordance with the guidelines set in the "How to create a new usenet newsgroup" FAQ regularly posted to news.announce.newgroups. Please refer to this article if you have any questions about the newsgroup creation.

Unless the discussion indicated a need to resubmit a new RFD, the CFV will be posted approximately three to four weeks after the posting of this RFD.

--- cut ---

Bye

...Patrick

--
UseNet : koehne@ls10.informatik.uni-dortmund.de
Maus-Netz: Patrick Koehne @ UN

3503. Re: Latest NVDI and MiNT/MultiTOS?

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3q4362$or1@percy.cs.bham.ac.uk>
Source record: 164866

Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net> writes:
>Does the latest version of NVDI work with MiNT/MultiTOS? That's it,
>thanks :)

Yes, it works fine.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

3504. Re: jt-a02 mouse

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: sfc-a@minster.york.ac.uk
Message-ID: <801478818.0@cs.york.ac.uk>
Source record: 164867

Curt Johnsen (cjohnsen@delphi.com) wrote:
: This mouse seems to freeze up with no
: movement. When I move cable it may kick
: in. Any spare mouse for sale?
: reply email, in chi area thanx

It may be your mouse-socket on the computer.
Check this out first.

Stu

3505. Re: I REALLY NEED SOME ADVICE HERE !!

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3q363bsvs3@mhadf.production.compuserve.com>
Source record: 164868

> The quewstion is : Should I buy the damn thing or not ?!

The Atari ST is an excellent platform for MIDI music. The interface is
built-in and comes standard with all models. The MIDI interface is well
supported by the operating system as a result.

The main problem would probably be memory. A standard 520ST has only
a half megabyte of RAM, and can NOT be very easily or reliably upgraded.
Memory upgrades ARE available though, up to the systems maximum of 4 Megs.

(Check and see if the 520 you're considering already has a memory upgrade
in it... many of them did have this done to them.)

> I heard it has a midi interface in it itself, but does it work properly ?

The only problem with the ST MIDI interface is that Atari implemented the
MIDI-THRU signal in a non-standard way, and some equipment may have problems
dealing with it if you use cables with all five wires connected. I don't,
unfortunately, know what equipment is affected by this. Many, many people
DID use the ST for MIDI music very successfully nontheless...

(Take a look at some Tangerine Dream albums sometime.. they used the ST..
also Madonna, the jazz "supergroup" Fourplay, and lots of others.)

> Since I can buy it for almost nothing, I'm curious if

At that price I'd say go for it.. and at least give it a try.

BobR

3506. Re: 6882 FPU Now what?

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3q49ej$iii@inca01.inca.co.nz>
Source record: 164869

Beric Dunn (bericd@bri.hp.com) wrote:
[snip]

> At the start of the program have a check to see if the FPU is in
> place.
> If it is not there then change the LINE_F vector to your emulation
> code (which you have with the program as a matter of course). This
> check will only occur once in each execution and will incur no
> overheads to the system from then on.

> Beric..

This has merit in a monotasking environment.

However, in a multitasking environment, this is NOT recommended.

Imagine the following scenario :

1: I launch "ONE.PRG" which follows the above scenario.

2: I launch "TWO.PRG", which, not knowing that program one has set up FPU emulation, sets up it' own.

3. I launch "THREE.PRG", which does exactly the same.

4. Having used program two for what I wanted, I quit from it.

4.1 The de-initialisation code within that program restores the old LineF vector.

5. The memory used for program two is now allocated by another program for some purpose - storing disc directories, off-screen graphics, love-letters to "my sweetheart", and so forth. The bytes which used to handle floating point emulation are now containing complete gibberish (in the eyes of the CPU). Trying to execute these bytes would crash the computer.

6. Program three has completed it's usefulness, so it is now released.

6.1 The old value of the LineF vector (the emulator in program two) is now put into the LineF vector, restoring it to it's previous state.

7. Something happens which causes a LineF exception.

7.1 The gibberish in the LineF code gets executed.

7.2 The computer dies, taking your (unsaved) data with it

The only way around this is to have FPU emulation at the Operating System level. This guarrantees consistency (One program might only implememt just enough flexibility to make itself run - and other programs to think there is an FPU - and when some FPU instruction occurs that isn't emulated....

CRASH!

(The only exception to this that I will accept is a system extension/TSR loaded as the computer boots and remains resident while the computer is running. AS LONG AS IT CAN NOT BE REMOVED FROM MEMORY WHILST SOMETHING IS RUNNING.

3507. Re: Atari Linux

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3q4auv$psn@gti.gti.net>
Source record: 164870

Richard John Kelsch (richcsst@crash.cts.com) wrote:
: Gregory J. Wageman (gjw@netcom.com) wrote:
: : In article <3prdfv$ib6@gti.gti.net>, azog <azog@gti.gti.net> wrote:

[...]

: Try this address, it's where the Linux packages are developed for all
: platforms. Which means you get it straight from the source!

: FTP to -> tsx-11.mit.edu

: You must read the small online doc files. They will lead you to the
: Atari specific files. Everything is there, Atari, Amiga, Mac, PC, etc.

I've always gotten my stuff from tsx-11, but I either figured out
what my problem was, or getting the latest 9pl6 kernel fixed the
problems. Now I boot MiNT in ST-Mono and use a shell to start
ataboot.ttp, and everything is happy. Unfortunately I don't have
any good SCSI drives, and am unwilling to partition my internal
IDE drive, so will have to try to find a cheapish 100mb or so
SCSI drive (or get a master/slave IDE cable that allows me to
extend the internal 2.5" drive cable to a 3.5" external IDE drive;
I've got a couple of 340mb drives doing nothing)

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

3508. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3q4bla$61b@macondo.dmu.ac.uk>
Source record: 164871

richcsst@crash.cts.com (Richard John Kelsch) wrote:
>Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
>: Do not miss it. Lazer, you are the most talented group on the Atari
>: scene today.
>: RiCH
>With all of the talent I see go into these demos. I do not understand
>why they don't put it to better use. Like making useful software for
>the Atari's! I'm sick and tired of going "ooohh....aahh" at demos and
>still have to be stuck with lame-o Internet software. Grrrr....

I just got this demo and after managing to find enough room on my
hard disk I ran it. OK, it's fairly impressive and the music is
great, but then it locks up on the green tunnel with people doing
handstands. I know it's not a memory problem as I boot with nothing
else loaded. So it's a disk speed problem. My disk is quite fragmented
but even so I don't think there is any excuse for the demo locking up.
As a coder I know that it would not be difficult to make sure it never
crashes even if it couldn't get the data quick enough. It would just have
to go out of sync to the music. Later on it might be able to resync. I
suppose it could be a corrupted download but it dearchived perfectly so
I suspect the disk is the problem.

BTW, Lazer, the demo generates random colours in colour 0, is this a sign
that it has missed a trigger for the next effect?

Alan.

--
/--\
| From: Alan Parker |
| E-mail: se2ap@dmu.ac.uk |
| WWW: http://www.cms.dmu.ac.uk/~se2ap/ |
| System: Falcon030 4mb/170mb FPU |
\--/

3509. Re: Tramel on TV, stock to rise?

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: "<Worried? You should be.>" <cs2ev@herts.ac.uk>
Message-ID: <Pine.SUN.3.91.950526113333.2815B-100000@altair.herts.ac.uk>
Source record: 164872

Actually these guy's invented the VR system in a garage. The founder is
now a multi-millionaire. They are the sole writters/inventers for VR
arcade games. They made the headset for the jaguar and are devloping some
games for it.

However this is not a Jag newsgroup, it is an atari ST one. No replys
here this was only meant to be a small bit of informative information to
the below comment.
Thanks.

!From : Ray Smith. !
!email : r.c.smith@herts.ac.uk !
!WWW : http://altair.herts.ac.uk/~cs2ev/ray.html!

On Sat, 20 May 1995, Phil Hodgkins wrote:

> In message <3p6t4h$i60@newsbf02.news.aol.com>, markvanwyk@aol.com said:
>
> >KICU, channel 36 in San Jose, California, ran a report on "Silicon Valley
> >Business" Sunday, May 14, touting the new Atari Corporation "Jaguar IVR"
> >virtual reality headset developed with a company called Viruality PLC.
>
> Virtuality PLC is company here in Leicester, UK. It's one of (if not the)
> foremost companies that supply virtuality games h/w & s/w to arcades.
>
> Phil.
>
>
>
>

3510. Falcon PC emulators

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <801485236_OASIS_@chowgar.demon.co.uk>
Source record: 164873

Is anybody here actuallt using one of these things, perhaps the Falcon Speed or something. If so could you let me know how well it actually runs Windows stuff.

Cheers.

--

Simon Moore

smoore@chowgar.demon.co.uk

3511. SLIP or PPP

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: p003445b@pbfreenet.seflin.lib.fl.us
Message-ID: <3q3cor$isq@bcfreenet.seflin.lib.fl.us>
Source record: 164874

Hi, loggong on from Florida for the first time. I run a dialup BBS using
STKeep software called Ben's Place, at 407 659-1961. It is primarily a
ham radio support BBS for Atari ham radio related activities.

In the TCP/IP room of the BBS I have a number of JNOS and TCP/IP programs
that provide fully functional slip and ppp features. Feel free to check
it out.

My other e-mail addresses are wb5lmj @ wb4moz.fl.usa.na
redding@goliath.pbac.edu
TRRedd@aol.com

Have a good day. Cheers, Terry
.
X

--

Terrance R Redding
p003445b@pbfreenet.seflin.lib.fl.us

3512. Wanted: Atari 1040 + Colour monitor

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: tom@ug.cs.dal.ca
Message-ID: <D95zpK.GzC@cs.dal.ca>
Source record: 164875

I'm looking for an Atari 1040fm OR Atari STe with a color monitor.
If anybody has one to sell (cheap) e-mail me.

Also, I'm looking for an external DS drive.

E-mail: tom@ug.cs.dal.ca

3513. Re: Trueimage/Truepaint question

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D9687M.2Au@ridgecrest.ca.us>
Source record: 164876

lamarth@delphi.com wrote:
>
> Can anyone explain to me the difference between TrueImage and TruePaint?
> Does anyone also know if either can print to a HP Deskjet?
>
> Thanks!
>
> David (lamarth@delphi.com)
>
Think of TrueImage as a photographic processor using filters
to change or enhance the Image. No painting or drawing here.
Think of TruePaint as having thousands of bottles of paint
in front of you and a brush for repainting a picture on your monitor.
The best bet for printing would be to purchase ImageCopy 3.
There are PD programs like GEM View that will print (if you
have the time to download all the modules). But, for the cost of
both of these you can just about get Apex Media (if you have a
Falcon). I can't explain that. You have to see it in operation.
However, TI and TP are nice programs for all the Ataris.
Sorry for the simple and lenghty post.

Mike :)

3514. Re: Patching TOS 16MB partition limit?

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995May26.094013.6313@rhrk.uni-kl.de>
Source record: 164877
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

diehl@r-node.io.org (Eric March) writes:

>ICD Utilities allows BGM partitions of up to 512 megabytes each.

AHDI (and all other AHDI compatible drivers) support this, too. BTW, with
MagiC or TOS 4.0 the upper limit is 1 GByte.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KA2 | but only what I tell it. *
****

3515. Floppy disk step rate change ?

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3q4j2h$gkq@ccpnws.in2p3.fr>
Source record: 164878
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Hello happy ST users,
I need a program which is able to change the step rate of my floppy drive
from 3ms to 6ms (this if for HD of course). A small program placed in the
AUTO folder would be great. Any solutions ?

+---+
| ACOUNIS Stephane Laboratoire de Physique Nucleaire et des |
| Hautes Energies - Universite PARIS 6 |
| Tel: (1) 44-27-43-62 Fax: (1) 44-27-46-38 |
+---+
I don't like Patrick Bruel, I like le bruit ... TOUT POUR LE TRASH

3516. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: cs93dlh@mole.dcs.exeter.ac.uk
Message-ID: <D96uzL.uF@exeter.ac.uk>
Source record: 164879
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3pu9v6$ok@golem.wcc.govt.nz> wells_s@ix.wcc.govt.nz (steve wells) writes:

>] The German shareware program "Connect"; without a doubt!!!

> As long as you have NVDI and preferably a mono' monitor as well. (Although,
> I've found a GDOS font that works perfectly well in medium resolution!).
> But using anything about 2400 baud with a GEM-window based comms program,
> without NVDI or some other screen accelerator is quite unpleasant! :)

Rubbish, Connect keeps up quite happily with a 28k8 connection, even
without NVDI.

> FZDSterm has heaps of features and is IMHO simple to use, but forget about
> trying to use it for VT-100/VT-102, it can't cope.

FZDSterm works quite happily with vt-102 - just select ANSI.

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT * MiNT-OS * MiNT-NET * Minixfs * X11r5 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

3517. More than 6 ACCs on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: sdelaney@steil.demon.co.uk
Message-ID: <801494518_OASIS_@steil.demon.co.uk>
Source record: 164880
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know if there is a program which lets you have more than 6 ACCs loaded on a Falcon. I know that Multi-TOS can handle it but I want to be able to do it under TOS 4.04. I've tried DCStuffer but that just gives AES errors or bombs! Any ideas.

Steve Delaney

--

==
| Steve Delaney | Floppyshop and |
| sdelaney@steil.demon.co.uk | Atari World Magazine |
==

3518. Re: What is comp.sys.atari.announce ???

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199505262203.a30160@a2w.maus.de>
Source record: 164881

Hutch (hutch@ilmen.lanl.gov) wrote on 25.05.95:

>The moderator is for that group is Yat Siu (email Lexicor@world.std.com)
>who must approve all messages first before allowing them to be posted.
First let me say a big thanx to Yat for doing a usually thankless
task.

Second let me wake him up with a question about why the article "THE
KEY TO ORGANIZING YOUR HEALTH RECORDS", which has nothing whatsoever
to do with Atari computing, appeared recently in the newsgroup.

BTW I've also seen that message in another newsgroup, what a pain -
maybe it's time for a filter.* for these junk posts.

Ian_Taylor@a2w.maus.de The hidden secret of life is

3519. Modem through supercharger

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: foltin@cherokee.nsuok.edu
Message-ID: <D96sxJ.AHu@cherokee.nsuok.edu>
Source record: 164882

I have a supercharger with 1Meg and DOS 4.01.
I need to run my telecomm program with dos. It's a long story
why. The short of it is that this is the only way I can dial in
to work. We have to use Minisoft with an HP emulation.
Has anyone had experience with using telecomm software and modem
through the Supercharger? I need some help, please.
My modem will not dial.
The modem works fine when I dial with any ST-TOS based telecomm
program. The Supercharger works fine in running DOS stuff.
Here is my system:
STfm at 2.5Megs
Adscsi+ adapter running two hard drives
Supercharger connected to the adscsi out plug as per the
manual.
Practical Peripherals 14.4 baud modem set at 9600 and
plugged into the ST modem port.
External 720 drive.
Com port set at 2.

I have experimented with some settings, but I don't know enough
about telecomm.

Any and all help would be much appreciated.

Alternatively, if anyone has a driver to emulate an HP2392A
terminal on the ST, i.e. through TOS, then I would not have to
use DOS and MINI.

Thanks in advance.

Bela Foltin

foltin@cherokee.nsuok.edu

3520. re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1601dlittle@nest.demon.co.uk>
Source record: 164883

General! We have intercepted a coded Imperial message from the Lerwick
system!

>> I love the way you guys take this thread seriously!

CL> Heh, me too. I'll have to get an Oric to add to my list of odd,
CL> bizzare, and rare computers I've owned at one time:

CL> an Apple Lisa 2/10
CL> a TRS-80 model 4p
CL> a TRS-80 Color Computer II
CL> an original Compaq luggable computer
CL> and a Franklin Ace 1000

CL> Soon to be added to the list: An Apple III!

Remember the Dragon-32?

:)

Doug.

��
������������������L
� Black Scorpion Software Developments ������ Falcon030 & Jaguar �
��
������������������Ĵ
� Doug Little � Neil Stewart � Nick Hesketh � Dave Encill �
��

--

3521. Re: Downloading Problem

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: Denesh.Bhabuta@adlib.centron.com
Message-ID: <bd8_9505270252@centron.com>
Source record: 164884

mdekker@fwi.uva.nl wrote to All:

m> and if you use kermit for binary transfer: type "set file type binary".

Yes, I forgot about that. It's amazing how many people still use
kermit. Z-Modem is much better IMHO.

-Danny
danny@micros.hensa.ac.uk, dbhabuta@cix.compulink.co.uk,
Denesh.Bhabuta@adlib.centron.com, and more...

---
* Kivi 1.37 * Register Shareware ... you know it makes sense...
+---+
| Standard disclaimer: The views of this user are strictly their own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+---+

3522. Re: Graphics Boards for Mega4 ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3q4e4e$85e@epsilon.qmw.ac.uk>
Source record: 164885

On acounis@lpnhp3.in2p3.fr, Stephane Acounis (acounis@lpnhp3.in2p3.fr) typed away:
: There is a free project from Germany called VOFA4000 which allows you to

Also available at HENSA.

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

3523. Falcon for sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: JAMES DOWNING PAGE <jdp4@aber.ac.uk>
Message-ID: <3q4nnu$dc8@fileserv.aber.ac.uk>
Source record: 164886

UK mainland only - Sorry.

1 4mb 32Mhz Falcon 030 for sale -
Screen-Blaster 2, NVDI v 2.5 ,Truepaint,
Multitos, SpeedoGDOS.
65mb hard disk
Loads of PD software

Sensible offers considered!

Sale due to no money for next two years at College

The HipSTer

3524. Re: MagiCMac demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <3q4c87$fss@m1.cs.man.ac.uk>
Source record: 164887

In article <djs.801328665@gen-off-1>, djs@jet.uk (David Stevenson) writes:
> lais@cs.man.ac.uk (S94) writes:
> >I think *you're* confused - MagicMac is an operating system, not an emulator.
> Hmmm, MagiCMac provides TOS emulation.

OK, I see your point...

S.Lai

3525. Recording/Studio items fs

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: michaelk@pacifier.com
Message-ID: <3q4ptd$jab@news.pacifier.com>
Source record: 164888

I have the following for sale. The buyer pays shipping. I will ship C.O.D.:

1.Sony Walkman Professional cassette recorder , model WM-D6C. This is Sony's top-of-the-line audio walkman recorder: switchable Dolby B or C; speed control for adjusting tape speed (+-4%); runs on 4 AA cells, approx 2hrs recording; tape selection - type I,II,metal; stereo line in, stereo mic in, headphone jack, stereo line out; LED peak indicator; cue; tape counter and more; comes with leather case and manual; well-cared for unit; $175 OBO

2.KORG single-rack multi graphic equalizer, model KME-56. Features 5 totally independent graphic equalizers. Contains 4 five-band mono modules (125,250,500,1k,2k,4k Hz) and 1 seven band stereo module (the same plus 8K Hz). All levels adjustable to +/- 12dB. Seperate on/off switch for each module. Gain switch -35dB / -10dB for each module. Comes with manual, excellent condition. $100 OBO.

3. Two Atari-ST editors for the Korg DW/EX8000 synth. $10 each

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

3526. Re: Shoestring Computers Newsletter

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: jprice@ivory.trentu.ca
Message-ID: <D96yun.Dtx@blaze.trentu.ca>
Source record: 164889

Personally, I'm glad to see this kind of post. I,m many miles from the nearest Atari dealer. For me, this represents a great resource. As long as dealer ads don't reach spam proportions, I'll be glad to hear about new stuff, specials, etc. I would, however, support a comp.sys.atari.marketplace group and vote for such a beast if there were enough of us to start one. Just my $.02.

Jim Price
aka
jprice@trentu.ca

3527. Re: Graphics Boards for Mega4 ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.81.0011D3BF@cam.ac.uk>
Source record: 164890

In article <3q4e4e$85e@epsilon.qmw.ac.uk> efac001@alpha.qmw.ac.uk (D.Bhabuta) writes:
>From: efac001@alpha.qmw.ac.uk (D.Bhabuta)
>Subject: Re: Graphics Boards for Mega4 ST
>Date: 26 May 1995 11:30:22 GMT

>On acounis@lpnhp3.in2p3.fr, Stephane Acounis (acounis@lpnhp3.in2p3.fr) typed away:
>: There is a free project from Germany called VOFA4000 which allows you to

>Also available at HENSA.

Any possiblility of translating it into English for Atari World?

Adrian

3528. aaaaarrrrgggg!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: fvdakker@sterbbs.nl
Message-ID: <7866-277098701@sterbbs.nl>
Source record: 164891

Atari Benelux, setteld in Vianen, Holland announced they are going to
stop all their activities starting the first day of june.
The onlyAtari-place in Europe that remains now is Atari-UK, after Atari
Germany and now Benelux being closed.

My heart is broken....

Frits.
fvdakker@sterbbs.nl

--
|[From]==|
| Worldgroup Information Services Europe, WISE: +31 (0)1880 - 40035 |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 36 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

3529. simms 4 sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: randyh@sr.hp.com
Message-ID: <3q52f6$slv@canyon.sr.hp.com>
Source record: 164892

Hi,
I have 4 1Mx8 BIT simms for sale. These are non-parity (non PC)
30 pin simms. They will work in old macs, I believe, and more
importantly, in STs and STEs.

Three of them are 70 nano-second simms and one is 80 nano-second.

I want $20 apiece or $75 for all four.

Terms are: You send me a check,
I send you the simms.

--
Randy Hosler
randyh@sr.hp.com

3530. Re: Shoestring Computers Newsletter

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3q538v$pmf@cville-srv.wam.umd.edu>
Source record: 164893

jprice@ivory.trentu.ca wrote:
: Personally, I'm glad to see this kind of post. I,m many miles from the
: nearest Atari dealer. For me, this represents a great resource. As long as
: dealer ads don't reach spam proportions, I'll be glad to hear about new
: stuff, specials, etc. I would, however, support a comp.sys.atari.marketplace
: group and vote for such a beast if there were enough of us to start one.

What steps does on etake to create groups? I would back this as well...

-LuNATiC

3531. SLIP for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: dk33806@labs1.cc.etf.hr
Message-ID: <3q5bj6$lkt@nippur.irb.hr>
Source record: 164894

Where can be found?

Please e-mail me if you know anything.

--
+---------------------------------+---------------------------------------+
| Damir Kaknjo, student at ETF | Tko misli taj radi |
| e-mail: dk33806.labs1.cc.etf.hr | Tko radi taj misli |
+---------------------------------+---------------------------------------+

3532. NEW GAMES FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: morgen@raven.cybercom.com
Message-ID: <3q5fg0$lm1@crow.cybercom.com>
Source record: 164895

Here is a list of unopened games I'm trying to unload. If your interested in buying or information send e-mail to morgen@raven.cybercom.com or call (908)-566-2626 Ext 26

TKO 25.00
The Sentry 26.00
Shufflepuck Cafe 26.00
Blockout 19.00
Fiendish Friends 35.00
Chuck Yeagers Advanced Flight Trainer 39.00
Space Quest 39.00
Harrier Strike Mission 40.00
Blue Angels 37.00
Sub Battle 30.00
Finale Assult 37.00
Top Gun 26.00
High Steele 28.00
Winter Challenge 15.00
Elvira The Jaws of Cerberus 45.00
GATO WWI Class Submarine Simulation 30.00
Hostage Rescue mission 30.00
Death Bringer 16.00
Shadow of the Beast II 35.00
Fernandez must Die 35.00
Warlock 26.00
Combat Course 29.00
Joe Blade 24.00
Galactic 26.00
Devon Aire 32.00
European Superleague 16.00
Combat Pilot 24.00
F-19 Strike Pilot 40.00
Police Quest 23.00
Harley Davidson 35.00
Road Raider 31.00
Out Run 16.00
Combo Racer 33.00
Jahangir Khan 18.00
License to kill 30.00
Beverly Hills Cop 22.00
Mean Streets 30.00
Axel's Magic Hammer 28.00
Buffolo Bill's Rodeo Games 31.00
Wierd Dreams 34.00

Mr. Heli 28.00
The Ball Game 18.00
Vanderer 20.00
Captain Frizz 20.00
Switch Blade27.00
Cosmic Pairate 26.00
Dynasty wars 26.00
Stunt Car Racer 31.00
Tracker 25.00
Phantasm 66.00

3533. Colourspace

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: aa860@ccn.cs.dal.ca
Message-ID: <D97Hx5.GKz@cs.dal.ca>
Source record: 164896

Does anyone know if Llamasoft, creators of Colourspace and Trip-A-Tron are still in business? I've just been using Colourspace and would like to know if their 3 year old address is still good. If they are no longer in business, I would like to get a copy of the manual for Colourspace or a copy of Trip-A-Tron which they say is a more elaborate and flexible version.

--

3534. Re: Chimera available!

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: amsler@nevada.edu
Message-ID: <3q5a9j$no@news.nevada.edu>
Source record: 164897

Dan Dreibelbis (Dan.Dreibelbis@balmybeach.gryn.org) wrote:
: Okay, the World Wide Web/MinTNET package has now been finally
: released for sale by the Toronto Atari Federation's (TAF) 16/32 Bit
: Library; here's what it consists of:

: TAF SPECIAL: XWINDOW (7-disk set)

: "Included on these diskettes are: MINT, MINTnet, tsch, X-Window,
: PPP/SLIP, FTP, Telnet, Chimera (a Graphical World Wide Web Browser)
: and many more UNIX-like programs. The included installation program
: sets up a basic UNIX enviroment to connect to an Internet Service
: Provider using a dynamic PPP.

Dan:

This stuff will only run (or at least only run in a practical manner) on:

1. a TT (or Eagle)
2. a Falcon (or Medusa), or
3. an ST/STe/MegaST/MegaSTe with a PAK/68 board

Right?

- John

3535. Display .VID files on PC

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: Bert.Greevenbosch@mmm.xs4all.nl
Message-ID: <085_9505261748@mmm.xs4all.nl>
Source record: 164898

Hello, world!

Is there anybody who wants to display digitized ATARI VIDEOMASTER .VID
files on
a DOS computer? If so, write me: I wrote some utils that make it possible
to
display them.

With kind regards,
Bert Greevenbosch (bert.greevenbosch@mmm.xs4all.nl)
She said: 'I don't believe in fairy tales', and flew off her broomstick.
. /--\ +---+
|_| | | MAGIC SOFTWARE, Rotterdam, the Netherlands. |
/ / | Bert Greevenbosch, E-mail: bert.greevenbosch@mmm.xs4all.nl |
=---_| +---+
You want something to be programmed? Write me: maybe I'll do it.

3536. Atari ST Games For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: mlake@dgs.dgsys.com
Message-ID: <3q62ob$jh@DGS.dgsys.com>
Source record: 164899

ST Software for sale (all items come with original disks and docs
except where noted):

Civilization 10
Prince of Persia 8
Wayne Gretzky Hockey 8
Manhunter 6
The Secret of Monkey Island 10
Defender of the Crown (no docs) 3
Street Fighter 2 8
Shadow of the Beast 7
Arcade Fever (Stormlord & Onslaught) 5
Super Space Invaders 6
Oblivion 3
Enchanted Land 5
Paradroid 90 5
Shanghai (no docs) 3
Vampire's Empire 3
C.O.L.R. Object Editor 3
Targhan 3
Black Lamp 3
Elvira I 8
Elvira II 10

Please add $1 per order to help cover shipping.

Marshall Lake
POB 7332
Washington, DC 20044-7332
Tel 703-533-2132
Fax 703-538-4598
Internet mlake@dgs.dgsys.com

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Marshall Lake
mlake@dgs.dgsys.com

3537. Arne Rudolph

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: Jochen_Wolfgramm@os.maus.de
Message-ID: <199505261220.a41721@os.maus.de>
Source record: 164900

Hallo Leute!

Nachdem ich Arne Rudolph mehrmals angemailt und geschrieben habe, sehe ich mich gezwungen folgende Nachricht, wie fuer ihn angekuendigt, in allen Atari-Gruppen zu posten:

Vorsicht vor der Registrierung von *Before Dawn*!!!! Arne Rudolph ist wohl nicht gewillt noch Registrierungen anzunehmen, jedoch schickt er das Geld nicht zurueck! /Bei mir war er sogar so dreist, einen Scheck erst nach Wochen/ /einzuloesen, wohl in der Hoffnung, ich haette mein Anliegen schon vergessen!/ Trotz haeufiger Aufforderung zu diesem Thema Stellung zu nehmen, hat er sich hartnaeckig *nicht* bei mir gemeldet!!

Ich finde dieses Verhalten absolut daneben. Und gebe allen Atari-Usern den guten Rat, Software von Arne Rudolph (@AC) zu meiden.

Es ist traurig, daï¿½ es Leute gibt, die den Sharewareweg so ausnutzen!!

Bis denne, Jochen ::-)

3538. Re: VGA ON ST ?

Newsgroup: comp.sys.atari.st
Date: 1995-05-26 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <30a_9505270107@flight.org>
Source record: 164901

In message #939, HIRAM LESTER, JR. writes:

> What monitors work in all resolutions, and which are good? Back in the "
> days" <g>, the NEC 3D was highly recommended until they quit manufacturin
> I've also read that some multisync's have problems with low res.

I dunno, I havn't had the money to goof with multisyncs, any good monitor
should work ok, its just the el-cheapo ones you have to be careful of...
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3539. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3q899t$j5n@gti.gti.net>
Source record: 164752

Hutch (hutch@ilmen.lanl.gov) wrote:
: In article ABE9963F96681E838B@seriala05.innotts.co.uk, heathen@innotts.co.uk (Barry Heath) writes:

: To avoid the "more included than new" error messages (inititated as an attempt
: to cut down on "me too" replies and other wastes of bandwidth), all it takes is
: a little effort on your part to delete the less relevant parts of the message
: you are replying to. It's not that difficult.

Or simply change the "standard" quote characters of > or : to something
less commonly used :-)

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

3540. Re: More than 6 ACCs on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950527.113721.00@powerslv.demon.co.uk>
Source record: 164814
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <801494518_OASIS_@steil.demon.co.uk> Steve Delaney wrote:

> Does anyone know if there is a program which lets you have more than 6 ACCs
> loaded on a Falcon. I know that Multi-TOS can handle it but I want to be able to
> do it under TOS 4.04. I've tried DCStuffer but that just gives AES errors or
> bombs! Any ideas.

I'd recommend Chameleon, which allows you to load and unload DAs on the fly.
It loads like a normal DA (you can load up to 6) and you can then (automagically
or manually) load well behaved DAs into it (note that they must be well
behaved - the likes of Harlekin 2 don't like it at all, presumably 'cos they
want a early run at the system vectors). Also worth getting is the Chameleon
configuration util.

They're both PD and at the Atari archive (and mirrors) and HENSA.

--
Cheers __
| /\ |\ |
\/ \/ | \|

3541. Re: SCSI-drive questions (Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D97o5w.3J8@cix.compulink.co.uk>
Source record: 164815
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In message <D8rrGv.3Cr@crash.cts.com>, richcsst@crash.cts.com said:

> : 3. Are Seagate Hawk drives really "second class" as some dealers
> say?
>
> All Seagate drives are to hard disks as Yugos are to cars. Pure
> crap...

Only IYO.

Okay - so I'd never go out to buy a Seagate drive (mud sticks) - their drives are a *lot* better than their reputation of old.

Roland.

@CiX

3542. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3q7mb9$232@aggedor.rmit.EDU.AU>
Source record: 164816
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

: FZDSterm has heaps of features and is IMHO simple to use, but forget about
: trying to use it for VT-100/VT-102, it can't cope.

I dont know what it is with you guys and Freeze Dried, I am at the moment
(as i always am) in VT100 on my net site. I HAVE NO PROBLEMS with my
display whatsoever! That also includes the scroll back buffer. I dont
get ANY ansi codes or other spurious codes at all. There is only one
thing that i have found Freeze Dried does not like and that is when
i do a /list in IRC!

I have Connect, Stalker, Storm, Vanterm, ANSIterm, Teddy Term (and the list
goes on....) and FZDT is IMO the best.

BUT!!!! It took me quite a while to get it working properly on VT100 etc
displays. If you are prepared to work on it a bit, then its Great regardless
of the fact that AARON HOPKINS let everybody down. 8-)

--

```
__ __ __ ___
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/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

s9205525@otto.bf.rmit.edu.au

3543. My E drive is poked ...

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: Bob Brown <bob@earthlight.co.nz>
Message-ID: <Pine.SUN.3.91.950527195552.10323A-100000@earthlight.co.nz>
Source record: 164817

Hi there ....

I tried to install MiNT the other day ... READ ON! This is not a 'I need help with MiNT installation' message. After Miniting my E drive, everything seemed to install ok, but I had big trouble with unstable Inodes and well, it just wasn't worth the hassle.

I'm running NeoDesk 3, so I grabbed drive E and threw it in the trash. That didn't fix it. It's a 10 meg drive, but I only had 2 meg free on it and whenever I saved a file, heaps of other files & directories would pop up from nowhere.

I ran ST-Knife and thought to myself .... Compare the FAT's ... I did that, and they were both way out of sync. Copying Fat 1 to Fat 2 had no effect, so I killed the Boot sector for the drive (logical sector 00000).

Bad move ...

TOS now tells me that I have a TOS error #-37 (Path not found) error when I try to show info on drive E under NeoDesk. Knife wont do anything to drive E because it has a Non Standard Boot Sector.

I've tried HDX v5 to zero the drive, but it just complains that it's got an invalid boot sector.

I don't want to save the info that's on the drive, just reclaim the lost space so I can download more stuff! Any help would most definately be appreciated!

Thank you very much in adance ...

Bob Brown, \|/ ____ \|/ bob@earthlight.co.nz
9 Severn St, @~/ ,. \~@ Don't Panic, rb1@mercury.tekotago.ac.nz
Mosgiel, Otago, /_(__/)_\ and don't forget Bob Brown@3:770/540
NEW ZEALAND __U_/ your towel! +64 3 4895575 (voice)

3544. Re: WTB Hard Drive for 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <ZOzdku0.johnhechtman@delphi.com>
Source record: 164818

Darren Widenmaier <widenmai@herald.usask.ca> writes:

>I'm posting this for a friend, but I can handle the email requests...
>
>He's looking for a hard drive for his 1040ST (upgraded from a 520ST, I think,
>if that makes a difference..)

Get a (new or used) Link1 or Link2 and a SCSI drive in an external case. It'll cost a bit more than an old Megafile 20 or 30 (which can be had for about $100)).
But the ability to add other SCSI devices to the chain will more than offset thecost of the SCSI! I run a 120 meg hard drive with a 21 meg floptical for backup
purposes and a 3X CD-ROM to boot! All running off a Link1 with the very nice ICD software. I love every minute of it! Fast, solid and easy to back up!
Pardon the formatting of this post - Delphi's Usenet server is acting strange!

3545. Re: MEGA STE FOR SALE!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <ZO1fcow.johnhechtman@delphi.com>
Source record: 164819

Jonathan Petty <dogman@svpal.svpal.org> writes:

>I have the following Atari Computer for Sale:
>
>Hardware:
>
>Atari Mega STE 4
>4 MB RAM
>50 MB internal hard drive

How much for the cpu by itself? I have no need of the other pieces as I already own the software you have and use only hi-rez monitors.

3546. Re: aaaaarrrrgggg!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: staalman@athena.research.ptt.nl
Message-ID: <staalman.801567582@biceps>
Source record: 164820

fvdakker@sterbbs.nl writes:

[...]
>The onlyAtari-place in Europe that remains now is Atari-UK, after Atari
>Germany and now Benelux being closed.

>My heart is broken....

And so is my ST... (after a definite hit on the keyboard..)

>Frits.

Hans
--
Department: SAM (Systems Integration and Application for Multimedia), HWS
KPN Research, Leidschendam The Netherlands [+31] 070 3325163
Internet: H.Staalman@research.ptt.nl http://www-lsdm.research.ptt.nl/~staalman/
X.400 : S=Staalman; I=H; O=PTT Research; PRMD=PTT Research; ADMD=400Net; C=NL

3547. Re: Did Atari Hose Us?

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950527.100753.92@powerslv.demon.co.uk>
Source record: 164821

In message <djs.801335759@gen-off-1> David Stevenson wrote:

> >Interestingly, in Digital Village's chart of top 10 best-sellers by value,
> >the Falcon Mk II has done over 20K of business and comes in 5th, just behind
> Wow, ten whole machines, then.

One shop, one month. And I don't know how much over 20K it's done - they just put gold stars by the stuff that's done 20K+, silver by the ones that have done 10-20K etc. What we need is someone from DV to expand on this (can you hear me, Paul Wiffen? We know you're out there somewhere.)

--
Cheers __
| /\ |\ |
\/ \/ | \|

3548. Re: My E drive is poked ...

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: fvkampen@cs.vu.nl
Message-ID: <D98EyJ.9D2.0.-s@cs.vu.nl>
Source record: 164822

Hello,

Auch! that reminds me of my hard drive problems while installing/de-installing Minix. I heave tried *a lot* to make this work, but failed...
Perhaps you could try editting the bootsector manually, if you have got the appropriate docs, that should not be impossible.
I took a weekend off, backed up by harddisk, reformatted it and put everything back. (My HD is only 48 Meg). Good luck!

Florentijn

--
+---+
| Florentijn van Kampen fvkampen@cs.vu.nl ppp24.pm.cs.vu.nl |
| http://www.cs.vu.nl/~fvkampen Bavo Music Lab. We Compose The Future... |
+---+

3549. aaaaaaaaarrrrrrrrrrrrgggggggggg!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: p003445b@pbfreenet.seflin.lib.fl.us
Message-ID: <3q7b0k$aqo@bcfreenet.seflin.lib.fl.us>
Source record: 164823

Fritz, I think we all know the feeling. Its a shame Atari let its marketing structure collapse. I wonder if it will ever come back, but am not holding my breath. I stick with the platform because I have it and because of the wide circle of friends I have made in the Atari community over the years.

I also try to contribute little to the effort by making Atari amateur radio software available on my home computer/BBS.

Ben's Place, as I call it. Specializes in ham software for the Atari. It can be reached at 407 659-1961 and is located on the campus of Palm Beach Atlantic College, West Palm beach, Florida.

Regards, Terry

--
Director Corporate Computer Training
Post Office Box 24708
Palm Beach Atlantic College
West Palm Beach, Florida 33416-4708

Terrance R Redding
p003445b@pbfreenet.seflin.lib.fl.us

3550. Re: magic & falcons?

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: p003445b@pbfreenet.seflin.lib.fl.us
Message-ID: <3q7bpl$aqo@bcfreenet.seflin.lib.fl.us>
Source record: 164824

Kim Andersen (kim@dksoft.ping.dk) wrote:
: In <1184dbrewood@nest.demon.co.uk> Daron Brewood wrote:

: >Yep, one day though.....

: I'm starting to doubt 8)

: >
: > KA> get my first PC in a few days. Hopefully it doesn't mean i'll change
: > KA> over, but again, we have to wait and see 8-)

I know the feeling. I decided to switch to a PowerPC when I landed a new contract that required Mac compatibility. It allowed me to write the system off as business. But now I have a job where 100 percent of the training I do is on MS DOS/WIN platoforms.

Such is life. Cheers, Terry

-- Director Corporate Computer
Training Post Office Box 24708 Palm Beach Atlantic College
West Palm Beach, Florida 33416-4708

Terrence R Redding
p003445b@pbfreenet.seflin.lib.fl.us

3551. Re: Atari Linux

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: kstailey@hal.gnu.ai.mit.edu
Message-ID: <KSTAILEY.95May27103628@hal.gnu.ai.mit.edu>
Source record: 164825

NetBSD now runs on TT's. Try http://www.netbsd.org. for more info.

3552. Re: NEW GAMES FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3q76qe$eri@golem.wcc.govt.nz>
Source record: 164826

In article <3q5fg0$lm1@crow.cybercom.com>, morgen@raven.cybercom.com (Jay Morgenstern) writes:
>Here is a list of unopened games I'm trying to unload. If your interested
>in buying or information send e-mail to morgen@raven.cybercom.com or call
>(908)-566-2626 Ext 26
>
>TKO 25.00
>The Sentry 26.00
>Shufflepuck Cafe 26.00
>Blockout 19.00
>Fiendish Friends 35.00

Yes you will have BIG problems at these prices, try droping
them some 200%..

Are these in US $$$

Then they are way way over priced, so get real and post realistic
prices....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3553. I just got it, and Im dead in the water

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: "Violet, The Organgrinder." <mikeyc@netcom.com>
Message-ID: <mikeycD98vGJ.B1M@netcom.com>
Source record: 164827

OK, I got a 1040 St. I have no software, nada, zip. No terminal programs, no games, nothin. I will pick up a modem sometime over the weekend, but I have some questions.

1. If I buy a 14,4 Modem, am I gonna have a problem with the serial port?

2 Where can I get some terminal software and fast.

3. Can I use my IBM PC to download stuff, in other words are the disk formats in anyway compatable? That way I could use my Pc to download terminal software.

4 Are there any good boards where I can get some games and stuff like that.

5 Is there a WEB browser, or anything that works with TIA

6 I also once heard your could download and play Sega Genisis games On an ST, is this bullshit?

Any Help would be appreciated.

Mikeyc@netcom.com

3554. Re: Elite or Elite II players out there?

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: D.M.Burke-CSSE94@cs.bham.ac.uk
Message-ID: <3q7lpo$eml@percy.cs.bham.ac.uk>
Source record: 164828

In article <3q25bs$l1n@fileserv.aber.ac.uk>, JAMES DOWNING PAGE <jdp4@aber.ac.uk> writes:
|> gccornelius@its.dundee.ac.uk (GRAHAM CORNELIUS) wrote:
|> >
|> > The game supports expansions. David Braben, who wrote Elite II (and now co
|> > wrote Elite III on the PC with 10 other people who form Frontier Developments
|> ..etc
|>
|> I have heard that elite III will not be released on the ST platform
|> - only on the PC !!
|>
|> Can anyone confirm this?

Think yourself lucky. Frontier: First Encounters is the most bugged
piece of software on the face of the Earth, and GameTek are currently
withering under the number of complaints about it. Plus Ian Bell is
most displeased because David Braben is using the Elite name without
his permission. Elite is the only one of the trilogy worth playing!

--
[Damien 'Alien' Burke email: D.M.Burke-CSSE94@cs.bham.ac.uk]
[Software Engineering Student www: http://www.cs.bham.ac.uk/~dmb]

3555. Re: Substation Demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: apb25@cam.ac.uk
Message-ID: <apb25.82.0012775B@cam.ac.uk>
Source record: 164829

In article <199505172206.a27827@a2w.maus.de> Ian_Taylor@a2w.maus.sub.org (Ian Taylor) writes:
>"Craig. Graham" (Craig.Graham@ncl.ac.uk) wrote on 16.05.95:
>>Shame the 'machine gun' doesn't auto fire
>I somehow got it stuck in auto fire mode, lost most of my ammo too
>until I found that another CNTL clears it.
>Can't go anywhere in the elevator either - hmm, maybe that's it.

What machine gun? Where on the first level is it? I have gone up to level three (press 1,2,3 on keypad to go to that level once you are in the elevator). I have got the red and yellow IIRC keys and met a new monster which is harder - it lobs green balls at you.

Adrian

3556. Re: Scanner driver for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: jason@whatnext.demon.co.uk
Message-ID: <3q7u8h$m8f@imp.demon.co.uk>
Source record: 164830

Lexicor@world.std.com (ysiu@lexicor.com) wrote:

>- In article <xe9-keF.lamarth@delphi.com>, <lamarth@delphi.com> wrote:
>- >jason@whatnext.demon.co.uk wrote:
>- >>You can run the Epson GT8000 & 9000 colour scanners with Digital
>- >>Arts' GTLook2 software running on a Falcon. Both have SCSI
>- >>options.
>- >>In the UK, these scanners and software are available from System
>- >>Solutions or CGS. I don't know about other Countries.

I never got the original of the next bit...

>- >Uh, yes I've seen GTLook2 and I found them to be ridiculously expensive for
>- >what I want to do. I was hoping to find an cheaper driver- failing that
>- >I'd sooner write my own than to pay the $260 that I've seen GTLook2 going
>- >for...
>- >

There is also a shareware Epson scanner 'GDPS' driver
(GDPS_SC.PRG) which I picked up on a UK bulletin board, I don't
know any FTP site for it.

Unfortunately it's all in German, (though it doesn't seem that
complicated,) and I don't have any program that uses it...

>- it depends entirely from who and where you purchase it from too. Support your
>- dealer, but that price is way too high.

In the UK it is £149 from System Solutions. The exchange rate not withstanding, the same products in the USA are often the same price in dollars...

>- Yat @ Lexicor

So how much do Lexicor charge then?

P.S. Does Lexicor have a web site?
==========
What Next! Media Services
Design, Typesetting, Artwork & Printing
==========

3557. Anyone Want To Buy ATARI-ST Software?

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: brianj@wantabe.com
Message-ID: <3q7hr7$dol@tattoo.sccsi.com>
Source record: 164831

I recently sold my Atari 1040 ST, but I still have most of the software for it. All of the titles I have are originals with the original box and documentation. Drop me a line if interested.

Shadowgate
Airball
Omega
Pirates!
Roadwar Europa
Annals of Rome
Universal Military Simulator
Populous with the Promised Lands Expansion Disk
Ferrari Formula One
North and the South
Middle Earth
Captain BLood
Oids
Rogue
Paladin
Carrier Command
Empire 2.05
Elite
Questron II
Starglider
Test Drive
Conqueror
Universe II
Hunt for Red October
Mark Williams C (C Compiler for the Atari ST)
Dragons Breath
Flight Simulator II with Hawaii Scenery Disk
Falcon with the mission Disk
Drakken
Midwinter
Space Quest III
Defenders of the Crown
The Bards Tale
Combat Course
Bloodwych
Flight Command Pack (skyfox II, Strike Force, Harrier, Lancaster, Eliminator, Skychase)
Manhunter I
Dungeon Master I
Dungeon Master II

Major Motion
Terrorpods

If interested, drop a line to brianj@wantabe.com
Will sell most for $5.00 to $10.00 plus postage.

3558. Re: Chimera available!

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: Conan Ford <ford@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.91.950527132748.49930A-100000-100000@srv1.freenet.calgary.ab.ca>
Source record: 164832

>
> This stuff will only run (or at least only run in a practical manner) on:
>
> 1. a TT (or Eagle)
> 2. a Falcon (or Medusa), or
> 3. an ST/STe/MegaST/MegaSTe with a PAK/68 board
>
> Right?
>

Should work on any ST/STE/MegaST/MegaSTE/Falcon/TT with 4 MB RAM.
These can all run the MiNT/X11R5 setup necessary to run the Chimera
graphical WWW browser and MintNet.

3559. Atari A to Z book

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <D98xBD.FxK@cix.compulink.co.uk>
Source record: 164833

Reviews are imminent in all 3 UK Atari mags - in fact the next issues I believe.

The Atari A to Z
by Mark S Baines

Jargon, terminology and acronyms are the staple diet of any professional, technologist and hobbyist. The world of computing is no exception and to the uninitiated home or small business user, magazines, manuals and books can be very daunting. Written by someone who understands these frustrations and needs, The Atari A to Z is an encyclopaedia of modern computer terminology specifically pertaining to Atari computers.

Whether you play games on an ST, run your business on a TT or write music on a Falcon, this book is aimed at helping you get to grips with magazines and books that are more perplexing than enlightening. In it, you will find definitions, explanations, mini-articles, tables and lists to help you gain a better understanding of your Atari computer. The material in this book was written with all Atari users in mind. There are simple definitions for the uninitiated and technical data for the experienced. You take what you want, when you want it.

The Book
The Atari A to Z is produced in A5 format, 340 pages long and contained in a quality ring folder for convenience. It contains 2,238 entries, 101 tables and 128,000 words. There are five appendices - Addresses, Book List, Connectors, Extensions, Atari ASCII set, ANSI Character Set.

Firstly, this is a comprehensive general computing dictionary, there being entries for all the common terms and acronyms found in modern day computing. Like any computer user, Atari users require help with terms not specific to their particular machine. They should be able to find what they want here.

Secondly, there are entries of Atari-related terms and acronyms which cover all the Atari computers and consoles. There are expanded explanations and essays, tables and lists which together form a comprehensive inventory of material that The Atari Compendium left out and not found elsewhere. The table of System Variables is more accurate than that in The Atari Compendium. There is a list of Exception Vectors, Atari Cookies and their meanings, Memory Maps for all Atari computers (and more accurate than that in The Atari Compendium), a full Breakdown of the DESKTOP.INF and NEWDESK.INF files (not found in ANY other publication), Errors Messages and Bombs, Pin

Connections of all the ports on all the machines, Technical Specifications of the whole Atari range, a Breakdown of the TOS Versions and the differences between them, an explanation of GDOS, MultiTOS, the VT52 emulator and codes, all the main chips, viruses, a light-hearted look at computer laws, a list of common file extenders and their meanings, a list of contact addresses, a bibliography... this is just a little taster of some of the important aspects of this book. The Atari A to Z is thorough!

The Author
Mark S Baines is a highly experienced computer user having bought his first computer in 1982, been on the communications networks since 1983 and the Internet since 1993. Holding Bachelor and Masters degrees, he was once a secondary school teacher of Biology, Computer Studies and Information Technology, a network manager and school administrator. Mark left the profession after twelve years to move to his beloved Highlands to pursue a more benign lifestyle. He currently runs Linnhe Computing, carrying out training, consultancy, freelance writing, journalism, export and anything else that takes his fancy! Mark has written regular columns and other articles in various magazines for several years, including more recently ST Applications, ST Review and Atari World.

Availability
The book is only available from:

Linnhe Computing
Linnhe, Shore Street
Inver, by Tain
Ross-shire
IV20 1SF

Price
UK
The cost is a very reasonable £12.50 including postage and package.
Payment is by Cash, Cheques (drawn on UK banks only) and Postal Orders only. Cheques must be made out to "Mark S Baines".

EEC
Including postage - total £14.10

US and Canada
Including postage - total £17.00

Australia
Including postage - total £18.10

PLEASE NOTE: Only UK cash, cheques and postal orders (available in Canada and Australia) are accepted. DO NOT send anything else! Ask your bank about the *cheapest* way to send UK money to the UK for just send cash safely wrapped to avoid detection.

Special Offer:
If you add an extra £5.00 I will send you the latest version of
PROFILE 2 - the best and most thorough system analyser for all Ataris
- a full and modern GEM interface and Falcon, MultiTOS, MagiC and
Geneva compatible. This program is shareware and your registration key
will be included together with other Linnhe Computing software.

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

3560. Substation Demo: Passing

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: Conan Ford <ford@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.91.950527134151.49930C-100000@srv1.freenet.calgary.ab.ca>
Source record: 164834

If you don't want to know without discovering it yourself, do not go onto the next page. Following is helpful hints for the people who have explored the game a bit.

^L

Hints for passing SubStation:

1) On the first level, kill all four black spiders and the 3 metal scorpions. It is often easy to kill all the four black ones by staying in the starting room and opening the door again and again. As they venture in, blow their spider brains away.

2) Get the ammo. from where the metal scorpion comes out of. Kill the others in the computer room. Move to the left side corner and then turn right. Opposite you, a hidden door revealing food will have opened on the other side of the room.

3) Go to the elevator and go to level 3. Exit the elevator and wait for the two metal scorpions and remove them..

4) Go forward through either hallway. Turn right, and note a door on your right which needs a key (this I will call door A). At the end of following the turns of the hallway is another metal scorpion. Kill it, and get the key and bomb, back out into the main hallway, and keep pressing <SPACE>. A hidden door will open on one side. Go in, kill the black spider, and take the bomb. Go back to the elevator and go to level 2.

5) Note the door straight across the hallway on level 2. I will call this Door B later. Kill the machine gun guy. Turn left, and then turn left at the next open hallway. Kill the other machine gun guy. Go to the end of the big hallway without a door at the end, and stalk the metal scorpion. Go back to the other end of the U-shaped hallway where there are doors. Approach, back up, and kill the spiders as they come out. There are 3.

6) Go into the canteen (the room you just approached with the spiders in it. Get the subgun. Back up at a diagonal to the side of the room of a door and it will open. Exit, and go back to Door B.

7) Switch to handgun. open the door and kill the scorpions. There are 4 scorpions in here. Some may be on the left or right. On your left is a large hallway with recesses on the side where some of the 4 scorpions may remain, and there is also extra revolver ammo. get the ammo. Switch to subgun, and kill the fire guy with the subgun or the bomb. There are two big guys here. Use the slide (Insert, Clr Home) to avoid their fireballs.

8) Enter the place where the big guys were. Be careful of the machine gun guy which may appear when you are in here. Follow the circle around and note elevator 2 on the right. Continue around and get the med kit if you need it. Use elevator 2 to go to level 1, get rid of the machine gun guy here on level 1. Get the key on level 1. Go back to level 2 on elevator 2.

9) Go to Door A on level 3. Enter and get rid of everyone.
When you follow the passages around, a door will open on one side, and a yellow key will be inside. Get it and go back to elevator 2 inside door B on level 2.

10) Use elevator 2 to go to level 3. Exit the elevator and kil the two big guys. Enter the center door and pass the level (switch on the wall).

Medkit locations: Level one straight accross from the elevator, Two doors on sides of hallway that you come from in level 1. Computer room hidden door on Right in level 1. Level 2 on side of U shaped hallway hidden door. Level 2 near elevator 2.

Finding hidden doors: walk down hallways, and watch for what appear to be doors on the sides (as in openings. BIG openings). Try to open these the regular door way, or try moving around the area a bit.

Tips: The sliding feature is a life saver. Don't overuse the subgun.

Good Luck.

3561. Is anyone out there selling an Atari Sacy or Note book ??

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: gmaster@iag.net
Message-ID: <3q8807$c30@news.iag.net>
Source record: 164835

I'm thinking very seriously bout buyin one so if you got one
post it here and let me know !!
gmaster

3562. Re: Atari A to Z book

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: agoold@cix.compulink.co.uk
Message-ID: <D99B7J.H9M@cix.compulink.co.uk>
Source record: 164836

```
In response to msbaines@cix.compulink.co.uk's message:
> The Atari A to Z
> by Mark S Baines

I've got it, and it's bl***y smashing. Glad you got the printer probs.
sorted, good luck :-)
```

==========

Al (agoold@cix.compulink.co.uk)

==========

It's the Land. It is our wisdom.
It's the Land, It shines us through.
It's the Land. It feeds our children.
It's the Land. You cannot own the Land.
The Land owns you.

Dougie MacLean

==========

3563. modem

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: michael j stevens <michaeljefry@delphi.com>
Message-ID: <xg19Mw3.michaeljefry@delphi.com>
Source record: 164837

Hi. I am looking to buy a modem to upgrade my atari 1200 modem which
i bought 8 years ago....anyone have a 2400 or more sitting around for
cheap....thanks

3564. upload problems

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: michael j stevens <michaeljefry@delphi.com>
Message-ID: <xi99s+7.michaeljefry@delphi.com>
Source record: 164838

HI I am having uploading problems on Delphi using my 1200 modem
and flash with atari st. Downloading I am having no problem so I
am wondering what couuld be the problem....anyone have any suggestios.
Thanks

3565. Chimera Available!

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: Doug.Byfield@miramax.ship.net
Message-ID: <911_9505280005@direct.ca>
Source record: 164839

JA> From: amsler@nevada.edu (JOHN AMSLER)
JA> Subject: Re: Chimera available!

JA> Dan Dreibelbis (Dan.Dreibelbis@balmybeach.gryn.org) wrote: :

JA> Okay, the World Wide Web/MinTNET package has now been
JA> finally : released for sale by the Toronto Atari Federation's
JA> (TAF) 16/32 Bit : Library;

JA> Dan: This stuff will only run (or at least only run in a
JA> practical manner) on: 1. a TT (or Eagle) 2. a Falcon (or
JA> Medusa), or 3. an ST/STe/MegaST/MegaSTe with a PAK/68 board
JA> Right?

Just curious here, John-you named just about every Atari computer.
When you say "will only run", what else were you thinking of running
it on? A portfolio? :-) I really don't understand your question.

___ Mountain Reader II - #Demo 001

--
|Fidonet: Doug Byfield 1:153/7091
|Internet: Doug.Byfield@miramax.ship.net
|
| Standard disclaimer: The views of this user are strictly his own.

3566. FS: Atari ST hardware

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: S1134465@cedarville.edu
Message-ID: <S1134465.161.2FC680B7@cedarville.edu>
Source record: 164840
Cross-posted to: comp.sys.atari.st,misc.forsale.computers.other.systems

The following items are posted for a friend:

1) Atari SC1224 RGB color monitor
excellent condition $80

2) Atari SF314 external floppy drive
w/ power supply $40

3) Synchro Express Hardware/ Software Backup Device
. . . . .$30

4) Mouse Master
Allows the use of a mouse and joystick without changing connections
. . . . . .$15

Reply to me by email until June 2, 1995
>>>> after June 2, 1995 reply to James at
ATAY10A@mail.prodigy.com

Shipping extra. Payment through money order, check or COD.
Thanks.

Dale
s1134465@cedarville.edu

3567. Re: Atari Works Black Page Syndrome

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3q5v9p$4fe$1@perth.DIALix.oz.au>
Source record: 164841

Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:

: Hi, A little while ago, someone asked what caused the BPS, and they were told
that
: it was a combination of a certain version of Works and low memomry.
<snip, snip>
: So.... Does anyone know how to actually avoid the problem?

: Cheers

: Anthony

Yep, use PAPYRUS for text doc's, LDW for s/sheets and twist2 for data

Though the above are 3 different app's it's still less trouble (and better
performance/features) than works... IMHO of course..
Regards
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

3568. Re: UltraScript help

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <3q60gc$jur@ccshst05.cs.uoguelph.ca>
Source record: 164842

Steve Eads (steve@damp.apana.org.au) wrote:
[...]
: I can print a postscript file from ENCORE, but can't print the ps file
: with UltraScript.
[...]
: Any suggestions?

Get Ghostscript. Not only does it work well and quickly, it supports
loads of different printers and other output formats. The latest version
I know of can be found on:

ftp://lifshitz.ph.utexas.edu/pub/atari/ghostscript/3.12

THeo

3569. [SALE] STe + monitor

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: Lexicor@world.std.com
Message-ID: <D97wnE.8DC@world.std.com>
Source record: 164843

I've got a 1040 STe (2 Megs of RAM), mono monitor and sc1224 monitor available, mouse, cables etc. included.

Am asking 300 U$D for all of it not including shipping (or perhaps OBO)

Cheers

3570. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3q68ge$6ml@lastactionhero.rs.itd.umich.edu>
Source record: 164844
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-rw-r-- weiner 9890 May 22 14:50 ./Applications/0index
-rw-r--r-- baldrick 134872 May 22 13:50 ./Applications/AtariWorks/aw_stuff.zip
-rw-r--r-- baldrick 363971 May 21 05:14 ./Diskutils/zorg_195.lzh
-rw-rw-r-- entropy 12412 May 22 14:43 ./Diskutils/0index
-rw-r--r-- hyc 15747 May 22 15:03 ./Graphics/0index
-rw-r--r-- baldrick 109068 May 22 14:18 ./Graphics/Raytrace/Pov/pov_h103.lzh
-rw-r--r-- baldrick 131884 May 22 16:22 ./0ls-lR.Z
-rw-rw-r-- entropy 31891 May 22 14:47 ./Utilities/0index
-rw-r--r-- baldrick 180418 May 21 05:14 ./Utilities/Benchmark/prof2_13.zip
-rw-r--r-- baldrick 132344 May 22 16:27 ./0ls-lRc.Z
-rw-r--r-- baldrick 12735 May 22 15:18 ./Falcon/0index
-rw-r--r-- baldrick 414022 May 19 15:59 ./Falcon/Graphics/apexd210.zip
-rw-r--r-- baldrick 399837 May 22 13:54 ./Falcon/Graphics/r2mfixed.zip
-rw-r--r-- baldrick 413697 May 22 16:17 ./0index
-rw-r--r-- baldrick 166074 May 22 16:18 ./0compind.Z
-rw-r--r-- baldrick 131023 May 23 15:57 ./0ls-lR.Z
-rw-r--r-- baldrick 132637 May 23 16:01 ./0ls-lRc.Z
-rw-r--r-- entropy 8588 May 23 15:46 ./Programming/0index
-rw-r--r-- baldrick 15616 May 23 15:33 ./Programming/errata1.zip
-rw-r--r-- baldrick 169497 May 23 15:37 ./Programming/Gfa/gfaexprt.lzh
-rw-r--r-- baldrick 1548 May 23 15:34 ./Programming/Gfa/rscinlin.zip
-rw-r--r-- baldrick 413873 May 23 15:52 ./0index
-rw-r--r-- baldrick 166173 May 23 15:52 ./0compind.Z
-rw-r--r-- hyc 15816 May 24 15:57 ./Graphics/0index
-rw-r--r-- baldrick 120846 May 24 15:52 ./Graphics/aqt_p096.tos
-rw-rw-r-- entropy 12040 May 24 16:11 ./Mint/0index
-rw-r--r-- baldrick 683 Dec 2 11:22 ./Mint/Gcc/make-3.71-mint.readme
-rw-r--r-- baldrick 411142 Dec 2 11:29 ./Mint/Gcc/make-3.71-mint.tar.gz
-rw-r--r-- baldrick 132442 May 24 16:26 ./0ls-lR.Z
-rw-r--r-- baldrick 132971 May 24 16:29 ./0ls-lRc.Z
-rw-r--r-- baldrick 12918 May 24 15:26 ./Falcon/0index
-rw-r--r-- baldrick 125518 May 19 15:54 ./Falcon/Graphics/view_flx.tos
-rw-r--r-- baldrick 16983 May 24 14:34 ./Falcon/Programming/sky_news.zip
-rw-r--r-- baldrick 33957 May 24 14:33 ./Falcon/Utilities/ste2falc.zip
-rw-r--r-- baldrick 414484 May 24 16:17 ./0index
-rw-r--r-- baldrick 146996 May 22 13:58 ./Network/Ka9q/Nos/112_upd.zip
-rw-r--r-- baldrick 234707 May 22 14:03 ./Network/Ka9q/Nos/oasis112.zip
-rw-r--r-- boydm 5879 May 24 15:24 ./Network/0index
-rw-r--r-- baldrick 51072 May 24 14:21 ./Network/Www/htmlspec.lzh
-rw-r--r-- baldrick 166486 May 24 16:18 ./0compind.Z
-rw-rw-r-- weiner 1046 May 26 13:36 ./Emulators/0index
-rw-r--r-- baldrick 348549 May 26 09:17 ./Emulators/goto_mac.lzh
-rw-r--r-- baldrick 13576 May 26 09:17 ./Emulators/macatari.lzh
```

```
-rw-r--r-- baldrick 7523 May 26 09:18 ./Emulators/spe2ma11.lzh
-rw-r--r-- baldrick 132904 May 26 16:56 ./0ls-lR.Z
-rw-r--r-- baldrick 133151 May 26 17:05 ./0ls-lRc.Z
-rw-r--r-- baldrick 414679 May 26 16:41 ./0index
-rw-r--r-- baldrick 166619 May 26 16:44 ./0compind.Z
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3571. mausnet digests?

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: jyoung57@delphi.com
Message-ID: <J+w8cs4.jyoung57@delphi.com>
Source record: 164845

Is there someone who could say if the mausnet discussion groups are available in digest form somewhere?

Jeff

3572. Re: MiNTnet - Which file should I get?

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3q6f8a$p2e@status.gen.nz>
Source record: 164846

Graham Irvine (Graham.Irvine@mettav.exnet.com) wrote:
: MB> problem. However, I cannot figure out which files contain the actual
: MB> MiNTnet itself.

: net-***.tgz (Version I got was net-070.tgz).

Do I need to download *all* of the net-***.tgz files, or just one? Are
they different versions of the same thing?

: MinTnet FAQ ..where dya find that ?

On the Mark Smith's Atari Web Page, http://www.mcc.ac.uk/~dlms/atari.html.

Thanks for the help!
Mario Becroft (mbecroft@iconz.co.nz)

3573. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: i0080108@ws.rz.tu-bs.de
Message-ID: <3q6von$nde@ra.ibr.cs.tu-bs.de>
Source record: 164847

Maury Markowitz (maury@softarc.com) wrote:
: In article <D8z79B.JBL@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) wrote:

: >
: > I don't believe my eyes. I *hope* you meant this sarcastically?
: > I don't care what the market wants. What *I* want are typographically
: > correct documents.

: My point wasn't *quite* that. The point was that if good GUI based
: systems were available from the start - and they were not - I don't think
: TeX would have ever been seen.
:
: You see, there's other benefits you get from an OS that "just supports
: it". For example, when I install a font in my Mac (or PC or Atari), ALL
: the programs use it. Period. The same is certainly NOT true for TeX
: (who's font handling gives me the shakes).

And then you go to a friend and he can't load the document because
a font is missing, or want to print it at the schools 600 DPI Laser-
printer which doesn't has this font. And you know nothing about
PostScript to download the font to the printer.

: Maury

--
Axel Kielhorn

Former blue wizard

i0080108@ws.rz.tu-bs.de

3574. New Falcon prg!

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: mandus.soderberg@master.ct.se
Message-ID: <ftn_2.203.203$fidonet.org_2fc76c88_Mandus.Soderberg@master.ct.se>
Source record: 164848

A demo version of Rainbow II Multimedia can now be found on: ftp.cnam.fr (/pub/Atari/Falcon/Graphics/r2mfixed.zip)

Rainbow II Multimedia is a Falcon specific program with features like: Picture Studio, Sound Studio, Photo Studio, Slideshow Studio, Sprite Studio ...and also a built-in game.

Best Regards, Mandus Soderberg /Addiction Software

E-mail: addict@tripnet.se

(UUCP Dialup connection)

3575. Re: HS modem problems

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: sos@sos.shn.com
Message-ID: <FE2NAJAIUP@sos.shn.com>
Source record: 164849

In <Pine.SUN.3.91.950525111455.9641B-100000@nic.cerf.net> wrote:

>Hi All,
>
> First, I have a Falcon. I have several serial-fix patches: fpatch,
>bmapfix, scc, drvin, and mfp_falc. You'd _think_ these would fix all of
>the serial port bugs, and even fix some that don't exist :)

This is too much! Just use HSMODEM! You don't need all the others!

> I can't get transfer rates over 1,600 CPS on my 28.8, which is just
>plain strange. I should get 3,600 throughput, since the port is set for
>38.4, even without compression. WITH compression, my transfer rate
>should be even higher. And yes, I connect at 38.4, so I believe the
>problem is on my end. Of course, maybe the problem is that the remote
>modem doesn't support v.FC/v.FAST? My modem doesn't have v.34 :(

That's the problem! You've only a 14k4 connect. And so you can't get much
more than 1620 CPS transferring packed data. But you can transfer
unpacked data - THEN you shuold get 3000-3500 CPS (if the computer
on the other side is fast enough...).

> Another problem, I can't set the port over 38.4. If I set it
>higher, I get no response from the serial port. When using MiNT, I use
>the standard U:\dev\AUX device, and when not, I use modem2 (which is
>correct). So, what gives? I'm tired of my 28.8 performing like a 14.4

Well, IMHO your modem does not allow more than 38k4. Maybe it allows
57k6, but in this case your port does not allow 57k6....

> Thanks for any help :) BTW, I'm using CoNnect.

CoNnect is really the best!

>Ben Allfree
>shadow@iris.yolo.com

SOS

--
Forgot a smiley somewhere? Sorry. :-) :-)) :-(:-}
PGP key available on request.
--
*** UPOINT 'medium' ***

3576. Re: Tcache

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: sos@sos.shn.com
Message-ID: <FE2NCFAFUP@sos.shn.com>
Source record: 164850

In <3pu91r$ok@golem.wcc.govt.nz> steve wells wrote:

>] I just downloaded the English version of Tcache from GEnie and am pretty
>] impressed with the docs. I was wondering if anyone would like to share the
>] own experiences with it? How do you like it? Any drawbacks? How does it
>] compare with ICD's cache (if you know)? Anything at all you can share.
>
>Apparently, it's supposed to be more efficient than ICD's one, what I want
>is a program that caches Directory+FAT seperately to data, or even better,
>one that scans the drive and gives information on optimum cache/buffer
>sizes etc.

Well, TCache optimizes the cache without any parameter. You've only
to install the size and some other parameter. TCache works VERY efficient
and is faster than all other caches I know. There is no reason to seperate
DIR, FAT and DATA. (The only effect seperating these caches is that you
need more cache....) TCache takes *always* exactly the needed space for
FAT and Rootdir. So there is never unused cache. This works independent
for every partition.
But if you WANT it, you can activate the option 'lock root/dir'. Then you
have seperate Caches....

You've only to pay attention to two facts: first some (!) HD-driver don't
like TCache running in FastRam. And second you should disable ALL other
caches.

I now use TCache for more than two years, and I had never any problem with
it.

Some facts (on my TT): with 1 MB cache I have over 90% cache (read) hits.
A cache (read) hit has a transfer rate over 7 MB per second.
I have over 90% write hits. And every write hit saves much time!
For example, depacking a 3 Mb LZH archive (with 2600 files) takes
with TCache 240 seconds. Without TCache it takes over 600 seconds. And
I really have a very fast harddisk....

SOS

--
Forgot a smiley somewhere? Sorry. :-) :-)) :-(:-}
PGP key available on request.
--
*** UPOINT 'medium' ***

3577. Game Creating Programs???

Newsgroup: comp.sys.atari.st
Date: 1995-05-27 00:00:00 UTC
From: Matthew.Callier@bbs.dynalynx.com
Message-ID: <1995May27.160726.8874@dynalynx.com>
Source record: 164851

Hello fellow Atari users! I am interested in finding out if there are any public domain game creators of any kind, and where could I find them? I would be interested in text adventure creators, graphic game creators, anything! If you know of any please let me know the ftp site or perferably the web site! I have a 1040 STe with one meg and a 540 meg hard drive. Thanks in advance to all who respond!

3578. Re: Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3q9f6d$4dp@prime.mdata.fi>
Source record: 164753
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3ptqi5jcf2@mhadg.production.compuserve.com>,
BobR <76702.1466@CompuServe.COM> wrote:
>> don't know if this has been asked before, but what would be involved in
>> making a little black box that would allow you to plug a PC serial mouse
>> into the ST mouseport?
>
>This can already be easily done, with no hardware adapter needed.
>
>There should be text files telling how to do this on the atari archive sites,
>and I know we have them in the Atari Forum on CompuServe.

Could you post these instructions here, please? There are many of us here who
have no access to Compuserve.

>BobR

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

3579. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: miqco@sci.fi
Message-ID: <2fc7b7183468a61@sci.fi>
Source record: 164754
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Allen D Householder (adhst2+@pitt.edu) wrote:

>I'm looking for a good terminal program that handles VT-100 or VT-102
>emulation well. I've already tried ST-Term, D-term, Flash 1.6, MiniTerm,
>W-Term, and a few others. The best I've come across so far is STorm, but
>aside from the emulation, I don't like the program that much. Are there
>any others out there that I could download/ftp?
>
>
I use Connect 2.46 which handles very well those emulations !
It is Shareware. Depending of type of your modem it can be
used as an answering machine too (Zyxel).
Fax is not available (yet).
Shareware version have time limit (30h usage).

I think it's called >conn246e.zip> in verious atari ftp-sites.

--
_/_| _| Veikko Vanamo
_/ InterNet E-Mail : _/ _| _/| _/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_>
/ VVANAMO@tays.fi (E-Mail only !)/ _| _/_| _/ Lahtomaenkatu 3 B 38
/ miqco@sci.fi (access from home)/ _|_/ _|_/ 33580 Tampere
/_/ _|/ _|/ FINLAND

3580. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3q8mcg$lds@golem.wcc.govt.nz>
Source record: 164755
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3q7mb9$232@aggedor.rmit.EDU.AU>, s9205525@otto.bf.rmit.edu.au (John Moon) writes:
>
>: FZDSterm has heaps of features and is IMHO simple to use, but forget about
>: trying to use it for VT-100/VT-102, it can't cope.
>I have Connect, Stalker, Storm, Vanterm, ANSIterm, Teddy Term (and the list
>goes on....) and FZDT is IMO the best.
>
>BUT!!!! It took me quite a while to get it working properly on VT100 etc
>displays. If you are prepared to work on it a bit, then its Great regardless
>of the fact that AARON HOPKINS let everybody down. 8-)

Well no one has ever got it to work on this DEC site, it does not Support VT100 at all, in fact I would rate it as 200% RUBISH, no ARGV support, can't use GRZRZ with it and its programed in GFA Basic..

FZDT is mostly used here by Teenagers, has all the glits that they like..

But as they say all that glitters is not Gold....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3581. Re: Trueimage/Truepaint question

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: lamarth@delphi.com
Message-ID: <xwz-kO9.lamarth@delphi.com>
Source record: 164756

michael grove <mgrove@owens.ridgecrest.ca.us> writes:

>Think of TrueImage as a photographic processor using filters
>to change or enhance the Image. No painting or drawing here.
>Think of TruePaint as having thousands of bottles of paint
>in front of you and a brush for repainting a picture on your monitor.
>The best bet for printing would be to purchase ImageCopy 3.
>There are PD programs like GEM View that will print (if you
>have the time to download all the modules). But, for the cost of
>both of these you can just about get Apex Media (if you have a
>Falcon). I can't explain that. You have to see it in operation.
>However, TI and TP are nice programs for all the Ataris.

Ok, so TrueImage doesn't do much else that GemView does, and from what
someone else just told me I should steer away from TruePaint altogether.

I've got a copy of the Apex Media demo, and aside from the fact that (at
least as far as I can tell) it has no hardcopy capabilities, otherwise I
probably would've bought it by now :)

David (lamarth@delphi.com)

3582. jt-a02 mouse

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: Lee.Chin_Lim@dvoice.miqas2.fidonet.org
Message-ID: <8e2_9505280343@miqas2.fidonet.org>
Source record: 164757

On 25 May 95 23:57:26 Curt Johnsen wrote...

C> From: Curt Johnsen <cjohnsen@delphi.com> Subject: jt-a02 mouse
C> Organization: Delphi (info@delphi.com email, 800-695-4005 voice)
C>
C> This mouse seems to freeze up with no movement. When I move cable it
C> may kick in. Any spare mouse for sale? reply email, in chi area thanx
C>
C> --- * Origin: z6r60 UUCP gateway (6:60/1.0)

To which Lee Chin.Lim replies...

Could it be the mouse port that's giving problem. If that's the case,
getting another mouse won't help. I just got mine repaired. The contact was
bad and a drop of solder helped solve the problem. Got to be careful if
you strip the keyboard apart though.

//
) ___ _ Singapore _ ___ ___ ____ Lee Chin Lim (
(/ _ ( ) _____ (_)______ / _)/ _)/ __/ leecl@singnet.com.sg)
) / // // |/ / _ \/ / __/ -_) / _ / _ |\ \ leecl@miqas2.fidonet.org(
(/____/ |___/___/_/__/__/ /____/____/___/ D'voice Atari - RatSoft)
) 6:600/15@fidonet.org 90:17/0@nest.ftn Datel - 065-474-5586 (
\\\

3583. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: Lee.Chin.Lim@f15.n600.z1.fidonet.org
Message-ID: <8e3_9505280343@miqas2.fidonet.org>
Source record: 164758

In a message of <26.05.95>, William Wong (6:60/1.0) writes:
WW> I am also looking for a ANSI BBS comms terminal program.
WW> I tried ANSITERM 1.9, which is quite good, and TAZ-1, which bombs
WW> after sometime of usage. Is there any others great ANSI terminal
WW> program out there?

Why don't you try Connect. It's an Excellent program.
BTW, I'm writting this from D'voice.

3584. Re: Atari -> Amiga file transfer

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3q8mln$lds@golem.wcc.govt.nz>
Source record: 164759

In article <199505252038.a29871@a2w.maus.de>, Ian_Taylor@a2w.maus.sub.org (Ian Taylor) writes:
>Hello readers,
>
>How can I transfer files from an Atari ST to an Amiga 500 by disk?

The normal Amiga disk format is a special 11 sector one, can't be generated on the Atari, But the Amiga can read DOS 9 sector none twist formated disks, with a DOS to DOS program from memory...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3585. Re: ST ahead of its time?

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3q8v0c$mje@golem.wcc.govt.nz>
Source record: 164760

In article <310_9505270107@flight.org>, CALLUM.LERWICK@flight.org (CALLUM LERWICK) writes:
>In message #988, S94 writes:
>
>> > Most of that 2 megs is taken up by FAT/Directory tables, sector headers
>> > etc, so you only end up with 1.44 megs of actual storage.
>>
>> Isn't 2.0Mb the *unformatted* capacity??
>
>Yes! Thats what I just said! Alot of that 2 megs is taken up by sector
>gaps, directorys, etc...

Its very easy to get 1.7 megs on 1.4 meg disks, this is the same as the 11
sector format used on the Atari...

PC used 9 sectors with DD disks so 9*80*512*2 = 737k, the
HD format is just double that 18*80*512*2 = 1,474k..

So useing the 11 sector format on a HD disk it would be 22 sectors...

So 22*80*512*2 = 1,802k...

11/22 sector formats should never be used for read/write as the gaps are very
small, but should be ok for write once read many times and no good for drives
that run fast...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3586. I need a decopression utility!

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: "Violet, The Organgrinder. O(+>" <mikeyc@netcom.com>
Message-ID: <mikeycD9A3DC.LpC@netcom.com>
Source record: 164761

Hi there,

I have spent about 10 hours surfing the net looking for a
decompression utility, that will handle arj's lzh's, ect.
The only problem is that when I find one, its already compressed
in that format. ITS FRUSTRATING!

Does anyone know where I can find these files already uncompressed,
or a good bbs in the states I can call????

Any help, real appreciated..

Tanks

Mikeyc@netcom.com

3587. Is there PPP (and SLIP) software for ATARI 1040ST?

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: westhoff@inter.NL.net
Message-ID: <D9A7qD.DF2@inter.NL.net>
Source record: 164762

Please email me where I can get PPP software for ATARI 1040ST (without
harddisk :(
(westhoff@solair1.inter.NL.net) Thanks :-)
--

3588. Re: Towers II save game?

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3q9lvt$5tq@news.iesd.auc.dk>
Source record: 164763

[No readable article body recovered]

3589. Re: Towers II save game?

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3q9m76$5tq@news.iesd.auc.dk>
Source record: 164764

In article <30f_9505270107@flight.org>, CALLUM.LERWICK@flight.org (CALLUM LERWICK) writes:
> In message #960, AZOG writes:
>
> > I can't seem to save any games in Towers II, and was wondering
> > if anyone else ran into that problem. I would like to register,
> > but won't until I find out if it's just me, or a bug.
> >
> > My system is a TOS 4.04 Falcon with 16mb of RAM, no other
> > nasty mods. I've tried booting with no AUTO programs and
> > the like, but to no avail. What happens is I click on the
> > disk icon, and select save game, and point at empty slot
> > one. The readme says that I will need to type in a name, so
> > I assume the 'empty slot' will disappear, but it doesn't.
> > In any event, I type in a save name, and press enter, and
> > the disk drive light goes on forever. I even let it sit for
> > 15 minutes, JIC...
>
> I've heard of a patch for that, I dunno where to get it, the bug is due to
> you having more than 2 megs memory! Making a 14 meg ramdisk would be a
> good temporary fix.

That's odd. Since since Falcon's doesn't come in 2 MB versions.
My 4 MB Falcon has no problem saving a game in TOWERS II.

The problem could be running TOWERS II from an external harddrive
instead of the internal IDE. TOWERS II patches can be found at
ftp.cnam.fr.

Keep Cool and Flying...

ChainXOR...

3590. Re: aaaaarrrrgggg!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3q9miv$5tq@news.iesd.auc.dk>
Source record: 164765

```
In article <7866-277098701@sterbbs.nl>, fvdakker@sterbbs.nl writes:
>
> Atari Benelux, setteld in Vianen, Holland announced they are going to
> stop all their activities starting the first day of june.
> The onlyAtari-place in Europe that remains now is Atari-UK, after Atari
> Germany and now Benelux being closed.
>
> My heart is broken....
>
> Frits.
> fvdakker@sterbbs.nl
>
> --
> |[From]================================================================|
> | Worldgroup Information Services Europe, WISE: +31 (0)1880 - 40035 |
> | Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
> | 36 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

Yep, now it's up to the clone-manufactors. Maybe GE-SOft,
Medusa Computer Systems and C-Lab, now are allowed to dump
their prices on their machines, since Atari has stopped
their own Falcon's.

Keep Cool and Flying...

ChainXOR...
```

3591. <<<TRADE PC>>>>

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: disciple@brutus.bright.net
Message-ID: <3qagd3$euq@brutus.bright.net>
Source record: 164766
Cross-posted to: comp.sys.amiga.hardware,comp.sys.amiga.marketplace,comp.sys.amiga.misc,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.mac.hardware,comp.sys.mac.hardware.misc

This is what I have,

You see I have two pc's and want to trade one system of mine to someone else who has an = system
of another platform!

I can't decide if I want Amiga, Mac, Or Atari??

Im a Youth Pastor and I am posting this in all three newsgroups, and waiting on the Lord to show
me which one to get :-)

I have the following:

486/25 Upgradable to PENT.
16 Bit Stereo Sound Card which is 100% Soundblaster comp.
CDROM
Speakers
14" .28 Monitor SVGA.
Mouse
Small Desk top case
425 megs of HD

3592. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: Paul Civati <paul@xciv.demon.co.uk>
Message-ID: <801674827snz@xciv.demon.co.uk>
Source record: 164767
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3q8mcg$lds@golem.wcc.govt.nz>
sheppard_r@kosmos.wcc.govt.nz "Roger Sheppard.." writes:

> >BUT!!!! It took me quite a while to get it working properly on VT100 etc
> >displays. If you are prepared to work on it a bit, then its Great regardless
> >of the fact that AARON HOPKINS let everybody down. 8-)
>
> Well no one has ever got it to work on this DEC site, it does not Support
> VT100 at all, in fact I would rate it as 200% RUBISH, no ARGV support, can't u
> GRZRZ with it and its programed in GFA Basic..

Well there's something around here that 200% rubbish so you got that bit
right.

I don't see GFA Basic has any bearing on the matter, you can program
properly and poorly in any language.

> FZDT is mostly used here by Teenagers, has all the glits that they like..

Really. Did a survey did you, out on the street asking lots of teenagers if
they use FzDT?

If someone started doing that around here I'd begin to get a litte worried.

-Paul-

--
Paul Civati, paul@xciv.demon.co.uk, http://www.domino.org/~paulc/
FYI my surname is pronounced 'sivarty' ;-) Civ on IRC
"I'll spell potato any fu*king way I want." - Dan Quayle (Bill Hicks)

3593. email with an STE?

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: crl11@columbia.edu
Message-ID: <3qamk9$hga@apakabar.cc.columbia.edu>
Source record: 164768
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I have a friend in England who has a 1mb STE. She wants to get on email,
but doesn't know where to start, and as I know nothing about the STE, and
very little about what's what in England I can't help her. So if anyone
from the UK could help me with the following questions I would be very
grateful...

Will any modem work with the STE?
What software is best (preferably shareware)?
Where/How does one get an internet/email account in the UK?
How much does it all cost (equipment, software and email account)?

email replies preferred but not essential,

TIA

Christien

Christien Lee carpe diem noctemque
Columbia University tangere lunam astramque
New York

3594. Re: email with an STE?

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: Rod McCall <rmccall>
Message-ID: <3qb0fv$ed6@dux.dundee.ac.uk>
Source record: 164769
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I'd recommend Connect which is availble from most FTP sites or PD libraries.

Rod

Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
Former President of University of Dundee Dramatic society (wish I hadn't been!)

3595. Where can I find LaTeX2e for Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: kentv@ifi.uio.no
Message-ID: <3q9qil$4ul@mimir.ifi.uio.no>
Source record: 164770

I already have LaTeX 3.14 installed, but would like to upgrade it to LaTeX2e. Does anybody know of any sites where I can get the upgrade or a complete installation?

Thanks;

Kent Vilhelmsen, University of Oslo, Norway

3596. Re: Sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: sa435@utb.shv.hb.se
Message-ID: <sa435.96@utb.shv.hb.se>
Source record: 164771

In article <gigxr01-2505950909370001@ngalm099.gal.nt.com> gigxr01@nt.com (Gerry O'Rourke) writes:

>The Jupiter Ace...ahhh...fond memories, that was my first computer; still
>have two of them.

Say that again in the comp.lang.forth newsgroup. They will throw money at
you (almost) to buy one. :-)

Mvh: Tommy Hallgren(tommy@flower.ct.se) IRC: D-Bug

... Den som har flest filer n{r han d|r vinner

3597. Mega ST 2, Tons of Software for Sale (Long Post)

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: tgrel@aol.com
Message-ID: <3q9u4g$n6f@newsbf02.news.aol.com>
Source record: 164772

*** Long post warning *** Mega St and 'accessories' for sale!

All items are at least 4-5 years old. I don't have the latest 'anything'.
I'll leave that up to whomever gets the system. All software comes with
boxes and doc's unless otherwise listed. I got alot of this stuff when I
bought the system, so I've never even run it myself.

Please Email >>>dcard@spectra.net<<< with any questions, offers.
As a ballpark figure, I'm looking in the neighborhood of $450 for
everything.
Shipping costs will be the buyers responsibility. I will only sell it
C.O.D. and as a warning the shipping will be over $50 (I'm positive of
that).

Here we go....

Hardware

MEGA ST 2
Mono Monitor
Color Monitor
Monitor Master
85 Meg ICD hard drive (needs new power supply)
360k 5-1/4" external floppy drive
Okimate 20 Color Printer (three black and one color cartridge)
Avatex 1200 Baud Modem
2 Quickshot Joysticks

Software

Simulation

Falcon
Falcon Mission Disk 1
Their Finest Hour
Red Storm Rising
Gunship
Midwinter
Fighter Bomber
Carrier Command
Starflight
Tracker

Sports

Wayne Gretzky Hockey
MicroLeague Baseball

Sierra Adventure Games

Colonel's Bequest
King's Quest II, III, IV
Hero's Quest - So you want to be a Hero
Space Quest I , III
ManHunter / New York
Police Quest I

Other Adventures

Dungeon Master
Dungeon Master - Chaos Strikes back
Ultima IV - Quest of the Avatar
Zak McKraken and the Alien Mindbenders
Star Trek - The Rebel Universe
Space Ace
Drakkhen
Paladin
The Pawn
Bard's Tale (I think a disk was bad)
Infocom - Hollywood Hijinx

Arcade/General Games

Barbarian
Obliterator
Oids
Xenon 2
Sim City
Populous
Populous - the promised lands
Risk
speedBall
SpeedBall 2
BlockBuster
Vampire's Empire
Monster Grand Slam
Prince
North and South
Armada

System

NeoDesk 3.0
NeoDesk Developers Kit
NeoDesk CLI
PC Ditto

Minix
Revolver
Turbo ST v 1.6
A&D Universal Item Selector II v2.0
ICD utilities

Word Processors

Word Perfect
Neocept Wordup
Neocept Fontz
Thunder Spellchecker
Mavis Beacon Teaches typing (bad disk I think)

Graphic Editors

Spectrum 512
Unispec
Touch Up
Cyber Paint
CAD 3D 2.0
Degas
Neochrome
Flair Paint
GFA Artist
Aegis Animator
C.O.L.R. Object Editor
ST Sprite Factory
Advanced Art Studio

Compilers/Interpreters/etc

Laser C w/ Debugger
Mark Williams C (no docs, just disks)
Personal Pascal
Assemble Pro
GFA Basic 3.0
GFA - Ray Trace
STOS - Compiler
STOS - The Game Creator
STOS - Maestro
STOS - Games Galore

Misc. S/W

The Astronomy Lab
The Astronomy Lab Plus
Atari Planetarium
Phasar 4.0 (Home Accounting)
PC Intercomm (communications)
Interlink ST (communications)

...Tons of disks with no docs...

Books

Atari ST Machine Language - Abacus
Atari ST Gem Programmers Ref - Ahacus
Atari ST 3D Graphics Programming - Abacus
GFA Basic Book 3.0
Programming with GFA Basic 3.0
Various Atari manuals
D Basic for ST
From Basic to C
Learning C Programming Graphics on Atari ST
Computes ST Programming Guide
40 More Great Simulation Adventures
Runaway USA

OK. Whew. There you have it. A complete (of what I could find) list of the goodies I have. I also have all the STart Magazine disks, Computes Atari ST
disks, and various other disks from Mags gone by. I don't REMEMBER throwing
away the mags themselves, So I'll look again if your interested. All this will probably fill 5 or 6 large boxes (at least it does now), thus the large
shipping fee. But hey, sell off the extras to recoup some of the cost.

I'll be watching the Email, so all those interested....

Dave (dcard@spectra.net)
(Posted from AOL, since my damn news server is down this morning! :( )

3598. Items For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: Simon King <simon@kingres.demon.co.uk>
Message-ID: <74_OASIS_@kingres.demon.co.uk>
Source record: 164773
Cross-posted to: alt.forsale,comp.misc.forsale,comp.forsale.*,comp.sys.atari.st

For Sale

I have the following items for sale

Atari 520STFM
Switchable TOS 1.02/2.06
4 Mb Simm memory
The Link(DMA-SCSI)
40mb Quantum HD
45mb removable Syquest drive
Hayes Ultra 96 (V series Ultra Smartmodem 9600)

All the above is in a Lighthouse tower case with a seperate keyboard.

I also have a Amstrad mono monitor which is wired up to run of the ST.

For obvious reasons all the items marked with a must be sold together!

Epson LQ1050 printer.

2 x 45mb removable syquest carts.

10 x 88mb removable syquest carts.

Syncro Express copying cartridge.

Personal Scanner 64 400 dpi hand held scanner.

Execufold automatic letter folding machine.

British Telecom Bell 50E (A loud bell for in-door use only. REN=1).

TV signal amplifier. This amplifier is wired in directly aerial in, tv out.
Requires mains supply.

2 x Micom M414 Baseband Modem (Tricom Borer). I don't know exactly how these
modems work butI beleive that they are mean't to be permenantly connected.

Micronetwork Fax manager 3300. Lets you to use one phone line for voice / fax /
answer phone.

AccoData Large printer muffler.

Universal Mouse Trap with large sticky pad.

Interested in anything ?

Then make me a offer via E-mail (simon@kingres.demon.co.uk) please.!!
==========

As I don't always take this group ! Thanks

--

/ | / Snail-mail E-mail
\ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
/ imon | \ ing Stevenage. Herts SG1 2HW

--

/ | / Snail-mail E-mail
\ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
/ imon | \ ing Stevenage. Herts SG1 2HW

3599. Re: I need a decopression utility!

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950528183428.28916A-100000@mars>
Source record: 164774

On Sun, 28 May 1995, Violet, The Organgrinder. O(+> wrote:

> decompression utility, that will handle arj's lzh's, ect.
>
> Does anyone know where I can find these files already uncompressed,

Merit has a selfextracting archive including arc, zip, lzh and some
rudimentary instructions on usage. I'ts called starter.tos or something
like that.

// Jens M Andreasen

3600. Re: Modem through supercharger

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: jws4p@fermi.clas.Virginia.EDU
Message-ID: <D9Aqt2.D31@murdoch.acc.Virginia.EDU>
Source record: 164775

Sorry I don't have the answer to your problem but I noticed you have a
14.4k modem which you set at 9600. Just so you know, you are not limited
to 9600 bps on an ST. Although the older control panels only let you set
the RS232 rate to 9600, newer ones, as well as most terminal programs
themselves, let you set it at 19200, which is what you need to set it at
to have your modem communicate at 14.4k to whatever you're calling.

John Stanmeyer

--
John Stanmeyer/jws4p@virginia.edu/504 Rugby Rd Ch'ville VA 22903/804-979-5457

3601. gemspooler

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1607dbrewood@nest.demon.co.uk>
Source record: 164776

CHRS: IBMPC 2
Can anyone advise if GEMSpooler can be used to operate via the serial port at all? Ideally I'm looking for something which will take in an ascii file (via drag and drop) and then set the serial port to 2400 baud pass the file down to the printer, and then return the port to 19200kb.

Any ideas anyone?

Daron - dbrewood@nest.demon.co.uk

--

3602. Re: POV for Falcon w/display

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3qafto$amp@dux.dundee.ac.uk>
Source record: 164777

Mario Becroft (mbecroft@iconz.co.nz) wrote:
: Richard John Kelsch (richcsst@crash.cts.com) wrote:
: : Does anyone know of a version of POV that displays as it traces for the
: : Falcon??

: Just plain POV2.2. It has a pretty good display in 256col mode,
: but slow. 16col mode gets faster display, but you get less of an idea how
: it will turn out. Of course you *need* a fpu (unless you want to leave it
: on all night even for a simple image). It works really well on my TT030.
: Remember, however, that if you just want a fast trace, the drawing to
: screen slows it down quite a bit (at 160x100 it adds about 1 minute to
: therendering time on my TT030, and the actual rendering takes about 3mins
: for a 6K POV file.)

I tried POV2 on my F030 with 68882, it hadnt finished after 3 hours!!
Buy which stage I'd had enough.

I'm going to try again soon, a few people gave me some handy hints.

Rod

--
Rod McCall, Junior Honours Computer Science & Accounts
Dundee University, Scotland
Home page: http://www.mcs.dundee.ac.uk/~rmccall/
Atari page: http://www.mcs.dundee.ac.uk/~rmccall/atari.html
Former President of University of Dundee Dramatic society (wish I hadn't been!)

3603. Re: I just got it, and Im dead in the water

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: diehl@r-node.io.org
Message-ID: <3qafn0$i7m@ionews.io.org>
Source record: 164778

Violet, The Organgrinder. (mikeyc@netcom.com) wrote:
: OK, I got a 1040 St. I have no software, nada, zip. No terminal
: programs, no games, nothin. I will pick up a modem sometime over the
: weekend, but I have some questions.

: 1. If I buy a 14,4 Modem, am I gonna have a problem with the serial
: port?

The serial port maxes out at 19.2k ... most of the time you won't have a problem with a 14.4k unless you're downloading an uncompressed text file or something, then you'll hit the cap of 19.2k ... it's cheap and easy to upgrade, though.

: 2 Where can I get some terminal software and fast.

atari.archive.umich.edu in /atari/Communications/

I'd reccommend ANSITerm for a fairly basic (but fullly ANSI compatible) term program, or Freeze Dried Terminal for all-out features (And a bit of a gaudy interface to boot)

: 3. Can I use my IBM PC to download stuff, in other words are the
: disk formats in anyway compatable? That way I could use my Pc to
: download terminal software.

So long as the disk is formatted to 720k on the PC, no problem; the ST and PC disk formats are the same.

: 4 Are there any good boards where I can get some games and stuff
: like that.

Quite a few.

: 5 Is there a WEB browser, or anything that works with TIA

Yes, but it runs under the MiNT operating system, which would be quite difficult for a novice to install. (It's a Unix-like graphical OS)

: 6 I also once heard your could download and play Sega Genisis games
: On an ST, is this bullshit?

Very much so.

: Any Help would be appreciated.

: Mikeyc@netcom.com

--
---------- ----------

```
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

3604. Re: I need a decopression utility!

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: diehl@r-node.io.org
Message-ID: <3qafui$i7m@ionews.io.org>
Source record: 164779

Violet, The Organgrinder. O(+> (mikeyc@netcom.com) wrote:
: Hi there,

: I have spent about 10 hours surfing the net looking for a
: decompression utility, that will handle arj's lzh's, ect.
: The only problem is that when I find one, its already compressed
: in that format. ITS FRUSTRATING!

FTP to atari.archive.umich.edu, go into /atari and download starter.tos.
This is a self-extracting archive which will give you all the basics you
need. After you do that, you can use the archivers contained in the package
to get newer and better versions of the archivers from the same site in
/atari/Archive/

: Does anyone know where I can find these files already uncompressed,
: or a good bbs in the states I can call????

: Any help, real appreciated..

: Tanks

: Mikeyc@netcom.com

--
_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

3605. Re: Chimera Available!

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: ba186@freenet.buffalo.edu
Message-ID: <D9AwzI.7ns@freenet.buffalo.edu>
Source record: 164780

In a previous article, Doug.Byfield@miramax.ship.net (Doug Byfield) says:

>JA> From: amsler@nevada.edu (JOHN AMSLER)
>JA> Subject: Re: Chimera available!
>
>JA> Dan Dreibelbis (Dan.Dreibelbis@balmybeach.gryn.org) wrote: :
>
>JA> Okay, the World Wide Web/MinTNET package has now been
>JA> finally : released for sale by the Toronto Atari Federation's
>JA> (TAF) 16/32 Bit : Library;
>
>JA> Dan: This stuff will only run (or at least only run in a
>JA> practical manner) on: 1. a TT (or Eagle) 2. a Falcon (or
>JA> Medusa), or 3. an ST/STe/MegaST/MegaSTe with a PAK/68 board
>JA> Right?
>
>Just curious here, John-you named just about every Atari computer.
>When you say "will only run", what else were you thinking of running
>it on? A portfolio? :-) I really don't understand your question.
>
>
>
>___ Mountain Reader II - #Demo 001
>
>--
>|Fidonet: Doug Byfield 1:153/7091
>|Internet: Doug.Byfield@miramax.ship.net
>|
>| Standard disclaimer: The views of this user are strictly his own.
>
>

What the question is asking is, will the software in question run on a basic, Atari computer? I have a 1040STe w/4 MB and only the Warp 9 screen accelerator. Is it worth me getting this, or would I need a real accelerator board (ie. PAK/68) to get real use out of this?

Theron

3606. My modem and CoNnect

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: drz@raven.cybercom.com
Message-ID: <3qavi8$hi9@raven.cybercom.com>
Source record: 164781

Hi,

Connect doesn't like my modem or the other way round. Anyway, Connect doesn't want to dial a number because it always thinks it's online. From reading the help I think it's got something to do with the modem settings. I guess some AT... command would fix it. Does anybody have a clue as to what the command might be? It's an AT&T Dataport 24.4/FAX modem.

advTHANKSance,
Tim

--
.. Doctor Zweistein, aka Baruk or Tim Newsome
''::..
D '':: drz@raven.cybercom.com | Microsoft is not the answer.
..::'' http://www.cybercom.com/~drz/ | Microsoft is the question.
::'' R | "No!" is the answer.
''::.. quidquid latine dictum |
'' sit, altum viditur | question = (be || !be)

3607. Re: FORSALE: Critical Pat

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <765_9505290105@flight.org>
Source record: 164782

In message #901, BOB WOODWARD writes:

> >Critical Path for sale. Easily and friendily allows you to plan out
> >projects in multiple phases with multiple interdependencies. Very
> >flexible. Tons of features. Excellent reviews in STart and other mags.
>
> I take it this is for..... aTARI's??? <Puzzled look on face>

The mind *boggles*!

--- -//- ---
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
--- -//- ---

3608. Re: Terminal Programs --

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <766_9505290105@flight.org>
Source record: 164783

In message #936, WILLIAM WONG writes:

> I am also looking for a ANSI BBS comms terminal program.
> I tried ANSITERM 1.9, which is quite good, and TAZ-1, which bombs after
> sometime of usage. Is there any others great ANSI terminal program out th

If you have an ST/STe and you want full 16-color ANSI graphics,ANSITerm/Taz
is as good as your gonna find, if you have something capable of generating
640x200x16 or better (TT/Falcon etc...) then I'd recommend finding
something called "Teddy Term".

> "I can't quite make a PC sing, but roll over and play dead is easy!"

LOVE* your tagline! :)
---------------------------- -//- ----------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

3609. Please point me in the ri

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <767_9505290105@flight.org>
Source record: 164784

In message #939, WRIGHT ADAM writes:

> Hello out there. I own 2 Sts, a 520STFM nd a 1040 STE and I recently boug
> a 2nd hand 2400 Fax/Modem. I have the splitter cable consisting of a 9-pi
> and a 25 pin connector which fits into my Rs-232 socket. However, it wil
> not run. I do not know how to run the VT-52 Emulator <it just sits there>
> and i have a copy of the ST Format BBS setup and it won't run on that eit
> Could there be a problem with the HAYES standard because the software is
> sending these wierd init strings that I can only decipher as being custom
> strings for that software.

Without a real* terminal program your in a catch-22 situation, you need to
learn Hayes commands. While your in the VT-52 emulator hit the Help key
and make sure your baud is set at 2400, ignore all other options for now.
Now click the OK button, you should return to the mainscreen. Type "AT",
then hit return, if everythings connected right, the modem should answer
with "OK", if you do* get an OK, then you can try dialing a number, type
"ATDT555-5555", replacing 555-5555 with the number in question, of course.
Now hopefully you should get a "CONNECT 2400" message, if you get a "BUSY"
message, then the numbers busy of course, keep trying.

You can't download files with the VT-52 emulator, so you need someone to
give you Vanterm or a similar program on a floppy disk.

---------------------------- -//- ----------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

3610. Re: FORSALE: Critical Pat

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <768_9505290105@flight.org>
Source record: 164785

In message #943, HUTCH writes:

>
> Well, I don't recall too many firms advertising software for NON-Atari
> machines
> in the old STart magazine periodicals from Antic Publishing, do you?
>
> Then again, do you recall the magazine itself?
>
> Ah, those were the good 'ol days. :)

Yep, sure were. I miss those nice hacker-oriented mags, not like todays
four-color glossies... :(

--------------------------- -//- ---------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
--------------------------- -//- ---------------------------

3611. Atari -> Amiga file trans

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <769_9505290105@flight.org>
Source record: 164786

In message #970, IAN TAYLOR writes:

> Hello readers,
>
> How can I transfer files from an Atari ST to an Amiga 500 by disk?

Format a PC compatable 720k disk, I've had good results using a PD program called Diamond Format for the ST, The Amiga will read this disk using a program (I think) called DOS2DOS, the newer Amigas come with this. I don't know much about Amigas so don't ask me where to get this program if you don't already have it. The Atari will happily read the disk without any help.

---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3612. Re: I REALLY NEED SOME AD

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <76a_9505290105@flight.org>
Source record: 164787

In message #975, BOBR writes:

> The only problem with the ST MIDI interface is that Atari implemented the
> MIDI-THRU signal in a non-standard way, and some equipment may have probl
> dealing with it if you use cables with all five wires connected. I don't
> unfortunately, know what equipment is affected by this. Many, many peopl
> DID use the ST for MIDI music very successfully nontheless...

Don't worry about this problem, this only cropps up when using el-cheapo
nonstandard MIDI cables that wire pins 1-2 and 4-5 together.

Now we woulden't wan't to scare away a potential new Atari user now would
we? ;)
---------------------------- -//- ----------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

3613. Re: jt-a02 mouse

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <76b_9505290105@flight.org>
Source record: 164788

In message #986, STU CARTER AT YORK UNIVER writes:

> Curt Johnsen (cjohnsen@delphi.com) wrote:
> : This mouse seems to freeze up with no
> : movement. When I move cable it may kick
> : in. Any spare mouse for sale?
> : reply email, in chi area thanx
>
> It may be your mouse-socket on the computer.
> Check this out first.

Yea, my 'puter had a problem with this, lucky me I have an old 520ST with the joystick/mouse ports on the side, I just opened it up and resodered it, been working great ever since. If you have a newer model with the mouse port in that god-forsaken position under the keyboard, it gets very* hairy!

And a question on a remotely similar topic, mostly cuz my OLR crashes when I enter a message that isn't a reply:

I have an Atari CX80 trackball bought many years ago for use as a joystick with my dads 1040ST, it was shoved in a closet after buying a real* joystick, (it makes a crummy joystick for most purposes) Now that I have my own 520ST system, I dug it out of the closet wondering if it would work as a mouse, so I plugged it in, stuck it in trackball mode, and flipped the 'puter on, well it didn't work. So I wrote a quick and dirty GFA basic program to display the current status of the joystick port, and discovered that it encoded the movement data differently. So has someone written a driver for one of these beasts? I'd like to connect it for the niftyness factor if nothing else... :)

---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3614. Floppy disk step rate cha

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <76c_9505290105@flight.org>
Source record: 164789

In message #990, STEPHANE ACOUNIS writes:

> Hello happy ST users,
> I need a program which is able to change the step rate of my floppy drive
> from 3ms to 6ms (this if for HD of course). A small program placed in the
> AUTO folder would be great. Any solutions ?

Superboot boot manager will do this, as to for a small* program to do this
is another question...
---------------------------- -//- ----------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

3615. Re: Anyone use PC emulators?

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3q8qlc$6dd$3@mhadf.production.compuserve.com>
Source record: 164790

> "PC-Ditto" seems to be the > cheapest... would this work for me?

pc-ditto would probably work.. the biggest problem is its speed and graphics emulation. It can be VERY slow, although it does work. I don't remember for sure (it's been years since I sold mine), but I also think it only emulates CGA. That might not be a problem depending on what kind of programs you need to compile.

In any event, used copies of pc-ditto are not very expensive (when you can find them), so you could probably give it a try without risking more than about $20-$25.

BobR

3616. re: i just got it, and im dead in the water

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1611rcain@nest.demon.co.uk>
Source record: 164791

On 27 May 95 Violet wrote::

IU> OK, I got a 1040 St. I have no software, nada, zip. No terminal
IU> programs, no games, nothin. I will pick up a modem sometime over
IU> the weekend, but I have some questions.
IU>
IU> 1. If I buy a 14,4 Modem, am I gonna have a problem with the serial
IU> port?

No.

IU> 2 Where can I get some terminal software and fast.

Dunno your nearest BBS but look for Connect 2.46 or Vanterm.

IU> 3. Can I use my IBM PC to download stuff, in other words are the
IU> disk formats in anyway compatable? That way I could use my Pc to
IU> download terminal software.

Yes. Format the disc on the ST first.

Roger
rcain@nest.demon.co.uk

--

3617. Re: BBS Programs...Octopus

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FE3MFFUSUP@dksoft.ping.dk>
Source record: 164792

In <Pine.ULT.3.91.950525021650.10091A-100000@zeus.towson.edu> Mark McGowan wrote:

>I'm still in search of where I can find Octopus for the Falcon. I'm
>looking for an FTP site...thanks,
>Mark
>

It's not available at any ftp sites. You have to get it from the author
or some of the BBS supporters round the world. The Fortress BBS in the Uk
with Kevin Osborn as sysop have it. Al Petersen in the US have it, (can't
remember his BBS name now). And i have 8-)

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

3618. sbparker where are you???

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: bl541@torfree.net
Message-ID: <D99yv8.A6L.0.bloor@torfree.net>
Source record: 164793

Apologies one & all,

but if Steve Parker (sbparker@harold) is reading, please get in touch

Thanks

JP
--
--
John Pennington at The Toronto FREENET.

3619. Re: MiNTnet - Which file should I get?

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <801800638.0@mettav.exnet>
Source record: 164794

It was none other than Mario Becroft who did write on 27 May 95 that ....
: MB>> problem. However, I cannot figure out which files contain the
: MB>> actual MiNTnet itself.
MB> : net-***.tgz (Version I got was net-070.tgz).
MB> Do I need to download *all* of the net-***.tgz files, or just one?
MB> Are they different versions of the same thing?

They are all revisions of the same thing so go for the highest number .
Although for some reason I didn't find inetd in the 070 release so maybe you
will have to hunt aditionally for that.

MB> : MinTnet FAQ ..where dya find that ?
MB> On the Mark Smith's Atari Web Page,
MB> http://www.mcc.ac.uk/~dlms/atari.html.
MB> Thanks for the help!

likewise !

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

3620. Re: Thanks to all you Sundog

Newsgroup: comp.sys.atari.st
Date: 1995-05-28 00:00:00 UTC
From: thor@mail.north.net
Message-ID: <thor-2805951939110001@ts2-01.inforamp.net>
Source record: 164795

In article <apb25.77.0012E08B@cam.ac.uk>, apb25@cam.ac.uk (Adrian Bridgett) wrote:

> other "pods" for a growing colony. I got stuck near the end as I couldn't
> find the last cryogen pod - I searched the whole universe twice (apart from
> the last place that I don't think you are supossed to go to until the very
> end) and still couldn't find it.

That's where it is. Fun planet too!

Maury

--
Harold Ballard is still dead.

3621. st-520 a vendre

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: thierry.fournier@cemagref.fr
Message-ID: <thierry.fournier.1.001BB8E9@cemagref.fr>
Source record: 164602

Un message en fran&#65533;ais, tiens...
Je vend un atari 520-STE avec une centaine de jeux pour une bouch&#65533;e de pain.

3622. Re: SM125 Advice Saught

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: heathen@innotts.co.uk
Message-ID: <ABEF1C29966818AB6@serialD01.innotts.co.uk>
Source record: 164702

In article <D92A7C.7uH@freenet.carleton.ca>,
aj599@FreeNet.Carleton.CA (Bob Southern) wrote:

>I have used an SM125 monitor for over 8 years, and
>am very pleased with it . It provides a larger screen
>area than the SM124. It is worth at least 50% more than
>an SM124, IMHO. $75 (Us, I presume, is a bit high, but the
>better resolution is probably worth it.
> . . . Bob
>--

I'm probably sticking my head out to get it chopped off here, but are you
sure it's an SM125?
AFAI remember, the SM124 and 125 were both 12" mono monitors, there being
some minor differences in cicuitry and case. The 14" Atari monitor was the
SM144, which _would_ give the much larger picture area.

Of course, you may know different....

3623. NEAR*US Swap Fest

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: snyder10@mailhost.tcs.tulane.edu
Message-ID: <199505290741.CAA44122@rs6.tcs.tulane.edu>
Source record: 164703

[Cross posted to CSAST]

Northeast Regional SwapFest

On June 17, 1995, a regional SwapFest will be held to promote the NEAR*US movement (Northeast Atari Regional User Support, a proposed umbrella organization of Atari usergroups).

The location has been set for Bethpage, New York (on Long Island). The meeting hall of a public library in the area has been secured to assure adequate facilities. Details on time & directions to the area will be given in future postings.

This SwapFest is open to Atarians of all persuasions: 8-bit, ST, & game machines. Although the main activity will center around folks who want to look for bargains (or sell/trade your "junque" for someone else's "treasure"), some special events are also being prepared.

For ST Atarians, a featured guest speaker has been invited. Details to follow later.

For 8-bitters, I'm hoping to demo Nir Dary's NTSC/PAL upgrade. I spoke to Nir earlier this week & he promised to send me either one of his upgrade kits or an already-modified 130XE in time for the Fest. This upgrade holds the promise of opening up the entire North American 8-bit market to European software producers who currently are isolated by the incompatability between European PAL & North American NTSC video technology.

Information about the Fest & NEAR*US may be obtained from the Interim Committee chairman, Jon Mordosky, at: j.c.mordosky@genie.geis.com.

Stay tuned for further details & updates on what will hopefully be the largest USA East-Coast Atari SwapFest yet!

- Ben Poehland

3624. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3qcm9r$dkq@aggedor.rmit.EDU.AU>
Source record: 164704
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

ROGER!!!! do everyone a favor..... AND SHUT THE **** UP!!!!

Your rave about teenagers has gotten to be boring!!!!

Maybe you secretly want to go on a holiday to club ped.....

```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

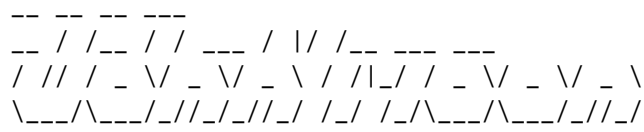
s9205525@otto.bf.rmit.edu.au

3625. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: s9205525@otto.bf.rmit.edu.au
Message-ID: <3qcmkp$dkq@aggedor.rmit.EDU.AU>
Source record: 164705
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

The trouble with Roger is that he always blames the software and never the tools that he uses. It is ALWAYS his site that cant do this or cant do that. Not to mention the jerk cant even read or comprehend the queen's english, AND HE'S A POM!

--



s9205525@otto.bf.rmit.edu.au

3626. Re: email with an STE?

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FE4EADAXUP@cabal.shnet.org>
Source record: 164706
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3qamk9$hga@apakabar.cc.columbia.edu> Christien Lee wrote:
>I have a friend in England who has a 1mb STE. She wants to get on email,
>but doesn't know where to start, and as I know nothing about the STE, and
>very little about what's what in England I can't help her. So if anyone
>from the UK could help me with the following questions I would be very
>grateful...
>
>Will any modem work with the STE?

Yes, the STE has a standard serial port (up to 19k2 without further
modifications).

>What software is best (preferably shareware)?

HSMODA06.LZH (serial driver, Shareware?) and UPoint light (Freeware).
I don't know whether there are English versions and docs floating around,
though. Both are originally German programs.

UPoint allows Mail/News access via UUCP only, but that should serve your
purpose, as anywhere where one may get SLIP, one will also get UUCP
access.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
--- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

3627. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3qd99tlNNmtk@duncan.cs.utk.edu>
Source record: 164707
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

3628. Re: Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <3qd4nf$4t0@news.cc.utah.edu>
Source record: 164708
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Pekka Saarinen (contacts@mits.mdata.fi) wrote:
: Could you post these instructions here, please? There are many of us
: here who have no access to Compuserve.

Here is the file from Compuserve that Bob Retelle sent me via email. But I don't know if it would work on anything but a Microsoft version 1 mouse. Looking at the diagram, it doesn't look like the Microsoft v1 mouse connector was a DB9 pin or a 6 pin PS/2 connector. It looks like some custom thing. All the mice I see sold today have either the DB9 pin connector or the 6 pin PS/2 connector. Neither one of which I have the pinouts for. But here is the file, I don't know who wrote it. Let me know if you can decipher it:

==========

Subject: How to hook-up a MicroSoft mouse to an Atari ST

Here's a repost of my article of wayyyy back (Feb 1989) on how to hook an Microsoft mouse to an Atari ST. No software changes are required. All it takes is creating a special cable between the mouse and the Atari.

I've been using a Microsoft mouse now for around 2 years on my 1040, with nary a glitch. It's so much better than the Atari mouse, I'd never go back. (IMHO)

Well, here is how to connect a Microsoft Mouse to an Atari ST. (520/1040) The Atari has a 9-pin D-type connector. The Microsoft Mouse has a rather strange connector on the end. To prevent having to cut the mouse cable up, I made this adaptor. If you still can't follow it, please let me know and I'll try to redescribe it. This does work for me. I've been using it for 6 or so months now [Note, it's been 2 years now!] with no problems at all. It does take some soldering skills, so if you're not so hot at soldering, find a friend to help.

As far as I know, this does not effect your Atari's warranty. However, I have not asked Atari.

Atari ST		Microsoft Mouse ST		expected signal
1	5	XB		
2	3	XA		
3	8	YA		
4	9	YB		
5	N/C	N/C		
6	2	Left button		
7	N/C	+5VDC (N/C)		
8*	6	and also tie to pin 1	Ground	

9 7 Right button

* = I am not sure why I have pins 6 & 1 tied together, but it does work.

The Microsoft mouse connector looks like this. This is the solder side,
with the leads pointing up.

```
---------------
| 1 |
| 2 3 4 5 |
| 6 7 8 9 10 |
| |
---------------
```

If you can not use the connector, the pins are numbered as follows. This
is the connector side from the Microsoft Mouse plug:

```
/------------\ This is a view at the front of the connector.
/ Blank "KEY" \ It is where the plug from the mouse would be.
/----------------\ The pin labeled 'n' is not connected.
| n 4 X 8 | The place labeled 'X' is filled, and does not
| 9 7 1 2 | have a pin.
| 5 6 |
\ /
\------------/
```

Have fun!

For those who don't want to face wiring up a Microsoft mouse to their
Atari, there is another solution. I just bought a Golden Image Mouse
and I'm very pleased with it. They have an Atari ST version, so you
just plug it in. The feel is similar to a Microsoft mouse, but the
mouse is slightly larger.

It's made my working time with the computer much less stressful. I
highly recommend it to anyone who works with their Atari a lot.

I'm not affiliated with this company in any way, I just like this
mouse.

It cost me $70 Canadian, and was worth every penny. As a comparison,
the standard Atari mouse costs $45 here.

your note prompted me to re-attempt getting my 3 button logitech to work.
it's very slightly different from the microsoft. The two up/down wires
must be swapped--they are backwards from the microsoft configuration.
I connected the right and middle buttons--the middle and left buttons
work as right and left. Logitech's "technical information" is too
sketchy for me to do more than guess what's going on (a page and a half
on hardware and many more pages about software stuff that's of no use
to an st user.)

--

--
\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu
\ Film Studies Major, U. of U. \ Home Page:
\ For PGP Public Key, \ http://www.cc.utah.edu/~ewj8218
\ finger ewj8218@u.cc.utah.edu \

3629. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <3qd5ip$5a5@news.cc.utah.edu>
Source record: 164709
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:

: Well no one has ever got it to work on this DEC site, it does not
: Support : VT100 at all, in fact I would rate it as 200% RUBISH, no ARGV
: support, can't use GRZRZ with it and its programed in GFA Basic..
^^^^^
This is utter crap, Roger. I've told you many a times GSZRZ works fine
with FZDT. I've used them in conjunction for 2 years now with no problems
whatsoever. You can use almost any external transfer protocol with FZDT.
GSZRZ is no exception. If you don't want to listen, that's fine. But
don't spread lies, I'm sick of it.

--
\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu
\ Film Studies Major, U. of U. \ Home Page:
\ For PGP Public Key, \ http://www.cc.utah.edu/~ewj8218
\ finger ewj8218@u.cc.utah.edu \

3630. Re: Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: charly@senator.inka.de
Message-ID: <FE4VFDAJUP@senator.inka.de>
Source record: 164710
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3qc08o$4sv@news2.delphi.com> DOMINGO@DELPHI.COM wrote:

>76702.1466@CompuServe.COM (BobR) writes:
>
>>> don't know if this has been asked before, but what would be involved in
>>> making a little black box that would allow you to plug a PC serial mouse
>>> into the ST mouseport?
>
>>This can already be easily done, with no hardware adapter needed.
>
>>A standard MicroSoft compatible serial mouse can be used in the regular
>>ST mousport, but it needs a software driver.
>
>At least James Woods doesn't hang out here... But I think you mean the
>serial port. If you want to hook up a serial mouse to the mouse port you
>would need to do some major surgery.
>
>>DMC Publishing, out of Toronto, sells such a driver, and it's my understanding
>>that a similar driver is available for ftp from atari archive sites.
>
>I think they are made by the Cyrel graphics people. DMC does the
>distribution.
>
>Dom
>

Hi

I'am using a FREEWARE Mouse Driver for all serial ports on any Atari.
It's called MOUSE v.2.3.

Works on Modem1, Modem2, Serial1 or Serial2 under any TOS/MTOS/MagiC 2/3.

Works great with Microsoft Mice, Mouse Systems Mice and Logitech.
3rd Mousebutton has double click feature.

BTW:
The german Computer Magazine ST-COMPUTER had a hardware project that
makes it possible to use Microsoft-Mice work on the standard Mouse port
of the Atari ST(E), MegaST(E), TT and Falcon.

Its a lot of hardware (Processor, Eprom) and stuff, cost: about 60$

Sorry for my bad english, School is a long time ago ;-)

Greetings from (the rainy) Germany

Karlheinz
--

/----------------------/--------------------------------/
/ Karlheinz Sauther / Email: /
/ / /
/ 76726 Germersheim / charly@senator.inka.de /
/ / karlheinz_sauther@lu.maus.de /
/----------------------/--------------------------------/

3631. Re: Arne Rudolph

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: BALU@ifas.rwth-aachen.de
Message-ID: <3qcac6$91h@news.rwth-aachen.de>
Source record: 164711

In article <199505261220.a41721@os.maus.de>, Jochen_Wolfgramm@os.maus.de (Jochen Wolfgramm) says:

>Hallo Leute!
>
>Nachdem ich Arne Rudolph mehrmals angemailt und geschrieben habe, sehe ich mich
>gezwungen folgende Nachricht, wie fuer ihn angekuendigt, in allen Atari-
>Gruppen zu posten:
>
>*Vorsicht* vor der Registrierung von *Before Dawn*!!!! Arne Rudolph ist wohl
>nicht gewillt noch Registrierungen anzunehmen, jedoch schickt er das Geld nicht
>zurueck! /Bei mir war er sogar so dreist, einen Scheck erst nach Wochen/
>/einzuloesen, wohl in der Hoffnung, ich haette mein Anliegen schon vergessen!/
>Trotz haeufiger Aufforderung zu diesem Thema Stellung zu nehmen, hat er sich
>hartnaeckig *nicht* bei mir gemeldet!!
>
>Ich finde dieses Verhalten absolut daneben. Und gebe allen Atari-Usern den
>guten Rat, Software von Arne Rudolph (@AC) zu meiden.
>
>*Es ist traurig, da&#65533; es Leute gibt, die den Sharewareweg so ausnutzen!!*
>
>Bis denne, Jochen ::-)

I have commented this mail in all german speaking newsgroups. This would not have been posted, if Jochen read the manual carefully an knew how to use his frontend/BBS. It is true that I received a registration from him, but since 'Before Dawn' is *shareware* and I never promised to reply on every registration (i.e. not on every registration for versions before 1.30), there is nothing to complain about.

If anyone registered for 'Before Dawn' and has not received a disc, manual or whatever I promised in the manual/an EMail or else, he should contact me by writing a *letter*! This has happened with two letters I've sent to Sweden, so it is quite possible that it happened to your's, too.

Please note: the EMail address in the manual is no longer valid!!

Ciao,
Arne

3632. Re: POLAND, RUSSIA, HUNGARY NEEDED!!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: Jaroslaw Banachowicz <mms02bj@loqi.elka.pg.gda.pl>
Message-ID: <3qcb15$mpk@sunrise.pg.gda.pl>
Source record: 164712

Sure, I have (and I live in Poland... :-)). Are You from Czech Republic?

--
Jaroslaw "Banan" Banachowicz	tel. (+ 48 58) 25 39 48
mms02bj@loqi.elka.pg.gda.pl	(+ 48 58) 22 23 55
st3109jb@smokie.elka.pg.gda.pl	
Hobbies: War Gaming, Atari ST, RPG.

3633. Looking for ATARI Inside/Gasteiner E-Mail address

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: miqco@sci.fi
Message-ID: <2fc9cdb2ae6040@sci.fi>
Source record: 164713

I'm looking for E-Mail address to Atari Inside/Gasteiner.
They have unbeatable price for Cubase Audio Falcon.
--
_/_| _| Veikko Vanamo
_/ InterNet E-Mail : _/ _| _/| _/_/_/_/_/_/_/_/_/_/_/_/_/_/_>
/ VVANAMO@tays.fi (E-Mail only !)/ _| _/_| _/ Lahtomaenkatu 3 B 38
/ miqco@sci.fi (access from home)/ _|_/ _|_/ 33580 Tampere
/_/ _|/ _|/ FINLAND

3634. Atari in Paris?

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3qcdu2$pbr@turing.fwi.uva.nl>
Source record: 164714

Hi, I am working in paris for a couple of months, are there any atari dealers in paris? Last year fnac was still selling atari games, but they no longer seem to do this. Any other places where I can buy some atari hardware? looking for a cheap portfolio.

thanks.
--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

3635. Re: What is comp.sys.atari.announce ???

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995May29.142140.1944@cathy.ijs.si>
Source record: 164715

In article <199505262203.a30160@a2w.maus.de>,
Ian Taylor <Ian_Taylor@a2w.maus.sub.org> wrote:
>Hutch (hutch@ilmen.lanl.gov) wrote on 25.05.95:
>
>>The moderator is for that group is Yat Siu (email Lexicor@world.std.com)
>Second let me wake him up with a question about why the article "THE
>KEY TO ORGANIZING YOUR HEALTH RECORDS", which has nothing whatsoever
>to do with Atari computing, appeared recently in the newsgroup.
That article was posted using a piece of software which FORGES approves
by the moderator. All the other moderated groups got this message, as
well as the unmoderated ones. Several cancels were sent after it
(as well as another spam "Are you named in somebody's will").

The moderator had nothing to do with the article appearing.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

3636. Re: Atari in Paris?

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: rousseau@cnam.fr
Message-ID: <3qchu9$22r@sheckley.cnam.fr>
Source record: 164716

In article <3qcdu2$pbr@turing.fwi.uva.nl>, mdekker@fwi.uva.nl (M. Dekker) writes:
>
>Hi, I am working in paris for a couple of months, are there any atari dealers
>in paris? Last year fnac was still selling atari games, but they no longer
>seem to do this. Any other places where I can buy some atari hardware?
>looking for a cheap portfolio.

If you want adresses of atari dealers in Paris you can buy the french
magazines ST-Magazine and Start Micro.

You can also read the french news group fr.comp.sys.atari

Ludovic Rousseau ftp-admin of ftp.cnam.fr:/pub/Atari
Ludovic.Rousseau@cnam.fr
http://web.cnam.fr/personnes/rousseau/Who_is_LR.dom

"normaliser Unix c'est comme pasteuriser le Camembert" moi-meme

3637. Re: Substation Demo

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995May29.144918.1945@cathy.ijs.si>
Source record: 164717

In article <apb25.82.0012775B@cam.ac.uk>,
Adrian Bridgett <apb25@cam.ac.uk> wrote:
>What machine gun? Where on the first level is it? I have gone up to level
>three (press 1,2,3 on keypad to go to that level once you are in the
>elevator). I have got the red and yellow IIRC keys and met a new monster
>which is harder - it lobs green balls at you.

AFAIK the machine gun is on the second level: Turn right as you come out of
the elevator, enter the dining room and kill the three spiders you find
there. You will find the machine gun there - pretty nifty, but I found
no ammo for it :-(Also, getting out of the room is a bit tricky. Pay attention
to how the doors sometimes open by themselves. Use that knowledge.

BTW, where didi you find the yellow key? I only found the red sitting by the
bomb on level 3.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

3638. MagiC 3.0 ?

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: damms002@acpub.duke.edu
Message-ID: <3qcl9r$91e@news.duke.edu>
Source record: 164718

I'm using Magic 2.x and heard that 3.0 is out. Whats the difference and is it worth the upgrade ? And if so, what do they harge for it ?

Thomas Damms
DUKE University
damms002@acpub.duke.edu

3639. Re: Atari in Paris?

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: sinclap2954@cobra.uni.edu
Message-ID: <1995May29.112130.43863@cobra.uni.edu>
Source record: 164719

In article <3qcdu2$pbr@turing.fwi.uva.nl>, mdekker@fwi.uva.nl (M. Dekker) writes:
>
> Hi, I am working in paris for a couple of months, are there any atari dealers
> in paris? Last year fnac was still selling atari games, but they no longer
> seem to do this. Any other places where I can buy some atari hardware?
> looking for a cheap portfolio.

How about cheap new Newton Message Pad for $129 that Apple is unloading. Has
the Message Pad 110 roms..

>
> thanks.
> --
> Martijn Dekker
> University of Amsterdam
> Math department
> E-mail: mdekker@fwi.uva.nl

Peter Sinclair-Day This space still under
University of Northern Iowa construction.
Cedar Falls, IA. 50613

"Peter Sinclair, you are a tosspot; you are a wanker; you are a very tiny piece
of turd."
- Atari's Jeff Minter
(Your employment with Atari is comming to an end. GET OVER IT!)

Http://www.ziff.com - For the latest MAC & PC news....

3640. Re: NEW GAMES FOR SALE

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: Dave.Thorson@starlinx.damar.com
Message-ID: <473_9505291601@damar.com>
Source record: 164720

```
sh>In article <3q5fg0$lm1@crow.cybercom.com>, morgen@raven.cybercom.com (J
sh>Morgenstern) writes:
>Here is a list of unopened games I'm trying to unload. If your interes
>in buying or information send e-mail to morgen@raven.cybercom.com or c
>(908)-566-2626 Ext 26
>
>TKO 25.00
>The Sentry 26.00
>Shufflepuck Cafe 26.00
>Blockout 19.00

I agree. I bought a second (spare) copy of the Sentry, unopened, for $1.00
and got Shufflepuck Cafe a few years back for about $6.00. These are great
games, and if you can't find them anywhere else they might be worth the
price (both listed for well over that amount when they were released back
in the 80's).

---
* WR [NR] * UNREGISTERED EVALUATION COPY
```

3641. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: Edward Piecewicz <edward1@delphi.com>
Message-ID: <JI5f8tb.edward1@delphi.com>
Source record: 164721

Jens Andreasen <jens-and@dsv.su.se> writes:

>On 23 May 1995, Allen D Householder wrote:
>
>> I'm looking for a good terminal program that handles VT-100 or VT-102
>
>The standard answer is Uniterm (free) or Connect (looks professional)
>
>> Also -- what are the patches to run a 14.4k modem on an ST?
>
>You don't need any, your modem will be able to use 19.2k between modem
>and computer.

Atari released a program TOS14FX2.PRG which fixes a bug in the RTS/CTS in
TOS 1.04.

Ed

3642. Chimera... A few questions...

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: mss@xs4all.nl
Message-ID: <3qcvl7$70u@news.xs4all.nl>
Source record: 164722

Hello everybody...

I'm working on a Falcon030 with a VT100 Emulator to access my internet provider. I need Chimera badly, but...

Is it capable of connecting to EVERY provider with a dynamic SLIP connection?

Why is it so cheap? ($25) Is it very limited compared to Apple/PC packages?

If anybody has tried Chimera, would he/she be so kind to post the experiences with this program? This would be greatly appreciated!

Thanks for reading this...

Martin Molenaar, mss@xs4all.nl

3643. Re: Sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: jws4p@fermi.clas.Virginia.EDU
Message-ID: <D9Cv47.Inn@murdoch.acc.Virginia.EDU>
Source record: 164723

Anybody ever seen an Atari 1450XLD? That was a RARE computer
indeed. It did have an internal 5.25" drive, internal 300bps modem and
internal speech synthesizer though. Circa 1983 I think.

-John

--
John Stanmeyer/jws4p@virginia.edu/504 Rugby Rd Ch'ville VA 22903/804-979-5457

3644. Re: Floppy disk step rate change ?

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <JW880Na.johnhechtman@delphi.com>
Source record: 164724

Stephane Acounis <acounis@lpnhp3.in2p3.fr> writes:

>I need a program which is able to change the step rate of my floppy drive
>from 3ms to 6ms (this if for HD of course). A small program placed in the
>AUTO folder would be great. Any solutions ?

Look for a shareware/freeware program called SETSEEK, it will do exactly what you want and has no noxious side effects (grin). I use it to change the seek rate of my B drive when I switch from my 3.5" to my 5.25" drive mechanism. I seem to recall that it was Codehead freeware, but don't hold me to that. Good luck!

3645. Re: Falcon PC emulators

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: phil.bacheler@mercopus.com
Message-ID: <32346.150.uupcb@mercopus.com>
Source record: 164725

re: Falcon Speed
I've been running it now for over a year, and am quite happy with it. Considering that it is running at 286/16 speed, it does a good job. MOST Windows programs seem to run alright with it, but if there is an attempt to access high level colors (ala 256), there are problems. Some games even will run on it, given that they are not 256 color games. I don't know what you are planning on doing with the Falcon Speed, so I can't really say it would be worth your while. However for me it has been of benefit since I was able to have an IBM compatible machine available to run quite a few business-oriented programs.

YMMV
Phil Bacheler
Phil2034@Delphi.com

___ Blue Wave/QWK v2.12

+--+
| Mercury Opus BBS - St. Petersburg, Florida, USA - +1-813-321-0734 |
| 2000 Conferences - 100,000 Files - One of America's Top 100 BBS Systems |
+--+

3646. Re: TOWERS GAME...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: sabbath@leprosy.demon.co.uk
Message-ID: <3qdhto$kl@imp.demon.co.uk>
Source record: 164726

nj1@ukc.ac.uk (N.Jones-Rodway) wrote:

>I was reminded of why I didn't like PC's the other day - I was at a friends
>house and they were struggling to set up a network of 3 PC's for a networked
>game of Doom... I left them to it after two hours! (IRQ's?? DMA??) On my
>Falcon I can do what I want a LOT simpler than with a PC. I *enjoy* using my
>Falcon, and that's what a lot of my friends just can't understand...

Whilst not wishing to disagree with this attitude in any way - it's
spot on in my opinion - I think the point here is that at least you
can network together Doom on a PC.

The fact that you can run industry standard software and games is
reason enough for most people to buy a PC. The fact that a Falcon has
a nice OS and some good software is enough to use that.

In a perfect world we'd all have one of each.

Graeme

=-=-=-

3647. Re: Chimera... A few questions...

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: Conan Ford <ford@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.91.950529190440.76495A-100000@srv1.freenet.calgary.ab.ca>
Source record: 164727

Chimera is cheap because you are paying the disk costs from TAF....the
actual programs are free.

3648. Re: Scanner driver for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: lamarth@delphi.com
Message-ID: <Jm-9sZd.lamarth@delphi.com>
Source record: 164728

"ace" <jason@whatnext.demon.co.uk> writes:

>There is also a shareware Epson scanner 'GDPS' driver
>(GDPS_SC.PRG) which I picked up on a UK bulletin board, I don't
>know any FTP site for it.
>
>Unfortunately it's all in German, (though it doesn't seem that
>complicated,) and I don't have any program that uses it...

Well I managed to find a copy of something someone else recommended to me
called EP_GDPS3- is that the same thing?

David (lamarth@delphi.com)

3649. Re: About LaTeX (was: Re: My newish PM61

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: tomlin@stomlin.spods.dcs.kcl.ac.uk
Message-ID: <801771206_OASIS_@stomlin.spods.dcs.kcl.ac.uk>
Source record: 164729

In article <3pfgiv$20l@newshost.uni-koblenz.de>
oberle@informatik.uni-koblenz.de (Christoph Oberle) said:-

>OK, but what does CS-TeX create as output? Does it create
>a standard DVI file that can be printed out on any other
>platform that has TeX installed?

Yes, it does create a 'standard' .dvi file. I've mixed .dvi files from
CS-TEX on Atari, with LaTeX on a Sparc 10 & Linux/i386.

>I wonder if you could create a document with LindnerTeX, including
>IMG files and 100% the same result under UNIX on a SUN workstation.

But IMG files are Atari specific. You can include .eps files & scake
them to any size you want - under any LaTeX.

>Agreed, but can you expect that CS-TeX is supported any further?

Possibly not :-(

>But not _directly_! Every font that you need in a certain point size
>has to be created with METAFONT first and saved as a compressed bitmap.
>If you do this for _every_ point size that you might ever need, your
>machine will be blocked for hours with this task. And afterwards, you
>might have very few disk space left on your TeX partition.

The compressed files you mention are only required when printing the
dvi file, and you can create fonts *as you need them*.

>Now don't tell me that this is an easy and flexible way to handle fonts.

Well, it is, sort of. When I have missing fonts they're created
automatically & put in the right place.

>I do not have any doubts that LaTeX is a very powerful system,
>especially to create long documents with mathematical equations,
>lots of references etc. However, I don't think that it is really
>easy to use, especially for beginners, and that one doesn't have
>to care at all about how the output is going to be.

But the whole point in writing *any* document in any system is that you
should care about how the output is going to be. Otherwise, the
documents produce may be badly layed out & possibly confusing.

>For example, LaTeX doesn't free you from the task to set pagebreaks
>right.

I've found that LaTeX puts page breaks in all the right places, most of
the time. Where it dosn't put pagebreaks in the right place use \newpage.

>It also doesn't tell you for a given tabbing environment
>whether a word, placed at a certain tab position, will exceed to
>the next tab position or still fit in its column. The problem is
>similar when you want to place text in a given table environment
>with relatively narrow columns (linebreaks ...).

Mmmm.... Are you confusing \begin{tabbing} with \begin{tabular}? As for
narrow columns, you can set the column width with p{1.25in} in the
tabular environment.

>LaTeX doesn't do everything automatically. Neither does any other
>typesetting or wordprocessing software do this. But as soon as
>problems like the above arise, a wordprocessor like papyrus is
>quicker and easier to use.

Depends on what you're doing, I suppose.

>LaTeX is clearly weaker than papyrus when it comes to _other_
>features that are more DTP-like, e.g. creating a "newspaper
>style" page layout with text going from one box (not only
>columns) to another and around graphics.

That's a bit subjective. LaTeX has a two column mode, and it is possible
to add on a multicolumn mode (.sty file), and I can see no reason why
LaTeX can't be made to do what you say.

>I don't claim that papyrus is the best software to create
>documents, nor do I want to say that LaTeX is the worst
>system to do this. Every system has its specific advantages.
>However, LaTeX's advantages only become relevant with large
>documents that contain equations, use a lot of references
>etc.

True :-)

--

Keith Tomlin
tomlin@zippy.spods.dcs.kcl.ac.uk
////////////////////////////////////\\
/ S.P.O.D.S Site Earth = http://www.spods.dcs.kcl.ac.uk \
/ Installing Linux on a Falcon = http://www.spods.dcs.kcl.ac.uk/~tomlin \
\ Linux/m68k & Falcon030 stuff = /
\ ftp zippy.spods.dcs.kcl.ac.uk:/pub/Authors/tomlin or /pub/linux/linux-68k /
\\////////////////////////////////////

3650. My E drive is poked ...

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fc90a0e_Tom.Thomason@fpc.ct.se>
Source record: 164730

On 27 May 95, Bob Brown shot this through the ether to All ...

BB> I've tried HDX v5 to zero the drive, but it just complains that it's
BB> got an invalid boot sector.
BB>
BB> I don't want to save the info that's on the drive, just reclaim the
BB> lost space so I can download more stuff! Any help would most
BB> definately be appreciated!

I had similar problems with a partition a few months ago. Knife didn't accept the boot sector, etc. The only thing that worked was, believe it or not, FastCopy Pro. It happily looked into the boot sector and allowed me to rebuild it manually. Only the first line was really essential and that was enough fro me to get into the drive and copy FAT 2 over FAT 1 and correct the problem. You can simply look at another partition of the _same_ size to get the necessary information. The only exception is the randomised ID number used for each partition. You'll have to make one up yourself.

ATB,
Tom

(UUCP Dialup connection)

3651. GASTEINER E-MAIL ADDR ?

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <05291995.233402@empyr.dircon.co.uk>
Source record: 164731

Hi, Does anyone know if Gasteiner in Germany have an e-mail address ?

I am trying to get one of their Toplink host adaptors to work with an
IBM SCSI drive but I'm having little success.

I have tried gasteiner in the UK, but the reason I got from them as to why
it wouldn't work with my IBM drive was "Erm...I don't know". They
suggested that the power supply was not big enough, so I asked them
how much current did the Toplink take. The answer: " Ohh, about five
VOLTS " !!!!

You see what I'm up against ?

That is why I want to talk to someone in Germany :-)

Thanks in advance,

Kev.

* ReJoinDer v 1.1a *

| Kevan@empyr.dircon.co.uk | FidoNet: 2:442/402 |
| --------------------
| Swansea, Wales, UK. No uuencoded stuff >50k please !|

VQWK 6.20 [Rev H - 04/04/94]

3652. re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1615dlittle@nest.demon.co.uk>
Source record: 164732

General! We have intercepted a coded Imperial message from the Lerwick
system!
CL> From: CALLUM.LERWICK@flight.org (CALLUM LERWICK)
CL> In message #945, DOUG LITTLE writes:
CL>
>> Remember the Dragon-32?
>>
>> :)
CL>
CL> I've heard of it, the proccessor it uses has an assembily opcode
CL> called "SEX", other than that I know nothing about it... I don't
CL> belive it ever made it over here to the US...

The Dragon used the trusty 6809 (6809e in the TRS80-II) at a rather low Mhz
rating. Can't remember what, but it was very sad.

The TRS80 was a Dragon clone!

:)

Doug.

[illegible]
[illegible] Black Scorpion Software Developments [illegible] Falcon030 & Jaguar [illegible]
[illegible]
[illegible] Doug Little [illegible] Neil Stewart [illegible] Nick Hesketh [illegible] Dave Encill [illegible]
[illegible]

--

3653. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: heathen@innotts.co.uk
Message-ID: <ABEFEAC4966814F0F0@serialld0f.innotts.co.uk>
Source record: 164733

In article <8e3_9505280343@miqas2.fidonet.org>,
Lee.Chin.Lim@f15.n600.z1.fidonet.org (Lee Chin.Lim) wrote:

>In a message of <26.05.95>, William Wong (6:60/1.0) writes:
> WW> I am also looking for a ANSI BBS comms terminal program.
<cut to keep server quiet>
>
>Why don't you try Connect. It's an Excellent program.
>BTW, I'm writting this from D'voice.

I couldn't even understand ConNecT when I frist got it. I did all my Atari
BBSing with Teddyterm.
Get it by ftp as tedyterm214.zip from ftp.demon.co.uk in /pub/atari/comms
(I think) or from the usual archives.

3654. Arne Rudolph

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <519_9505291526@flight.org>
Source record: 164734

In message #908, JOCHEN WOLFGRAMM writes:

> Nachdem ich Arne Rudolph mehrmals angemailt und geschrieben habe, sehe ic
> gezwungen folgende Nachricht, wie fuer ihn angekuendigt, in allen Atari-
> Gruppen zu posten:
> [...]

English people! ENGLISH!

---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3655. email with an STE?

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <74b_9505300105@flight.org>
Source record: 164735

In message #973, CHRISTIEN LEE writes:

> Hi,
> I have a friend in England who has a 1mb STE. She wants to get on email,
> but doesn't know where to start, and as I know nothing about the STE, and
> very little about what's what in England I can't help her. So if anyone
> from the UK could help me with the following questions I would be very
> grateful...
>
> Will any modem work with the STE?

Any external modem should work fine. Exept it aint fast enough for 28.8
though...

> What software is best (preferably shareware)?

My best pick for getting full 16 color ANSI graphics is ANSITerm, if color
ANSI isn't important to you try Teddy Term.

> Where/How does one get an internet/email account in the UK?
> How much does it all cost (equipment, software and email account)?

I dunno about the UK, but over here in the US you can find free Internet
Email if you look hard enough for it. You can even find free Usenet
conferences! I didn't spend a dime for the privilege of posting this
message!
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3656. My modem and CoNnect

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <74c_9505300105@flight.org>
Source record: 164736

In message #976, DOCTOR ZWEISTEIN writes:

> Hi,
>
> Connect doesn't like my modem or the other way round. Anyway, Connect
> doesn't want to dial a number because it always thinks it's online. From
> reading the help I think it's got something to do with the modem settings
> guess some AT... command would fix it. Does anybody have a clue as to wha
> the command might be? It's an AT&T Dataport 24.4/FAX modem.

Well, on my modem the command is "AT&C1", hopefully that will work.

--------------------------- -//- ---------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
--------------------------- -//- ---------------------------

3657. re: i just got it, and im

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <74d_9505300105@flight.org>
Source record: 164737

In message #991, ROGER CAIN writes:

> IU> OK, I got a 1040 St. I have no software, nada, zip. No terminal
> IU> programs, no games, nothin. I will pick up a modem sometime over
> IU> the weekend, but I have some questions.
> IU>
> IU> 1. If I buy a 14,4 Modem, am I gonna have a problem with the serial
> IU> port?
>
> No.

With the early TOS versions he most likely has you need HSMODEM.

> IU> 3. Can I use my IBM PC to download stuff, in other words are the
> IU> disk formats in anyway compatable? That way I could use my Pc to
> IU> download terminal software.
>
> Yes. Format the disc on the ST first.

With the older TOS versions this won't work, you need a special formatter
to format PC compatable disks on old TOS versions, since you have no way
of getting such a program just type "FORMAT A: /F:720" from DOS on the PC
with a blank disk in drive A:. (change it to drive B: if needed)
---------------------------- -//- ----------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

3658. Re: PC-DITTO HELP!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <51a_9505291526@flight.org>
Source record: 164738

In message #909, OLE PAHL writes:

> Although this is pretty helpful you should take care because MS-DOS
> isn't Freeware but commercial software...

Ah well... If you ever do make it to an MS-DOS machine, shove a disk in
the drive, and type "FORMAT A: /S", this will format an MS-DOS boot disk
in drive A:, you might have to change it to B...

Actually, I dunno the exact details, but MS-DOS ver 3.2 and older is*
public domain, but 3.2 doesn't support double-sided 3.5" disks, only
single sided, if you want I'll get you an MS-DOS 3.2 boot disk with
utilities...

---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3659. Re: Chimera available!

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <51b_9505291526@flight.org>
Source record: 164739

In message #913, JOHN AMSLER writes:

> : "Included on these diskettes are: MINT, MINTnet, tsch, X-Window,
> : PPP/SLIP, FTP, Telnet, Chimera (a Graphical World Wide Web Browser)
> : and many more UNIX-like programs. The included installation program
> : sets up a basic UNIX enviroment to connect to an Internet Service
> : Provider using a dynamic PPP.
>
> Dan:
>
> This stuff will only run (or at least only run in a practical manner) on:
>
> 1. a TT (or Eagle)
> 2. a Falcon (or Medusa), or
> 3. an ST/STe/MegaST/MegaSTe with a PAK/68 board
>
> Right?

MiNT, MiNTnet, tcsh, etc... IIRC should work fine on any machine with the
proper memory & hard drive space, its just Xwindows and Chimera that need
a TT/Falcon/Medusa to work well, if at all...
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3660. re: gif viewer for 1040st

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <51c_9505291526@flight.org>
Source record: 164740

In message #922, DOUG LITTLE writes:

> CL> I highly recommend finding a program called Speed of Light, it
> CL> works very well for me. You could also find a program called
> CL> Photochrome, but it doesn't handle odd-sized pictures very well.
>
> I think I fixed this in PhotoChrome 4?
>
> I'll check it later, just in case...

I tried viewing a GIF that was about 200x600 in size, it streched the X to
320 with black vertical bands of pixels about every 10 pixels, and squashed
the Y down to 200, it didn't give me that "View screenfull, squash pic"
dialog eather, I forget if it was with ver 3 or 4, this is on a 520ST.
---------------------------- -//- ----------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

3661. Modem through supercharge

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <51d_9505291526@flight.org>
Source record: 164741

In message #935, BELA FOLTIN writes:

> I have a supercharger with 1Meg and DOS 4.01.

Get DOS 5!! 4.X is buggy *CRAP* almost as bad as Windont! And 6.X isn't
worth running unless you've got a Windont system...
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3662. I just got it, and Im dea

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <51e_9505291526@flight.org>
Source record: 164742

In message #937, "VIOLET, THE ORGANGRINDER writes:

> OK, I got a 1040 St. I have no software, nada, zip. No terminal
> programs, no games, nothin. I will pick up a modem sometime over the
> weekend, but I have some questions.
>
> 1. If I buy a 14,4 Modem, am I gonna have a problem with the serial
> port?

At 14.4 you will need a patch program called HSMODEM.

> 2 Where can I get some terminal software and fast.
> 3. Can I use my IBM PC to download stuff, in other words are the
> disk formats in anyway compatable? That way I could use my Pc to
> download terminal software.

Yes, the Atari will happily read PC 720k disks without any help. Type
"FORMAT A: /F:720" to format a 720k disk in drive A on the PC.

> 4 Are there any good boards where I can get some games and stuff
> like that.

If you have full internet you can FTP stuff from atari.archive.umich.edu,
that place is very* busy, you probably won't get a connect, try one of its
mirrors at mirror.archive.umich.edu. You can also try hensa.micro.uk, it
think thats the correct address...

> 5 Is there a WEB browser, or anything that works with TIA

There really isn't a good way of cruseing the WWW on the Atari, there's
Lynx which is a text browser that I think will work, and there's a
graphical browser called Chimera, but I dunno if it will work on a ST, I
think you need a higher powered model for that. Your best bet is to just
use your PC.

> 6 I also once heard your could download and play Sega Genisis games
> On an ST, is this bullshit?

I think it is, might be a rumor stemming from a popular Genesis game
called Golden Axe being converted to the ST. I saw this game in a PD
library catalog, I'd like to get it but I'd rather get it with my *free*
FTP access than spend money getting it from the PD library.
---------------------------- -//- ----------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

3663. re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <51f_9505291526@flight.org>
Source record: 164743

In message #945, DOUG LITTLE writes:

> Remember the Dragon-32?
>
> :)

I've heard of it, the proccessor it uses has an assembily opcode called
"SEX", other than that I know nothing about it... I don't belive it ever
made it over here to the US...
---------------------------- -//- ----------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

3664. Is anyone out there selli

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <520_9505291526@flight.org>
Source record: 164744

In message #948, GMASTER writes:

> I'm thinking very seriously bout buyin one so if you got one
> post it here and let me know !!
> gmaster

Toad computer has STacy's, try contacting them...

Email: toad@charm.net
WWW: http://www.charm.net/~toad/
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3665. Re: Towers II save game?

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <521_9505291526@flight.org>
Source record: 164745

In message #965, HENRIK LUNARDI WEIDE writes:

> > I've heard of a patch for that, I dunno where to get it, the bug is due
> > you having more than 2 megs memory! Making a 14 meg ramdisk would be a
> > good temporary fix.
>
> That's odd. Since since Falcon's doesn't come in 2 MB versions.
> My 4 MB Falcon has no problem saving a game in TOWERS II.

Hmmm, may have been 4megs, but using a ramdisk to bring it down to 4mb ram
should temporaraly fix it, heck, wonder what would happen if you load
Towers itself onto said ramdisk... 8}
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3666. <<<TRADE PC>>>>

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <522_9505291526@flight.org>
Source record: 164746

In message #980, CHRIS DEAN writes:

> You see I have two pc's and want to trade one system of mine to someone
> who has an = system
> of another platform!
>
> [...]
>
> 486/25 Upgradable to PENT.
> 16 Bit Stereo Sound Card which is 100% Soundblaster comp.
> CDROM
> Speakers
> 14" .28 Monitor SVGA.
> Mouse
> Small Desk top case
> 425 megs of HD

<snort!> Good luck finding someone to trade you a Falcon... :)
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3667. Re: Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199505291933.a23257@iz.maus.de>
Source record: 164747

-A22480@AC3

In <3ptqi5jcf2@mhadg.production.compuserve.com>,
76702.1466@CompuServe.COM (BobR) wrote:

B>A standard MicroSoft compatible serial mouse can be used in the regular
B>ST mousport, but it needs a software driver.

That's impossible (at least w/o IKBD code modifications) because the
mouse/joystick button recognition is too slow for receiving asynchronous
serial data.

There are some MS-mouse drivers available, but the Microsoft mouse
always has to be connected to an RS232 port.

cu...Ole

Ole_Pahl@iz.maus.de (no messages >16kB!) AX.25: DK1LP@DB0HES.#SLH.DEU.EU
Ole_Pahl@chicago.shnet.org

3668. Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199505291939.a23258@iz.maus.de>
Source record: 164748

-A21724@AC3

In <1995May24.225609.4956@mtroyal.ab.ca>, ppospis@mtroyal.ab.ca (ppospis)
wrote:

P>I have heard of a number of possible multitasking solutions: MultiTOS,
P>Geneva, etc.

I'm currently using MagiC 2.

P>- how stable is it?

I've never had problems.

P>- does it still support GEM/TOS

Yes.

P>There are a number of programs I would like to continue using.

'Clean' programs won't cause any difficulties.

cu...Ole

Ole_Pahl@iz.maus.de (no messages >16kB!) AX.25: DK1LP@DB0HES.#SLH.DEU.EU
Ole_Pahl@chicago.shnet.org

3669. Wanted

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: slc.dennis.bishop@muskrat.hi.net
Message-ID: <9506030545463604@muskrat.hi.net>
Source record: 164749

I have a user in S.Calif. that wants to do programming on a 1meg ST, so I am looking for GFA BASIC / C / or any of the other programming laganges for use on the ST. Please reply if you have anything. I am on a fixed income, so the price needs to be low.

He also is in need of a DD/DS drive or a low cost used Hard Drive.

My E-mail address is: starlord@muskrat.hi.net

... "I think I have to go to the bathroom." - Ivanova
___ Mountain Reader II - #Demo 001

3670. Falcon for sale (in t

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: slc.dennis.bishop@muskrat.hi.net
Message-ID: <9506030545463605@muskrat.hi.net>
Source record: 164750

Hi Dave, long time no hear about you. Not since I was booted out of CBase for voicing my own opions to those little minded people. The good old Black Hole BBS [Best Atari BBS in Hawaii] is still going full blast.

... To strive, to seek, to find, but not to yield.
___ Mountain Reader II - #Demo 001

3671. FS: Supra HD controller $

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: slc.dennis.bishop@muskrat.hi.net
Message-ID: <9506030545463606@muskrat.hi.net>
Source record: 164751

BJ> From: jaszcz@louie.EEAP.CWRU.Edu (Bartlomiej Jaszcz) this
BJ> includes the case, the power supply, and of course the
BJ> controller. put any SCSI mechanism in there and you're ready
BJ> to go. will also send supra formatting/disk utilities. the
BJ> controller has a clock in it. $60. --Bart

I'm on a fixed income, would you take 2 $30 payments over two months
for it? each on on the 1st of the month.

... "And the dancer?" Garibaldi "I married her." Londo
___ Mountain Reader II - #Demo 001

3672. Re: Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3qc08o$4sv@news2.delphi.com>
Source record: 164796
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

76702.1466@CompuServe.COM (BobR) writes:

>> don't know if this has been asked before, but what would be involved in
>> making a little black box that would allow you to plug a PC serial mouse
>> into the ST mouseport?

>This can already be easily done, with no hardware adapter needed.

>A standard MicroSoft compatible serial mouse can be used in the regular
>ST mousport, but it needs a software driver.

At least James Woods doesn't hang out here... But I think you mean the
serial port. If you want to hook up a serial mouse to the mouse port you
would need to do some major surgery.

>DMC Publishing, out of Toronto, sells such a driver, and it's my understanding
>that a similar driver is available for ftp from atari archive sites.

I think they are made by the Cyrel graphics people. DMC does the
distribution.

Dom

3673. Misc ST stuff For-Sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: ap748@cleveland.Freenet.Edu
Message-ID: <3qc0rt$3u9@usenet.INS.CWRU.Edu>
Source record: 164797

Hi,

Here's some Atari ST software that I'm not using
anymore. Those are my asking prices. I'm open to offers.
Buyer ays shipping. E-Mail me or call me at
216-729-0761 evenings EST.
I am also open to trade offers. E-mail me your list.

IBM PC-DOS 3.10 5 1/4 disks with manual works great with
PC-Ditto or other DOS emulators 10.00

STAC ST Adventure Creator. Creates Graphic/Text
Adventures on your ST. Can import NEO or Degas PI1
pictures. Includes a sample adventure.
Comes with box, instructions, and disks 20.00

Navarone ST Video Digitizer. Allows image capturing images
on your ST and save them in NEO or Degas PI1-3 format.
Does Mono and Color captures. Plugs into cartridge port
of ST. Comes in the box with instructions 25.00

Atari Magazines

Atari Explorer 3.00 each

Jan 1992
Jul/Aug 1992 (2)

Current Notes 2.00 each

May 1993
Jul/Aug 1993
Sep 1993
Oct 1993

Radical Type (Atari DTP Mag) 1.00 each

Feb/Mar 1991
Aug/Sep 1991
Nov/Dec 1991
Mar/Apr 1992
Sept 1992
Feb 1993

ST Applications (UK Mag) 2.00 each

May 1993

TOS (German Mag with cover disk) 5.00 each

Jun 1993

3674. Re: TOS.IMG

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: hoffmann.kd@sni.de
Message-ID: <3qc00m$evm@spooky.sni.de>
Source record: 164798

In article <f31_9505250309@centron.com>,
Radoikovich.Nenos@adlib.centron.com says...
>
>Hello,
>
>I'm an Atari ST user that has to work with an Amiga at work (TV station)
>so I found an Atari ST emulator for Amiga but it needs a TOS.IMG (TOS
>image) file to work. Does anybody out there knows how can I get sych a
>file from my ST or else can I find it ready ? (I need a TOS 1.2 or 1.4
>image file prefrably 1.2)
>
>Friendly Nenos.
>
Just read the binary contents of the Atari's memory location 0xFC0000 to
0xFEFFFF (192 KB) into a datafile and name it TOS.IMG. There are some
tools around that will do it for you, e.g. with the TurboAss package. I
don't know whether there are any changes necessary for the Atari TOS to
work on an emulator for the Amiga...
--
Klaus Hoffmann
Email: hoffmann.kd@sni.de

3675. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D9C02t.2Bx@sci.kun.nl>
Source record: 164799

In <maury-2405951403100001@edwarda.interlog.com> maury@softarc.com (Maury Markowitz) writes:

>In article <D8z79B.JBL@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) wrote:

>> > Which, when it comes to the market, no one could give a hoot about.
>> I don't believe my eyes. I *hope* you meant this sarcastically?
>> I don't care what the market wants. What *I* want are typographically
>> correct documents.
> My point wasn't *quite* that. The point was that if good GUI based
>systems were available from the start - and they were not - I don't think
>TeX would have ever been seen.

Probably not.

> You see, there's other benefits you get from an OS that "just supports
>it". For example, when I install a font in my Mac (or PC or Atari), ALL
>the programs use it. Period. The same is certainly NOT true for TeX
>(who's font handling gives me the shakes).

You're absolutely right. But when TeX was being designed, there _was_ no font handling standard. The author of TeX just _had_ to invent his own, and that one just didn't become the standard. And that's understandable, as today's computers _are_ fast enough to raster vector fonts on the fly. Knuth's (the author of TeX) way of implementing vector fonts were not too bad, taking into account the lack of graphical systems those days. The idea to have vector fonts in some kind of programming language (MetaFont) was---in those days--- the only way to do it. If TeX would have to raster these fonts on the fly, it would have become _awfully_ slow. One big advantage of this way of working is that I can TeX perfectly fine on an 8086 system.

> This means that when it's time to move from the 3 page colour
>eye-catcher, to Frame's formulas to Word's 2 page letter, everything is
>the same. And add to that the attempts to make a standard interface, and
>the time I spend learning one helps me learn the others too - again,
>something you don't get in a language like TeX.

Granted.

>> I'm beginning to think you *did* mean this. To quote a bit from the
>> `Why LaTeX'-part of the LaTeX-documentation: `Documents are to be
>> read, not hung in museums'. A folder is meant to catch the eye, but I
>> get a headache from having to read that style in a *real* book.

> And again the claim that a system that's easy to use makes bad output. No.

I didn't claim that. I just say LaTeX is _not_ that hard to learn.

>> > I can create a superb page in seconds too. I can create a better
>> Ah. Then you must know something about typography. In that case, the
>> majority of my arguments aren't valid. I was talking about the vast
>> majority of people who, with the arrival of easy-to-use DTP software,
>> spend their time producing awful documents --- and don't even know it.
>Yes, but these people at least now have a voice. Just because you don't
>agree with what someone says doesn't mean he should not be heard, we call
>this Freedom of Speach. Well I feel that just because someone doesn't
>understand everything there is to know about printing and typography
>doesn't mean they should not be allowed to produce documents. This is
>what the simple programs have done for the world.

You put words into my mouth. Please, of course I'm not against
freedom of speech. Come on. As a matter of fact, the TeX community
is comparable to GNU when it comes to this sort of things. Anything
that has to do with TeX and is _not_ completely free (a small
minority) is heavily frowned upon by the TeX community. With TeX,
people can produce documents without knowing the fine parts about
printing and typography as well, but the difference is that these
documents come out typographically correct anyway.

Again, TeX is free, and FrameMaker (to name an example) certainly is
not.

>> _If_ you already know what makes a document readable and
>> typographically correct. Most people don't.

>Yes, but learning THIS is MUCH easier than learning a language. I can

I don't think so. Typography is an art. You can't learn that in an
hour.

>go out and buy huge numbers of books with design tips and such that tell
>me in an hour about this stuff. The Mac is Not a Typerwriter is a perfect
>example, you can flip though that in an hour and understand it all. Try
>the same with a TeX manual?

Granted. There's much more literature about other systems, but I must
remark that most of that stops at producing a table. In most of the
manuals for wordprocessors, there was *nothing* about typography in
the book.

Regards,
--
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
/K%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */

3676. Re: I REALLY NEED SOME AD

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: Y.J.J.Thal@kub.nl
Message-ID: <19950529114841.Y.J.J.Thal@sp0376.kub.nl>
Source record: 164800

>
> > The only problem with the ST MIDI interface is that Atari implemented the
> > MIDI-THRU signal in a non-standard way, and some equipment may have probl
> > dealing with it if you use cables with all five wires connected. I don't
> > unfortunately, know what equipment is affected by this. Many, many peopl
> > DID use the ST for MIDI music very successfully nontheless...
>
> Don't worry about this problem, this only cropps up when using el-cheapo
> nonstandard MIDI cables that wire pins 1-2 and 4-5 together.
>
> Now we woulden't wan't to scare away a potential new Atari user now would
> we? ;)

Nope, I'm gonna buy it !! (I believe it has 1 meg, considering the 520 PLUS
indication)

BTW, Thanx for your reactions, I think i'll stay in this group as well..

See ya !

Y.

3677. Re: Trueimage/Truepaint question

Newsgroup: comp.sys.atari.st
Date: 1995-05-29 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3qbj6c$44d@sphinx.Gsu.EDU>
Source record: 164801

lamarth@delphi.com wrote:
: michael grove <mgrove@owens.ridgecrest.ca.us> writes:
:
: >Think of TrueImage as a photographic processor using filters
: >to change or enhance the Image. No painting or drawing here.
: >Think of TruePaint as having thousands of bottles of paint
: >in front of you and a brush for repainting a picture on your monitor.
: >The best bet for printing would be to purchase ImageCopy 3.
: >There are PD programs like GEM View that will print (if you
: >have the time to download all the modules). But, for the cost of
: >both of these you can just about get Apex Media (if you have a
: >Falcon). I can't explain that. You have to see it in operation.
: >However, TI and TP are nice programs for all the Ataris.

True Paint really isn't a good program. It could be, but it isn't =-(...
It's slow, incompatible in too many ways, and doesn't offer much anything
special.

True Image is much better, IMHO. It uses DSP for a couple of effects
(e.g. sharpening) on Falcon, and generally it works pretty well. It has
(at least a version I used at work a year ago) some problems with its
reliability, and the color-selector didn't work correctly at all. Using
virtual memory (Outside 3) it also was very slow when you used some of
its painting functions. But the filters work fine, and the program knows
some nice effects - so I guess it's worth its price! Especially, if any
updates have been made lately.

Tommi

3678. WANTED: Dealers for SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3qgl9v$d0g@kelly.teleport.com>
Source record: 164603
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

The Next Monthly SwapMeet will be on Monday, June 5th at 7 P.M.

WANTED: Dealers to sell at Upcoming Swap Meets. Dealerships sought
fall into such Categories as Computer Dealers, all kinds. All kinds of
Computer HardWare, SoftWare, Peripherals & Accessories for ALL Computer Makes
and Types.

Also Sought are Dealers in Video Gaming Equipment, such as Video Game
Consoles, Cartidges, Video Game CD Players and Video Game CDs. ALL Video Game
Makes and Types. ALL Video Game Consoles, Cartridges, CDs, Peripherals &
Accessories.

Also Wanted are Dealers in ALL Types of Electronics.

WANTED are Dealers in Ham Radio, CB Radio, Music CDs and other
Recorded Music. Stereo Equipment also Wanted.

Also Wanted are VCR's, Video Tapes (NO PIRATED MEDIA OF ANY KIND,
PLEASE!!), TVs and Satelite Gear.

This is an ALL Computers, Game Machine and Electronics Swap Meet!!

Small Businesses, and all Dealers Welcome and Wanted!!

NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!!

NO ADMISSION CHARGE!!! PLENTY OF FREE PARKING!!! NO ADMISSION CHARGE!!!

TABLES $10! CALL FOR RESERVATIONS! REMAINING TABLES, FIRST COME, FIRST SERVE!

Swap Meet Location in Portland, Oregon. USA. At 1819 N.W. Everett St.
at the NorthWest Service Center On the First Monday of each Month.

Please Direct all replies including about the Swap Meet and/or Table
Rentals to bensmith@teleport.com in E-Mail or Call Ben Anytime at
(503)256-9974. (VOICE/VOICE MESSAGING).

The Next Monthly SwapMeet will be on Monday, June 5th at 7 P.M.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Ask about our Atari Catalogs, available through E-Mail from the address below!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks

3679. Raffle & ALL Computer & Electronics SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3qglle$doo@kelly.teleport.com>
Source record: 164604
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

ACE of America, an All Computers and Electronics User Group, with a special emphasis on Atari. At ACE Swap Meets you might find Atari, Apple, Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis, Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables, supplies and Accessories.

ALL COMPUTERS, GAME MACHINES AND ELECTRONICS ARE WELCOME!!

ACE will be holding a combination RAFFLE & SWAP MEET on Monday, June 5th at 7 P.M. It will be an ALL Computer & Electronics Swap Meet with various Raffle Prizes. Funds raised by the Raffle will help us to continue presenting these Swap Meets. Donations of Raffle Prizes will go towards this or Future Raffles. Raffle tickets will be 2 for a $1. And members of ACE will receive their first $1 worth of Raffle tickets FREE! And the final prize of this Raffle will be $25 in cash from the Money Raised by the Raffle. Prizes will be laid out for all to see. Winners will get their choice of available Prizes on display, with the Cash Prize held til the last Drawing. Drawings once started will be every 10 Minutes. Prizes will vary depending on Donations, so to Help make this Raffle a Success, Please be Generous with your Donations. To Donate, call (503)256-9974.

Monthly Swap Meets are Held on the First Monday of each Month from 7 PM. Swap Meets are Held at 1819 NW Everett at the NW Service Center 3 Blocks North of the corner of 18th and W Burnside in Portland, Oregon. USA! Table space is $10. Tables provided as long as they last. Show up early to get a good table, like 6:30 PM.

The Next Monthly Swap Meet will be Monday, June 5th at 7 P.M.

FREE ADMISSIONFREE ADMISSION**FREE ADMISSION**FREE ADMISSION**

PLENTY OF FREE PARKINGEVERYONE WELCOME**PLENTY OF FREE PARKING**

RAFFLE TICKETS 2 FOR A $1EVERYONE WELCOME**RAFFLE TICKETS 2 FOR A $1**

FOR INFO INCLUDING RAFFLE OR RESERVING TABLES: CALL BEN AT (503)256-9974!!

SWAP MEET & RAFFLE SPONSORED BY ACE OF AMERICA!!

The Next Monthly Swap Meet will be Monday, June 5th at 7 P.M.

This Message is distributed throughout the Pacific NorthWest, everyone reading and their Brother is welcome to come and Attend!!

Please Direct all Replies to bensmith@teleport.com in E-Mail or call
Ben anytime at (503)256-9974.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Ask about our Atari Catalogs, available through E-Mail from the address below!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks

3680. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3qeatrlNNcsf@duncan.cs.utk.edu>
Source record: 164605
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped)
with user manuals
(this is the model with
the internal floppy)

Will throw in
communication software
and st314 (720k DSDD drive)
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando

3681. Re: Floppy disk step rate change ?

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: msbaines@cix.compulink.co.uk
Message-ID: <D9EK15.7t3@cix.compulink.co.uk>
Source record: 164606
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

>I need a program which is able to change the step rate of my floppy drive
>from 3ms to 6ms (this if for HD of course). A small program placed in the
>AUTO folder would be great. Any solutions ?
Very easy to write actually. I wrote some to change to 3ms and 6ms and it
runs from the AUTO folder.
I can UUE email them to you?

Slainte mhath
Mark

--
* Mark S Baines * FidoNet: 2:254/105.10@fidonet.org *
* * NeST: 90:102/107.0@nest.ftn *
* Inver, Scotland * TurboNet: 100:101/12.10@turbonet.ftn *
* 01862 871624 * AtariNet: 51:502/0.10@atarinet.ftn *

3682. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: sos@sos.shn.com
Message-ID: <FE5VEAAOUP@sos.shn.com>
Source record: 164607
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3qcmkp$dkq@aggedor.rmit.EDU.AU> John Moon wrote:

>The trouble with Roger is that he always blames the software and never
>the tools that he uses. It is ALWAYS his site that cant do this or cant
>do that. Not to mention the jerk cant even read or comprehend the queen's
>english, AND HE'S A POM!

Sorry for my bad english, but what's a POM?????

SOS

--
Forgot a smiley somewhere? Sorry. :-) :-)) :-(:-}
PGP key available on request.
--
*** UPOINT 'medium' ***

3683. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3qdkna$2af$1@perth.DIALix.oz.au>
Source record: 164608
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

John Moon (s9205525@otto.bf.rmit.edu.au) wrote:
: The trouble with Roger is that he always blames the software and never
: the tools that he uses. It is ALWAYS his site that cant do this or cant
: do that. Not to mention the jerk cant even read or comprehend the queen's
: english, AND HE'S A POM!

VERY WELL SAID John..... and I like SHUT THE **** UP as well.....

Still, he gives us something to laugh at.....
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

3684. Re: email with an STE?

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: Paul Civati <paul@xciv.demon.co.uk>
Message-ID: <801780532snz@xciv.demon.co.uk>
Source record: 164609
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3qb0fv$ed6@dux.dundee.ac.uk> rmccall "Rod McCall" writes:

> I'd recommend Connect which is availble from most FTP sites or PD libraries.

Errr, that's just a comms program, ok for a shell account.

If you want something proper then you'll want a PPP/SLIP login through
someone like Demon.

For this you can use ka9q and OASIS with it.

-Paul-

--
Paul Civati, paul@xciv.demon.co.uk, http://www.domino.org/~paulc/
FYI my surname is pronounced 'sivarty' ;-) Civ on IRC
"I'll spell potato any fu*king way I want." - Dan Quayle (Bill Hicks)

3685. The Eagle

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AA5452.07830024E3.uuout@tippy.com>
Source record: 164610

Does anyone know any places that sells the Eagle? I would like to
get some information on it as well as the price.

___ Mountain Reader II - #Demo 001

3686. Modem through supercharge

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AA5452.07830024E4.uuout@tippy.com>
Source record: 164611

```
BF> I have a supercharger with 1Meg and DOS 4.01. I need to run my
BF> telecomm program with dos. It's a long story why. The short
BF> of it is that this is the only way I can dial in to work. We
BF> have to use Minisoft with an HP emulation. Has anyone had
BF> experience with using telecomm software and modem through the
BF> Supercharger? I need some help, please. My modem will not
BF> dial.

PC terminal programs have a modem setting called COM port. It can be
either 1,2, etc. My wife had the same problem until I told her about
that. She just changed the COM port setting from 1 to 2 and that did
it. Try that..

___ Mountain Reader II - #Demo 001
```

3687. Anybody Remember the old Lucasfilm games?

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: "Violet, The Organgrinder. O(+>" <mikeyc@netcom.com>
Message-ID: <mikeycD9Dn5A.GIM@netcom.com>
Source record: 164612

Hey,

Does anyone remember the very first Lucasgames? They were Ball
Blazer and Rescue on Fractaculus for the 8-bit. Anybody ever see
a version for the ST? If so, wanna trade/sell it?

Mikeyc@netcom.com

3688. Re: What is comp.sys.atari.announce ???

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: Lexicor@world.std.com
Message-ID: <D9D6vy.8Jr@world.std.com>
Source record: 164613

In article <199505262203.a30160@a2w.maus.de>,
Ian Taylor <Ian_Taylor@a2w.maus.sub.org> wrote:

>First let me say a big thanx to Yat for doing a usually thankless
>task.

Thanks Ian :)_ it is much appreciated..

>
>Second let me wake him up with a question about why the article "THE
>KEY TO ORGANIZING YOUR HEALTH RECORDS", which has nothing whatsoever
>to do with Atari computing, appeared recently in the newsgroup.

There is a common problem with moderated newsgroups. That problem has to
do with "forged approvals". It is currently being discussed in the
mailing list re: moderated newsgroups (for moderators).

The bottom line is, that the usenet is not entirely safe, and it is possible
to approve a post without going through the original moderator (for
comp.sys.atari.annoucne that would be me) by forging the approval.

It is rather poor and uncooperative but there is nothing I can currently do
to prevent it actually from happening.

Cheers

Yat

.
>
>BTW I've also seen that message in another newsgroup, what a pain -
>maybe it's time for a filter.* for these junk posts.
>

>Ian_Taylor@a2w.maus.de The hidden secret of life is

3689. Re: SLIP for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: michael j stevens <michaeljefry@delphi.com>
Message-ID: <BY9f0RQ.michaeljefry@delphi.com>
Source record: 164614

If you buy the Ny TImes on Tuesdays they have a science section and in that section there are advertisements from internet providers, sever seveal of which offer slip accounts very cheap....I imagine for any computer.

3690. Tower Power

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: balkcom@jhunix.hcf.jhu.edu
Message-ID: <3qdv32$5l5@jhunix1.hcf.jhu.edu>
Source record: 164615

I just got a new tos upgrade, and my Tower Power game has ceased to work. Does anybody know of a software patch or fix that will allow this great two player game to work with TOS 1.4?

Thanks,
Devin

3691. Re: Chimera available!

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3qdp97$ki4@dux.dundee.ac.uk>
Source record: 164616

```
CALLUM LERWICK (CALLUM.LERWICK@flight.org) wrote:
: In message #913, JOHN AMSLER writes:
:
: > : "Included on these diskettes are: MINT, MINTnet, tsch, X-Window,
: > : PPP/SLIP, FTP, Telnet, Chimera (a Graphical World Wide Web Browser)
: > : and many more UNIX-like programs. The included installation program
: > : sets up a basic UNIX enviroment to connect to an Internet Service
: > : Provider using a dynamic PPP.
: >

Has anyone actually used this stuff for any period of time? Is it
stable? Is x-windows quite fast?

Rod

--
Rod McCall, Student Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: former President University Dramatic Society (read mistake!)
```

3692. Re: Atari -> Amiga file transfer

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <3qemad$naf@m1.cs.man.ac.uk>
Source record: 164617

In article <3q8mln$lds@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) writes:
> In article <199505252038.a29871@a2w.maus.de>, Ian_Taylor@a2w.maus.sub.org (Ian Taylor) writes:
> >Hello readers,
> >
> >How can I transfer files from an Atari ST to an Amiga 500 by disk?
>
>
> The normal Amiga disk format is a special 11 sector one, can't be generated
> on the Atari, But the Amiga can read DOS 9 sector none twist formated disks,
> with a DOS to DOS program from memory...

In what way do they differ? As I understand both machines use the same WD1772 floppy controller and there's nothing about the way disk drives work to distinguish between them - at least I thought they were all the same.

S.Lai

3693. Re: Stalker v3.02 and NVDI 3.01

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3qetlr$4jc@percy.cs.bham.ac.uk>
Source record: 164618

cysco@tyrell.net (Jeffrey Krzystow) writes:
>Desmond Liu (Desmond_Liu@mindlink.bc.ca) wrote:
>: Has anyone successfully managed to use NVDI 3.01 and Stalker 3.02 together
>: successfully? It works if I disable GDOS, but I want Stalker to use the
>: monospaced PC_ANSI.FNT and the IBM{06,11,12}.FNT fonts in my GDOS folder.
>You MUST upgrade to 3.04 if you want the GDOS stuff to work with STalker.

NVDI 3.04 or Stalker 3.04? :-)

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

3694. Re: Thing

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3qeub8$4oc@percy.cs.bham.ac.uk>
Source record: 164619

binder@rbg.informatik.th-darmstadt.de (Thomas Binder) writes:
>Well, with Thing 0.41 (still beta), the width of the filenames is determined
>by the width of the longest filename in the current directory (AFAIR), so
>this should look nicer.

Excellent.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

3695. Wizztronic?

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: iagaw@cluster1.urz.uni-halle.de
Message-ID: <9505301237.AA41037@cluster1.urz.uni-halle.de>
Source record: 164620

Can someone give me Wizztronics or Steve Cohens E-Mail-address (he should have a Genie-address)?
Thanks in advance!!

3696. Re: Atari Works Black Page Syndrome

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3qevii$s4c@m1.cs.man.ac.uk>
Source record: 164621

In article <3q5v9p$4fe$1@perth.DIALix.oz.au>, fezzy@perth.DIALix.oz.au (Peter Feszczur) writes:
>Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
>
>: Hi, A little while ago, someone asked what caused the BPS, and they were told
>that
>: it was a combination of a certain version of Works and low memomry.
> <snip, snip>
>: So.... Does anyone know how to actually avoid the problem?
>
>Yep, use PAPYRUS for text doc's, LDW for s/sheets and twist2 for data
>
>Though the above are 3 different app's it's still less trouble (and better
>performance/features) than works... IMHO of course..

Admittedly, that would avoid the problem, but its rather an expensive solution, isn't it? Without Twist (the price wasn't listed in the add. I checked), this costs over 3 times what Works costs, and I already have that!

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap

3697. Software for sale....

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: jcrios@reuna.cl
Message-ID: <D9DAKv.8s0@reuna.cl>
Source record: 164622

Tons of PD and comercial software for sale. For a complete list email me.

Juan Carlos

jcrios@reuna.cl

3698. Rolling Ronnie game

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: az822@FreeNet.Carleton.CA
Message-ID: <D9E8L5.1BH@freenet.carleton.ca>
Source record: 164623

My 6 year old found a demo of this Rolling Ronnie game on an old StFormat disk (#28 I think). He really would like the whole game, but I can't seem to find it anywhere. Can anyone steer me in the right direction?
We haven't got an Atari store here so I can't just order it.
I don't even know if it's still available. I don't even know if it's commercial or shareware!

Any hints or ideas would be greatly appreciated!

Angus Armstrong

3699. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <D9E78E.J7L@cix.compulink.co.uk>
Source record: 164624

> Like you, I ignore everything but the text. I just type, add in my
> formulas, ask it for a TOC and out it goes. What version were you

Which is probably an important part of the discusion. As a mathematician, I couldn't "add in my formulas", there are too many formulas and symbols all through the text, and it would be impossible to do anything other than put them in as they occur.

I used to use Signum (which was a major reason for being an Atari), which is WYSIWYG and very suited for mathematics (wrote a whole camera-ready book using Signum).

I finally changed because of pressure from journals. That's the other advantage of TeX (LaTeX, etc.), that files are easily portable from one machine to another. Very useful is if there is more than one author, and nowadays most mathematical journals (and some publishers) ask for documents in TeX format. If my documents were to be conventionally typeset, or else camera-ready, I would probably still stick to Signum.

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

3700. Some LaTeX questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: stkocz@ci3ux.ci.pwr.wroc.pl
Message-ID: <3qf4cj$oit@sun1000.ci.pwr.wroc.pl>
Source record: 164625

Here they are: 1. Do You need TeX to work with LaTeX ? (Or what do one need?)
2. Are there any font editors for it ? We've got 18 native
characters here in Poland... :(

****
* Sebastian Tkocz Technical University of Wroclaw, Poland *
* stkocz@asic.ict.pwr.wroc.pl or stkocz@ci3ux.ci.pwr.wroc.pl *
****

3701. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3qf8do$dgf@btmpjg.god.bel.alcatel.be>
Source record: 164626

Why does everyone say ``no one would use [La]TeX to write a one-page
letter? I do it all the time -- in fact the only letters I don't use
TeX for are the ones I write by hand.

BTW anyone want to buy a copy of That's Write? I never seem to use it.
--

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

3702. Re: Floppy disk step rate cha

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: ab164@yfn.ysu.edu
Message-ID: <3qf510$95h@news.ysu.edu>
Source record: 164627

> Hello happy ST users,
> I need a program which is able to change the step rate of my floppy drive
> from 3ms to 6ms (this if for HD of course). A small program placed in the
> AUTO folder would be great. Any solutions ?

Check out Writeboot504. It isn't an Autofolder program. What it does is
write a small routine in the boot sector of your boot disk that will
change the seek rate of your A and B drives. Works even if you boot from
the Hard drive! Also does other neat stuff. It's on atari.archive.umich.edu
as wrtbt504 only I forget if it was arc, lzh or zip. Hope this helps!
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

3703. FS: Atari Hardware & Software

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: cfuhrman@cray-ymp.acm.stuorg.vt.edu
Message-ID: <3qfgk0$r8p@solaris.cc.vt.edu>
Source record: 164628
Cross-posted to: misc.forsale.computers.other.systems,comp.sys.atari.st,dc.forsale

For Sale:

Atari Mega STe computer $375
16MHz Motorola 68000
4MB RAM
1.44 3.5" Floppy Drive (internal)
45MB Hard Drive (internal)
TOS 2.05 on ROM
External Keyboard
Standard Atari 2-button Mouse
Power cables, etc.

Atari SC1224 Color Monitor $100
Atari SM124 High-rez Monochrome Monitor $ 50

Software:
Papyrus Gold 3.57 (US/UK) $150
AtariWorks $ 50
STalker 3.02 $ 20
NeoDesk 4.0 $ 25

Known Problems:

The Machine will not recognize the hard drive. I suspect that the
host adapter has gone bad ($99 part).

Prices listed are by no means firm. Best Offer for both Hardware and
Software. All Offers will be considered. Please e-mail if
interested!

--
Chris Fuhrman || "Give me the liberty to know,
cfuhrman@vt.edu || to utter, and to argue freely
Asst. Administrator -> acm.vt.edu || according to conscience, above
http://csugrad.cs.vt.edu/~cfuhrman || all liberties." -John Milton

3704. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3qfbtg$7ne@turing.fwi.uva.nl>
Source record: 164629

cgra@se.bel.alcatel.be wrote:

:
:Why does everyone say ``no one would use [La]TeX to write a one-page
:letter? I do it all the time -- in fact the only letters I don't use
:TeX for are the ones I write by hand.

same here: I use latex for al my writing (except writings by hand).
short announcements, letters, my Phd-thesis ;-) etc.

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

3705. Re: SUBSTATION TRAGEDY!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950527.120845.00@powerslv.demon.co.uk>
Source record: 164630

In message <Pine.A32.3.91.950525184557.18314A-100000@srv1.freenet.calgary.ab.ca> Conan Ford wrote:

> Substation is available from atari.archive.umich.edu.
>
> It is in /atari/Falcon/Games or something like that (although it is not
> just for the falcon).
>
> If the ftp site is busy, try
> http://pharmdec.wustl.edu/wuarchive/systems/atari

I've just grabbed it from the mirror at Imperial (src.doc.ic.ac.uk)
in computing/systems/atari/umich/Ste; file is subdemo.lzh.

Downloaded and unpacked no problem (using SparkFS on a RISC PC -
aren't standards wonderful :))

--
Cheers __
| /\ |\ |
\/ \/ | \|

3706. Re: Falcon PC emulators

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: boyd@onramp.net
Message-ID: <3qfjb2$pjp@news.onramp.net>
Source record: 164631

> I've been running it now for over a year, and am quite happy with it. Considering
> that it is running at 286/16 speed, it does a good job. MOST Windows programs

It's actually running at about 12mhz... Landmark (I think that's the name), and the other cpu test progs say
so, atleast.
But it is well worth the $$. Has worked with EVERYTHING I've got, so far... Not nearly as "snappy" as my
486, but it sure doesn't "feel" as slow as a 286, no matter what the cpu-speed test progs say..<grin>

3707. Re: BBS Programs...Octopus

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: Mark McGowan <mmcgow1@zeus.towson.edu>
Message-ID: <Pine.ULT.3.91.950530140926.7259A-100000@zeus.towson.edu>
Source record: 164632

On Sun, 28 May 1995, Kim Andersen wrote:

> It's not available at any ftp sites. You have to get it from the author
> or some of the BBS supporters round the world. The Fortress BBS in the Uk
> with Kevin Osborn as sysop have it. Al Petersen in the US have it, (can't
> remember his BBS name now). And i have 8-)
>
I'm not willing to call out of the country to get the program. Hmm...

Someone suggest QuickBBS. I tried that and had problems with saving the
editing files...so...it looks like it doesn't work correctly on the Falcon.

(())
() mmcgow1@zeus.towson.edu () Mark () as860@freenet.buffalo.edu ()
() /\ /\ ()
() co262@cleveland.freenet.edu ()
(())

3708. Re: POV ST-Guide Manual

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: besch@student.uni-kl.de
Message-ID: <1995May30.200421@alma.student.uni-kl.de>
Source record: 164633

> I've found a very nice and useful ST-Guide to Persistance of Vision
> Raytracer. The filename is pov_h103.lzh and I am sure its on cnam.fr and
> uni-kl. If you use POV, its *well* worth the download. Saved me hours
> of wading through masses of print-out (yes, I printed out the entire
> manual!).

> This has been a public information service ;)

> Rich

Thanks for the news

Got an email adress now: besch@student.uni-kl.de

Just mail me for comments or complaints

Guy

3709. Atari Dealers in Ohio?

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: rumpf.1@osu.edu
Message-ID: <rumpf.1-3005951858290001@slip2-4.acs.ohio-state.edu>
Source record: 164634
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm looking for stores selling new and/or used Atari (8-bit or ST)
hardware and software in Ohio; central Oh preferably but what the hell,
I'll drive. Can anyone help me out?

Bob Rumpf (rumpf.1@osu.edu) OSU Molecular Genetics: "We MAKE Friends"

*** Magic: The Gathering: It's not just a hobby anymore... ***
http://calvin.biosci.ohio-state.edu/~rrumpf/rrumpf.html

3710. Games for sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: ce41kc@surrey.ac.uk
Message-ID: <3qg6if$gr9@info-server.surrey.ac.uk>
Source record: 164635

```
Approx. 100 games for atari ST for sale, silly prices,
Just want them to go to a good home otherwise will be forced
to bin them - name your price and you can have them.

Enquire to:

Kevin cordina

ce41kc@surrey.ac.uk
```

3711. British C-lab convertion to USA? Help!

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: marson@pembvax1.pembroke.edu
Message-ID: <1995May30.192040.1@acavax>
Source record: 164636

Howdy,
I know nothing about music and nothing about this NewsGroup. Please excuse me if I am asking the wrong group.

I have a friend who will be visiting from England. He has an Atari 1040 running "C-LAB Creator" music sequencer software.

Problem: How can we run those C-Lab song files on PC Music software in USA. He tried converting to Midi files but it is taking forever! Does anyone have any solutions?

Any guidance will be deeply appreciated. Please reply to my address:

MARSON@PEMVAX1.PEMBROKE.EDU

I thank you in advance.

Steve

Dr. Stephen M. Marson
MARSON@PEMBVAX1.PEMBROKE.EDU

3712. re: i just got it, and im dead in the water

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950530093816.2120C-100000@primus>
Source record: 164637

On Mon, 28 May 1995, Roger Cain wrote:

> On 27 May 95 Violet wrote::

> IU> 3. Can I use my IBM PC to download stuff, in other words are the
> IU> disk formats in anyway compatable? That way I could use my Pc to
> IU> download terminal software.
>

> Yes. Format the disc on the ST first.

NO! Format the disk on the *PC* first. The formats are essentially the same except for two bytes in the bootsector that were mistakenly swapped on the earlier ST's. ST's don't care shit about this but PC's do....

// Jens M Andreasen

3713. Help - SubLogic Flight Sim

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: bi737@yfn.ysu.edu
Message-ID: <3qfslr$27g@news.ysu.edu>
Source record: 164638

I'm looking for the scenery disk that would cover the state of
OHIO. Does anyone have info that could point me to that disk or
any info on SubLogic's support?

Thanks!
--
Dan Sharpes

3714. Compulsive Posting (Was: Re: FORSALE: Critical Path)

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9505301451.AA07950@ilmen.lanl.gov>
Source record: 164639

In a previous messages, CALLUM.LERWICK@flight.org (CALLUM LERWICK) wrote:

> The mind *boggles*!

The one thing that boggles my mind, Callum, is your compulsive need
to reply to nearly every single post in this newsgroup even if you
have absolutely nothing worthwhile (at times) to add to the thread.

33 posts in 3 days. You type nearly as much as my wife talks. ;-)

-Hutch- @ Fair Dinkum Tech

3715. Re: SLIP for ATARI ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3qg4d8$e5l@blackice.winternet.com>
Source record: 164640

> michael j stevens <michaeljefry@delphi.com> writes:
> If you buy the Ny TImes on Tuesdays they have a science section and in
> that section there are advertisements from internet providers, sever
> seveal of which offer slip accounts very cheap....I imagine for any
> computer.
>
>>>>

I don't know about NY City, but as an example/guide,
I live in Minneapolis, Minnesota and I pay $24.95 a month for
Dynamic SLIP, CSLIP/PPP. Unlimited hours and times. I am
very close to dropping GEine and CServe altogether.
At the moment I am not on my FALCON or STe but
I am looking into upgrading my FALCON to 14 Megs and
switching it to a UNIX clone machine. Keep at it people, the
software is getting better and better. BTW, I already have a
68882 FPU in it, the internal 85 HD and external 540 Meg.
Should be enough for LINIX or MINIX, whatever the UNIX
clone's name is.
Rich Mier LOTS of ATARI's!

3716. re: i just got it, and im dead in the water

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3qg4um$e5l@blackice.winternet.com>
Source record: 164641

> Jens Andreasen <jens-and@dsv.su.se> writes:
>
>
> On Mon, 28 May 1995, Roger Cain wrote:
>
> > On 27 May 95 Violet wrote::
>
> > IU> 3. Can I use my IBM PC to download stuff, in other words are the
> > IU> disk formats in anyway compatable? That way I could use my Pc to
> > IU> download terminal software.
> >
>
> > Yes. Format the disc on the ST first.
>
> NO! Format the disk on the *PC* first. The formats are essentially the same
> except for two bytes in the bootsector that were mistakenly swapped on the
> earlier ST's. ST's don't care shit about this but PC's do....
>

Funny, I never had any problems formating them on a STe and
using them on a PC. TOS 1.06. Just don't use any High Speed or TWISTED
formats or use more than 9 sectors per track. A few times I've even been
able to get a PC to read a 807K Byte formated disk. 'Ground' away on it
for quite some time but it did manage to transfer all the data. Oh yes, the
same goes for a 1.44 Meg formated on my FALCON. The PC doesn't seem
to have any problem with it.
Are you sure this isn't just a TOS Revision problem?

Rich Mier

3717. Re: Atari World

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: Edward Piecewicz <edward1@delphi.com>
Message-ID: <5C7ccTe.edward1@delphi.com>
Source record: 164642

Will Atari world have a U.S. distributor at some point in the future? The magazine sounds good.

Ed

3718. Greek ST Users Wanted !!

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: jtace@prometheus.hol.gr
Message-ID: <2fc8df9a3d0d40@prometheus.hol.gr>
Source record: 164643

```
Please if there are any other ST users who read this newsgroup
and live in Greece, send me an e-mail.

--

---------------------Friendly-----------------------
Jim Sourmelidis * jtace@prometheus.hol.gr *
-----------------Athens, Greece----------------------
The important thing is never to stop questioning.....
Albert Einstein
-----------------------------------------------------

Okami Newsreader Version 0.26
```

3719. Re: Chimera available!

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: schrist@io.org
Message-ID: <3qghq7$f6e@ionews.io.org>
Source record: 164644

In article <51b_9505291526@flight.org>,
CALLUM LERWICK <CALLUM.LERWICK@flight.org> wrote:
>In message #913, JOHN AMSLER writes:
>
>> : "Included on these diskettes are: MINT, MINTnet, tsch, X-Window,
>> : PPP/SLIP, FTP, Telnet, Chimera (a Graphical World Wide Web Browser)
>> : and many more UNIX-like programs. The included installation program
>> : sets up a basic UNIX enviroment to connect to an Internet Service
>> : Provider using a dynamic PPP.
>>
>MiNT, MiNTnet, tcsh, etc... IIRC should work fine on any machine with the
>proper memory & hard drive space, its just Xwindows and Chimera that need
>a TT/Falcon/Medusa to work well, if at all...

Nope, Dan had his facts correct. I've run this system (i'm using it right now)
on a 1040STe with 4M of Ram and a SyQuest 44M HD. That's it! (I used Chimera
oviously under X-Windows).

I'll admit loading a page with a lot of Graphics will crash Chimera on a basic
4M system (If the graphics take more memory than what you have left this tends
to happen).

But the system is quite fast and very reliable. I used it for 4 hours
straight yesterday. (Specially using the PPP link).

Check out the TAF page for more information:
http://www.io.org/~schrist/taf.html

Stephen Christian (schrist@io.org) _ Member of: TAF, DWIN
http://www.io.org/~schrist (_'-/-_ _ |_ _ _ EoH, HCoG, EoO III
._)((-'|_)	)(-'|). TT 9, Warp 9
Disclaimer: The opinions expressed above are strictly my own and in no way
represent those of my employer and/or clubs/organizations I am
a member of. (For information on each check out my www page.)

--

3720. Re: Chimera... A few questions...

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: schrist@io.org
Message-ID: <3qgi36$fos@ionews.io.org>
Source record: 164645

In article <3qcvl7$70u@news.xs4all.nl>, mss <mss@xs4all.nl> wrote:
>Hello everybody...
>
>I'm working on a Falcon030 with a VT100 Emulator to access my internet
>provider. I need Chimera badly, but...
>
>Is it capable of connecting to EVERY provider with a dynamic SLIP connection?
>

While I haven't worked with SLIP (static or dynamic) it is suppose to work.
(Also includes CSLIP). I'm currently connected (as I type this) using a
dynamic PPP - with Chimera, Telnet and FTP all running at once.

>Why is it so cheap? ($25) Is it very limited compared to Apple/PC packages?
>
The answer is everything is PD. TAF has just collected all required programs
(thanks Sam M.) and put them together on a set of diskettes. The $25 dollars
is for the diskettes, mailing and overhead. We can't charge for other peoples
work. (A special thanks to all of them!)

>If anybody has tried Chimera, would he/she be so kind to post the
>experiences with this program? This would be greatly appreciated!
>
What do you want to know? The only issues are:
(1) It cannot display HTML 3.0 features (.jpg's, tables, etc.)
(2) It's mono - no colour - but still looks excellent in my opinion.

The bottom line... The more memory you have the better. But I've used the
program over long periods (several hours). This system is great! If
you just want a program to give you WWW access it all there. If you want
something to grow with and build into a much larger system, this is a great
starter kit! (But I admit I'm bias)

For more information check out the TAF home page...

http://www.io.org/~schrist/taf.html

Stephen Christian (schrist@io.org) _ Member of: TAF, DWIN
http://www.io.org/~schrist (_'-/-_ _ |_ _ _ EoH, HCoG, EoO III
._)((-'|_)	)(-'|). TT 9, Warp 9
Disclaimer: The opinions expressed above are strictly my own and in no way
represent those of my employer and/or clubs/organizations I am
a member of. (For information on each check out my www page.)

--

3721. Picture Conversions (help!!)

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: Dave Munsie <dmunsie@delphi.com>
Message-ID: <5m7dcrZ.dmunsie@delphi.com>
Source record: 164646

I am looking for a good all-in-one picture conversion program that will run on a ST/STe. Here are the features I would need the most:
Load: GIF,TIFF,IFF,PCX, etc...
Save: GIF,IFF,PC1 etc...
It also needs to be able to convert the source pic to the dest pic using a locked in palette, so I could define a 16 color palette and then convert several pictures in one go using the same destination palette. Adjustable dithering would be needed also. My primary target resolutions would be 320x200x16 and 320x200x256. Please point me in the right direction be it pd,sharware or commercial. Thank you..

3722. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3qfvrs$bvk@news.iesd.auc.dk>
Source record: 164647

In article <D9E78E.J7L@cix.compulink.co.uk>, dcohen@cix.compulink.co.uk ("Daniel Cohen") writes:

> Which is probably an important part of the discusion. As a mathematician,
> I couldn't "add in my formulas", there are too many formulas and symbols
> all through the text, and it would be impossible to do anything other than
> put them in as they occur.
>
> I used to use Signum (which was a major reason for being an Atari), which
> is WYSIWYG and very suited for mathematics (wrote a whole camera-ready book
> using Signum).
>
> I finally changed because of pressure from journals. That's the other
> advantage of TeX (LaTeX, etc.), that files are easily portable from one machine
> to another. Very useful is if there is more than one author, and nowadays
> most mathematical journals (and some publishers) ask for documents in TeX
> format. If my documents were to be conventionally typeset, or else
> camera-ready, I would probably still stick to Signum.
>
> Daniel Cohen
> e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

I also used Signum for my reports i almost 3 years, but after i started on the university people were suddenly "talking" LaTEX, so i had to switch to LaTEX.
A shame really, because Signum was a BRILLIANT program, especially if you count in when when version 2.0 was made (1987!). At that time there was ABSOLUTELY NO program on any other platform (PC, Amiga, Mac etc.), that had such wonderful graphic and scientific features in WYSIWYG.
When i still was in highschool i convinced two of my friends, who both owned an Amiga at that time, to bye an Atari 1040STE. It was the only (inexspensive) way to get i serious computer for writing reports and be able to play decent games. The PC was pure crap at that time and the Amiga was a games machine with a few very basic wordprocessors.

Yeah well - times certainly change. Ohh man it's only 4 years ago !

Keep Cool and Flying...

ChainXOR...

3723. re: some latex questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1621rcain@nest.demon.co.uk>
Source record: 164648

On 30 May 95 Sebastian wrote::

ST> Here they are: 1. Do You need TeX to work with LaTeX ? (Or what do
ST> one need?)

Yes. Think of LaTeX as a set of macros written in TeX.

ST> 2. Are there any font editors for it ? We've got 18 native
ST> characters here in Poland... :(

Yes. An important part of the TeX set-up is METAFONT (this usually comes with the TeX package). It generates fonts and supports a character construction "language".

Roger
rcain@nest.demon.co.uk

--

3724. I just got it, and Im dea

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AA5452.07830024E5.uuout@tippy.com>
Source record: 164649

VT> OK, I got a 1040 St. I have no software, nada, zip. No
VT> terminal programs, no games, nothin. I will pick up a modem
VT> sometime over the weekend, but I have some questions. 1. If I
VT> buy a 14,4 Modem, am I gonna have a problem with the serial
VT> port? 2 Where can I get some terminal software and fast. 3.
VT> Can I use my IBM PC to download stuff, in other words are the
VT> disk formats in anyway compatable? That way I could use my Pc
VT> to download terminal software. 4 Are there any good boards
VT> where I can get some games and stuff like that.

If you buy your modem you should have no problems. Most any BBS that carries Atari software will have terminals programs on it. I use Teddy Term and ANSIterm and they work wonderfully. You can use the PC to d/l files and transfer it to the Atari. I have done that. What TOS do you have? If it is 1.4 than all you have to do is to format a disk in your ST and insert it into the PC. If you have 1.0 then you have to find a formatting program for the ST that will format a disk so the PC can read it. Redform is a program that will do that. There are tons of BBS's that you can get Atari stuff. I can get you some number if you wish.

___ Mountain Reader II - #Demo 001

3725. Imagesetter vs 1200DPI Laser

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: Doug.Byfield@miramax.ship.net
Message-ID: <bf4_9505310113@direct.ca>
Source record: 164650

RMcD> ....You suggest in the below article and interplay that you
RMcD> might want to stay with what you have and get an imagesetter.
RMcD> You might also look at the 1200 dpi plain paper laser printers
RMcD> currently serving the commercial graphics market. They have a
RMcD> format of 12x19" to allow for a bleed 11x17 image to be produced.
RMcD> Pretty neat, and priced below $7,000 which is by far cheaper than
RMcD> a new imagesetter would cost you. If you need to know more, drop
RMcD> me email and I will look up the company name and stuff and pass
RMcD> it along to you.

Regards, Rod MacDonald [stinformer@chatlink.com]

What I previously wrote was more in the nature of thinking out loud.
Using the Windows NT version is really a moot point as several of
the local lino bureaus offer modem service. This of course opens up
the possibility of saving SL documents as a Tiff file and modeming it
to a say a Quadra. As we both know, 2500dpi ++ full colour layouts are
not everyday fare, and the 1200 dpi lasers could well be viable. The
only one I have looked at is the Lexmark, but I understand Qume makes
one as well. My main concern is the availability of drivers for SL.
I have heard that an imagesetter like the Ultrasetter is around
$40,000 Cdn. Last choice, by far! :-) I would indeed like to know
more and would appreciate getting the company name, etc. Again-is
there an SL driver for it? Thanks for the reply and the help!
Although we are just in the process of starting the business, I am
very excited at the prospect of using Falcons and TT's to set up my
own business.
--
|Fidonet: Doug Byfield 1:153/7091
|Internet: Doug.Byfield@miramax.ship.net
|
| Standard disclaimer: The views of this user are strictly his own.

3726. Re: My modem and CoNnect

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199505301954.a23356@iz.maus.de>
Source record: 164651

In <3qavi8$hi9@raven.cybercom.com>, drz@raven.cybercom.com (Doctor Zweistein) wrote:

DZ>Anyway, Connect doesn't want to dial a number because it always thinks
DZ>it's online.

Problem with the DCD line (RS232/DSub25 pin 8) or the modem's DCD configuration.

cu...Ole

Ole_Pahl@iz.maus.de (no messages >16kB!) AX.25: DK1LP@DB0RDB.#SLH.DEU.EU
Ole_Pahl@chicago.shnet.org

3727. Re: What is comp.sys.atari.announce ???

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199505301958.a23357@iz.maus.de>
Source record: 164652

In <3q1ivr$3ki@dec59.ruk.cuni.cz>, sedlakj@dec59.ruk.cuni.cz (Jan Sedlak) wrote:

JS>Do you know more about this news group?

It's a newsgroup for Atari announcements which have to be approved by Yat Siu (Lexicor@world.std.com).

cu...Ole

Ole_Pahl@iz.maus.de (no messages >16kB!) AX.25: DK1LP@DB0RDB.#SLH.DEU.EU
Ole_Pahl@chicago.shnet.org

3728. Mega keyboard to Falcon: Howto?

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.801803543@sakura>
Source record: 164653

Dear Atarians,

I`m still trying to hook a Mega STE keyboard to my Falcon, but can`t figure it out... Any hints greatly appreciated!
Regards,
Christian

3729. Patching TOS 16MB par

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: slc.dennis.bishop@muskrat.hi.net
Message-ID: <9506030545463613@muskrat.hi.net>
Source record: 164654

CL> *REALLY!* I'm using TOS 1.0 with ICD utils ver 6.0.7, tell me
CL> more!

1st of all, get rid of TOS 1.0! get yourself TOS 1.4 and things will
be better then.

___ Mountain Reader II - #Demo 001

3730. Patching TOS 16MB par

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: slc.dennis.bishop@muskrat.hi.net
Message-ID: <9506030545473614@muskrat.hi.net>
Source record: 164655

CL> *REALLY!* I'm using TOS 1.0 with ICD utils ver 6.0.7, tell me
CL> more!

get tos 1.4 before you do anything!

___ Mountain Reader II - #Demo 001

3731. Patching TOS 16MB par

Newsgroup: comp.sys.atari.st
Date: 1995-05-30 00:00:00 UTC
From: slc.dennis.bishop@muskrat.hi.net
Message-ID: <9506030545473615@muskrat.hi.net>
Source record: 164656

get your self tos 1.4! 1.0 is trash.

... "I know, I know,it's a Russian thing." - Ivanova
___ Mountain Reader II - #Demo 001

3732. netscape or a forms compatible browser on an ST

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: "Robert L. White" <rwhit.ES_XC1@xerox.com>
Message-ID: <3qiuai$6oi@news.cp10.es.xerox.com>
Source record: 164552

Does anyone know if there is a forms compatible browser for the ST
maybe using SLIP or PPP???
I noticed that netscape is available for linux but linux wont run on a plain
ST.
I love netscape on my SPARC at work and would like to have the capability at
home on my ST. Tried Genie using Lynx and its nothing like netscape.
Thanks,
Bob
rwhit.es_xc1@xerox.com

3733. Latest NVDI and MiNT/MultiTOS?

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <801974426.0@mettav.exnet>
Source record: 164553

```
It was none other than -Unknown- who did write on 25 May 95 that ....
-> Does the latest version of NVDI work with MiNT/MultiTOS? That's it,
-> thanks :)

ALL versions of NVDI that I know of work with MinT and MTOS.

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)
```

3734. Re: Chimera... A few questions...

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <D9GD92.7v5@watserv3.uwaterloo.ca>
Source record: 164554

In article <3qgi36$fos@ionews.io.org>,
Stephen M. Christian <schrist@io.org> wrote:
>In article <3qcvl7$70u@news.xs4all.nl>, mss <mss@xs4all.nl> wrote:
>>Hello everybody...
>>
>>I'm working on a Falcon030 with a VT100 Emulator to access my internet
>>provider. I need Chimera badly, but...
>>
>>Is it capable of connecting to EVERY provider with a dynamic SLIP connection?
>>
>While I haven't worked with SLIP (static or dynamic) it is suppose to work.
>(Also includes CSLIP). I'm currently connected (as I type this) using a
>dynamic PPP - with Chimera, Telnet and FTP all running at once.
I haven't tried SLIP myself either but many people on the net have. I prefer
PPP myself because there's less setting up involved. I think most
services which offer SLIP tend to offer PPP as well.

>
>>Why is it so cheap? ($25) Is it very limited compared to Apple/PC packages?
>>
>The answer is everything is PD. TAF has just collected all required programs
>(thanks Sam M.) and put them together on a set of diskettes. The $25 dollars
>is for the diskettes, mailing and overhead. We can't charge for other peoples
>work. (A special thanks to all of them!)
The Atari community tends to depend very much on the users for support.
I think one good result of this is that most Atari users have really
learned a lot about computer basics and advanced topics as opposed
to Mac and PC users. No one will hold your hand with this platform!
If you go ahead and try all this X-win stuff you will learn a lot of
stuff about Unix based systems and this is not a bad thing!

The docs for the different parts of the distribution are on the TAF disks
and contain many names and addresses of people who have really
contributed to keeeping this platform alive. I woiuld encourage
users to send a postcard or e-mail and tell them you appreciate it - I
know I do!

As for an Atari based browser I still plan to write a stand alone one but
I have yet to finish my thesis (real soon now) and my consulting business
is getting busier ans busier. Hopefully by the fall I'll have something
ready for testing.

>
>>If anybody has tried Chimera, would he/she be so kind to post the
>>experiences with this program? This would be greatly appreciated!

>>
>What do you want to know? The only issues are:
>(1) It cannot display HTML 3.0 features (.jpg's, tables, etc.)
>(2) It's mono - no colour - but still looks excellent in my opinion.
>
>The bottom line... The more memory you have the better. But I've used the
>program over long periods (several hours). This system is great! If
>you just want a program to give you WWW access it all there. If you want
>something to grow with and build into a much larger system, this is a great
>starter kit! (But I admit I'm bias)
I have 12M of RAM and have rarely run into problems. I find the X-win setup
more stable than GEM/TOS incidentally.

Steve'r right about a starter kit - FTP and TELNET are included. In Fact,
most common atari ftp sites are even included on a menu so you can ftp
more stuuf for your system to grow with very little effort.

Sam

3735. Chimera... A few question

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <8dd_9506010123@flight.org>
Source record: 164555

In message #951, MSS writes:

> I'm working on a Falcon030 with a VT100 Emulator to access my internet
> provider. I need Chimera badly, but...
>
> Is it capable of connecting to EVERY provider with a dynamic SLIP connect
>
> Why is it so cheap? ($25) Is it very limited compared to Apple/PC package

I thought Chimera itself is free, and its just the nifty MiNT installer
that costs $25?

---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3736. Re^2: High Speed Modem on

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <8de_9506010123@flight.org>
Source record: 164556

In message #962, RICHARD GUZIEWICZ writes:

> I have in fact tested this problem with various callers using different
> machines (PC, Mac), and I can confirm that my Falcon does not seem to wan
> recognize incoming calls on its own. The *modem* does
> (when AA is disabled), but the Falcon (running ConNect) does not pick up
> signal.
> Perhaps there is a problem with some of the AUTO, CPX, and ACC files runn
> my system...

It could be quite possable that the PC/Mac terminal is sending init
strings without telling you, have you tried adding an "&C1" to your init
string? If AA is disabled then its up to Connect to sense the "RING" reply
or the rarely used ring detect line from the modem, and give the modem an
"ATA" command, is your modem set up to send a "RING" reply string? I'll
hve to look up the command for that one...
---------------------------- -//- ----------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

3737. Re: Terminal Programs --

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <8df_9506010123@flight.org>
Source record: 164557

In message #964, EDWARD PIECEWICZ writes:

> >> Also -- what are the patches to run a 14.4k modem on an ST?
> >
> >You don't need any, your modem will be able to use 19.2k between modem
> >and computer.
>
>
> Atari released a program TOS14FX2.PRG which fixes a bug in the RTS/CTS in
> TOS 1.04.

HSMODEM is better though, but Serial Fix works good too, but I havn't
tried Serial Fix at 14.4 though...

Oh, HSMODEM and Serial Fix will work with all* TOS versions...

--- -//- ---
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
--- -//- ---

3738. Anybody Remember the old

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <8e0_9506010123@flight.org>
Source record: 164558

In message #976, "VIOLET, THE ORGANGRINDER writes:

> Hey,
>
> Does anyone remember the very first Lucasgames? They were Ball
> Blazer and Rescue on Fractaculus for the 8-bit. Anybody ever see
> a version for the ST? If so, wanna trade/sell it?

At a recent computer show I got the chance to play around with an XE game system, Ballblazer was pretty impressive, but I never go the hang of the controls... I also tried Rescue on Fractulus, it was fun, and pretty impressive too, unfortunatly I don't think ST versions were ever made of these games. Sorry! :(

--- -//- ---
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
--- -//- ---

3739. Wanted: External floppy

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <8e1_9506010123@flight.org>
Source record: 164559

Wanted: Working external 720k drive with cables & power supply. Respond to
cal@gwnorth.mn.org
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3740. Compulsive Posting (Was:

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <8e2_9506010123@flight.org>
Source record: 164560

In message #997, HUTCH writes:

> In a previous messages, CALLUM.LERWICK@flight.org (CALLUM LERWICK) wrote:
>
> > The mind *boggles*!
>
> The one thing that boggles my mind, Callum, is your compulsive need
> to reply to nearly every single post in this newsgroup even if you
> have absolutely nothing worthwhile (at times) to add to the thread.
>
> 33 posts in 3 days. You type nearly as much as my wife talks. ;-)

Oh, sorry, I'll try to cut down. I call a lot of local Citadel-based
BBS's, we're a talkative bunch there... ;)

---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3741. Re: BBS Programs...Octopus

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FE6WBHUYUP@dksoft.ping.dk>
Source record: 164561

In <Pine.ULT.3.91.950530140926.7259A-100000@zeus.towson.edu> Mark McGowan wrote:

>I'm not willing to call out of the country to get the program. Hmm...

You don't have to call out your country if your living in the US. I can
get you some phonenumbers if you really like that ?

>
>Someone suggest QuickBBS. I tried that and had problems with saving the
>editing files...so...it looks like it doesn't work correctly on the Falcon.
>

As far as i know Qbbs has been updated and should now work on the Falcon.
But i fear you have to call out side your country for this BBS.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

3742. Re: Atari Emulator For The PC - HELP!

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2fcc526d_Christian.Mittendorf@ostkupan.ct.se>
Source record: 164562

> From: 76702.1466@CompuServe.COM (BobR)

> The Janus board is out of Germany, and I have no information on how
> to contact the distributors.
Janus is manufactered by

VHF Computer GmbH
Daimlerstrasse 13
71101 Schoenaich
Germany

You can also get them via email at janus@vhf.stgt.sub.org.
(But I haven't tried yet.)

In the latest ST-Computer they announced an 68020 with 25 MHz as the onboard
processor.

mvh,
chris

(UUCP Dialup connection)

3743. re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <802233422.0@mettav.exnet>
Source record: 164563

Out of the ether, the following was mentioned by Doug...:

CL>> Soon to be added to the list: An Apple III!
DL> Remember the Dragon-32?
Ahhh, many happy memories of my Dragon 32..... ;->
6809e, 16bit registers, SAM PAL for all the advanced system bits, really a
forunner of the ST IMHO.

Spencer

spencer@boondock.mettav.exnet.com

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

3744. Re: PC-DITTO HELP!!

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199505312228.a23403@iz.maus.de>
Source record: 164564

In <51a_9505291526@flight.org>, CALLUM.LERWICK@flight.org (CALLUM LERWICK) wrote:

CL>If you ever do make it to an MS-DOS machine

I've already got one. :-)

CL>shove a disk in the drive, and type "FORMAT A: /S", this will format
CL>an MS-DOS boot disk in drive A:, you might have to change it to B...

The possibility of creating a boot disk easily doesn't give you the permission of giving this disk to anyone else.

CL>but MS-DOS ver 3.2 and older is* public domain

You're probably right, but DOS versions <3.2 have got some major disadvantages (unable to access hard disks, for example), so you should better buy a copy of MS-DOS 5 (or 6.x if you like bugs)...

cu...Ole

Ole_Pahl@iz.maus.de (no messages >16kB!) AX.25: DK1LP@DB0RDB.#SLH.DEU.EU
Ole_Pahl@chicago.shnet.org

3745. Re: Anyone use PC emulators?

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199505312238.a23404@iz.maus.de>
Source record: 164565

In <3q8qlc$6dd$3@mhadf.production.compuserve.com>,
76702.1466@CompuServe.COM (BobR) wrote:

B>but I also think it only emulates CGA.

IIRC it can emulate Hercules as well.

cu...Ole

Ole_Pahl@iz.maus.de (no messages >16kB!) AX.25: DK1LP@DB0RDB.#SLH.DEU.EU
Ole_Pahl@chicago.shnet.org

3746. somebody sell me their Stacy, or Notebook

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: gmaster@iag.net
Message-ID: <3qgsv1$o4m@news.iag.net>
Source record: 164657

hi
do you have one for sale ... An Atari Stacy Laptop, or a Atari Notebook
post it here and perhaps we can make a deal !
Thanks
Gmaster

3747. Re: Atari history

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3qh8ar$imh@percy.cs.bham.ac.uk>
Source record: 164658

BobR <76702.1466@CompuServe.COM> writes:
>> Ironically, it may be the Tramiel's exit from the stage that may save Atari
>> for us.
>
>Amen..!!

Have I missed something, or have the Tramiels (watch the punctuation
lads!) left Atari?

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

3748. Re: Screen grab program

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D9FMF8.M5s@ridgecrest.ca.us>
Source record: 164659

efac001@alpha.qmw.ac.uk (D.Bhabuta) wrote:
>
> On hillsp@genrad.co.uk, Paul Hills (hillsp@genrad.co.uk) typed away:
> : What is the best program for doing screen grabs? Thanks.
>

>
> You can't take shots of everything with these, and you may need a
> hardware one... The Ripper cartridge takes care of everything else.
>
> Danny

Is the Ripper cartridge available from any U.S. vendors? I recall
reading about it in STart Magazine.(Am I showing my age?) Does
anyone know if it is TOS 4.xx compatible?

Mike.

3749. My mouse pointer 'rotates' ...

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: Bob Brown <bob@earthlight.co.nz>
Message-ID: <Pine.SUN.3.91.950531001926.11994A-100000@earthlight.co.nz>
Source record: 164660

Hi there,

Now that i've got your attention ... sorry, FALSE SUBJECT! (I bow my
head in shame)

I'm looking for a small program called NIBBLER.TOS (or TTP/PRG). It's a
good disk copier with a poor front-end. I used to have it, and it copied
just about everything I had. If ANYONE has this program , could they
please let me know where it is or email it to me! Thanks heaps and
heaps and heaps!

Bob Brown, \|/ ____ \|/ bob@earthlight.co.nz
9 Severn St, @~/ ,. \~@ Don't Panic, rb1@mercury.tekotago.ac.nz
Mosgiel, Otago, /_(__/)_\ and don't forget Bob Brown@3:770/540
NEW ZEALAND __U_/ your towel! +64 3 4895575 (voice)

3750. Printer for sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: jhess@orion.oac.uci.edu
Message-ID: <3qgf3j$dn8@news.service.uci.edu>
Source record: 164661

I have an Atari SMM 804 printer that I would like to sell. It needs a new ribbon; otherwise in good shape. If you are interested, make an offer.

-Jim Hess-

3751. Re: SM125 Advice Saught

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <3qgudl$9n1@usenet.INS.CWRU.Edu>
Source record: 164662

>>I have used an SM125 monitor for over 8 years, and
>>am very pleased with it . It provides a larger screen
>>area than the SM124. It is worth at least 50% more than
>>an SM124, IMHO. $75 (Us, I presume, is a bit high, but the
>>better resolution is probably worth it.
>> . . . Bob
>>--
>
>I'm probably sticking my head out to get it chopped off here, but are you
>sure it's an SM125?
>AFAI remember, the SM124 and 125 were both 12" mono monitors, there being
>some minor differences in cicuitry and case. The 14" Atari monitor was the
>SM144, which _would_ give the much larger picture area.
>
>Of course, you may know different....

The 14" was the SM147 (sitting right in front of me!). It was produced by another (seemingly backyard operation) company, and Atari slapped (quite hastily, it seems) their logo on the front. The manual and box don't say Atari anywhere on them.

I never heard of the SM125 . . .

--
Sanjay Parker sxp17@po.cwru.edu Case Western Reserve University
~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Atari Falcon 4/540e Atari Mega 4/32e Keyboardist Extraordinaire!
~~~~~~~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~

3752. Re: Modem through supercharge

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: komives@holly.ACNS.ColoState.EDU
Message-ID: <3qh40p$1fj1@holly.ACNS.ColoState.EDU>
Source record: 164663

In article <8AA5452.07830024E4.uuout@tippy.com> edward.baiz@tippy.com (EDWARD BAIZ) writes:
>BF> I have a supercharger with 1Meg and DOS 4.01. I need to run my
>BF> telecomm program with dos. It's a long story why. The short

>PC terminal programs have a modem setting called COM port. It can be
>either 1,2, etc. My wife had the same problem until I told her about
>that. She just changed the COM port setting from 1 to 2 and that did
>it. Try that..

That make sense. The mouse option when I set up my supercharger
required comm 1.

3753. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <AACCEC16mrn@albemuth.equinox.gen.nz>
Source record: 164664
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

sos@sos.shn.com (Soeren Schnee) writes:

>In <3qcmkp$dkq@aggedor.rmit.EDU.AU> John Moon wrote:

>>The trouble with Roger is that he always blames the software and never
>>the tools that he uses. It is ALWAYS his site that cant do this or cant
>>do that. Not to mention the jerk cant even read or comprehend the queen's
>>english, AND HE'S A POM!

> Sorry for my bad english, but what's a POM?????

Ahh, don't apologise. It's slang in this part of the world (Australia
and New Zealand) for someone originally from England. It has it's
roots in Australia being used as a prison colony as it originally
stood for "Prisoner of Mother England" I believe. It is now a
semi-derogatory name for any English immigrant. The phrase a "whining
Pom" is fairly common description, when such certain people complain a
lot about how things aren't as good as they should be or were back
home.

Cheers,
John
-=-=-=-=-=-=-=-=-=-=- John Collis at home -=-=-=-=-=-=-=-=-=-=-
john@albemuth.equinox.gen.nz or john@southern.co.nz

3754. Re: SCSI-drive questions (Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D9FpHA.1tG@crash.cts.com>
Source record: 164665
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: In message <D8rrGv.3Cr@crash.cts.com>, richcsst@crash.cts.com said:

: > : 3. Are Seagate Hawk drives really "second class" as some dealers
: > say?
: >
: > All Seagate drives are to hard disks as Yugos are to cars. Pure
: > crap...

: Only IYO.

: Okay - so I'd never go out to buy a Seagate drive (mud sticks) - their
: drives are a *lot* better than their reputation of old.

: Roland.

: @CiX

Try convincing all of the computer dealers, repair shops, and consultants
here in my part of the world. Also, I know from personal experience.
Seagate sucks, pure and simple. Does "stiction" and low MTBF mean anything?
Also, double check some of the so-called reliable Seagates. They are
OEMed, which means they didn't make them.

Rich

3755. Monitor Cable Converter

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: denefaa@master.ceat.okstate.edu
Message-ID: <3qhuiu$14i5@bubba.ucc.okstate.edu>
Source record: 164666

I will be interested in buying a converter that will let me use my Atari Monochrome Monitor with a PC (Intel Based PC). Please let me know by email or post it to this news group where I can get one..

Thanks in advance .....

email: denefaa@master.ceat.okstate.edu

3756. Re: Another MegaSTE FS

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <303_9505311855@tagenda.uucp>
Source record: 164667

On 04 May 95, a message from Troy Carpenter to All popped out of the wornhole:

TC> 1 Mega STE 4/0 (16mHz 68000, TOS 2.06, 1.44 Floppy) + keyboard
TC> 1 Atari SC1224 Color Monitor
TC> 1 IBM Case with Power Supply
TC> 1 ICD AdSCSI (+?) Host Adaptor ---------
TC> 1 OMTI RLL Controller |
TC> 1 OMTI MFM Controller | -- All in IBM case
TC> 1 40 Meg RLL drive |
TC> 1 20 Meg MFM drive (40M RLL) ---------
TC>
TC> $600 for everything + 1/2 shipping.

That's really VERY high, Troy, considering that a slightly-used Falcon is going
for in the neighborhood of $750 these days.

+---+
| Rich Tietjens aka Captain Blade @ STarship 1-(713)-682-7474 |
| 1:106/6969.0@fidonet.org 51:2/10.0@atarinet.ftn |
| When PRIVACY Is Outlawed...Only OUTLAWS Will Have Privacy! |
| >>> I SUPPORT THE PHIL ZIMMERMANN LEGAL DEFENSE FUND! <<< |
+---+

3757. Re: i just got it, and im dead in the water

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3qhipg$629@m1.cs.man.ac.uk>
Source record: 164668

In article <3qg4um$e5l@blackice.winternet.com>, rbmier@winternet.com (Rich Mier) writes:
>> Jens Andreasen <jens-and@dsv.su.se> writes:

>> NO! Format the disk on the *PC* first. The formats are essentially the same
>> except for two bytes in the bootsector that were mistakenly swapped on the
>> earlier ST's. ST's don't care shit about this but PC's do....
>>
>
> Funny, I never had any problems formating them on a STe and
>using them on a PC. TOS 1.06. Just don't use any High Speed or TWISTED
>formats or use more than 9 sectors per track. A few times I've even been
>able to get a PC to read a 807K Byte formated disk. 'Ground' away on it
>for quite some time but it did manage to transfer all the data. Oh yes, the
>same goes for a 1.44 Meg formated on my FALCON. The PC doesn't seem
>to have any problem with it.
> Are you sure this isn't just a TOS Revision problem?
>
> Rich Mier

Early ST's is what Jens says... ie the STFM et al. I think its with < TOS 1.4
It was fixed in the STe (and Rainbow TOS), and all subsequent machines...

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap

---

3758. re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: Rod <Rod@ivecoft.demon.co.uk>
Message-ID: <801917654snz@ivecoft.demon.co.uk>
Source record: 164669

>General! We have intercepted a coded Imperial message from the Lerwick
>system!
> CL> From: CALLUM.LERWICK@flight.org (CALLUM LERWICK)
> CL>
> >> Remember the Dragon-32?
> >>
> >> :)
> CL> I've heard of it, the proccessor it uses has an assembily opcode
> CL> called "SEX", other than that I know nothing about it... I don't
> CL> belive it ever made it over here to the US...
>
>The Dragon used the trusty 6809 (6809e in the TRS80-II) at a rather low Mhz
>rating. Can't remember what, but it was very sad.
>The TRS80 was a Dragon clone!

You're not kidding it was sad! I have still got mine up in the loft. Trying
to figure out a use for it ;-/ _When_ you managed to get the prog to load
(cassette remember) it was ok (oh all right, naf) for the time. But getting
the progs to load was a major feat! perhaps I had a crappy tape drive.

suggestions for its use please!

|~~~~~~|
| Rod Keen. Akela of the Apache Pack. Std disclaimer applies |
| 3rd Harpenden. United Kingdom. to all comments made above |
| HR Systems. Iveco Ford Truck Ltd. |
| e-mail to Rod@ivecoft.demon.co.uk (work) |
| Rod@gaiasys.demon.co.uk (home) Users of Oasis for the Atari. |
~~~~~~
~~~~~~

3759. Myst, creature shock, for jaguar

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3qhd36$dq1@turing.fwi.uva.nl>
Source record: 164670

Hello,

I am working in Paris for a while, and yesterday I was playing
with Minitel, it has a section for Atari. Although this section
is not very up to date I believe, it has a section about games
for the jaguar. It says that Myst and Creature Shock are being
ported t the jag! great news I would say!

It also has a falcon section, its main falcon menu claims that
over 100 shops in france sell Falcons, but when you ask for the adresses
it just says: no info! well, it sounded too good to be true anyway.

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

3760. Re: Some LaTeX questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3qhbnu$7et@btmpjg.god.bel.alcatel.be>
Source record: 164671

In article <3qf4cj$oit@sun1000.ci.pwr.wroc.pl>, stkocz@ci3ux.ci.pwr.wroc.pl (Sebastian Tkocz) writes:

> Here they are:
> 1. Do You need TeX to work with LaTeX ? (Or what do one need?)

Yes: LaTeX is ``only'' a set of macros for TeX. (Actually TeX itself is ``only'' a set of macros and an interpreter, just as emacs is ``only'' a library of elisp functions :>).

There are two ports of TeX to Atari/TOS, by C. Strunk and Lindner (sp?). I'm a happy user of the Strunk version in its MultiTeX incarnation (but the shell doesn't work under MiNT -- must look into that some time).

> 2. Are there any font editors for it ? We've got 18 native
> characters here in Poland... :(

TeX has a sister program Metafont for producing new fonts, but I don't think you need to do that: if it's just an ogonek here and there then a LaTeX ``style file'' is all you need. A lot of work has already been done on using [La]TeX for slavic languages, and it's all freely distributable.

Get the FAQ material for comp.text.tex, and track down a CTAN (Comprehensive TeX Archive Network) site near you -- I think it's called ctan.dante.de, but my TeX stuff is at home and the link from my office to the internet is down, so I can't check just now.
--

Chris Gray cgra@btma74.se.bel.alcatel.be Compuserve: 100065,2102

3761. Re: Falcon PC emulators

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: smoore@chowgar.demon.co.uk
Message-ID: <801911326_OASIS_@chowgar.demon.co.uk>
Source record: 164672

In article <3qfjb2$pjp@news.onramp.net>
boyd@onramp.net said:-

>> I've been running it now for over a year, and am quite happy with it. Considering
>> that it is running at 286/16 speed, it does a good job. MOST Windows programs
>
>It's actually running at about 12mhz... Landmark (I think that's the name), and the other cpu test progs say
>so, atleast.
>But it is well worth the $$. Has worked with EVERYTHING I've got, so far... Not nearly as "snappy" as my
>486, but it sure doesn't "feel" as slow as a 286, no matter what the cpu-speed test progs say..<grin>
>
>

WHat programs are you running ?

Regards.

--

Simon Moore

smoore@chowgar.demon.co.uk

3762. 32Mhz Falcon for Sale!

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: jdp4@aber.ac.uk
Message-ID: <3qhpk6$mop@osfa.aber.ac.uk>
Source record: 164673

```
-- The spec is

A Falcon 030 with
32Mhz Power Up accelerator!
4mb Ram!
65mb Hard Disk!
TOS 4.01!

Loads of installed software :-

NVDI 2.5
TRUEPAINT
etc (loads of PD).

Useful offers considered!!!!

James Page
```

3763. Re: Trueimage/Truepaint question

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D9FrzK.n0L@ridgecrest.ca.us>
Source record: 164674

> Ok, so TrueImage doesn't do much else that GemView does, and from what
> someone else just told me I should steer away from TruePaint altogether.

I haven't used GemView in a long while. I got tired of waiting
30 minutes to load a .PI1 file (grin). True Image is reasonably quick.
If you haven't registered Gem View yet (and I believe this is what
were getting at, spending $$$$) then get TI. If you want to paint
with an air brush, get Apex. If there is a Falcon compatible 16 bit
color program available that is as easy to learn and use as Apex
let me know and I'll BUY it (if I don't already have it).
Yes, to be honest, stay away from TP. It does however come bundeled
with VideoMaster Falcon if you want it for free.

> I've got a copy of the Apex Media demo, and aside from the fact that (at
> least as far as I can tell) it has no hardcopy capabilities, otherwise I
> probably would've bought it by now :)

I think that the varity of function that Apex provides excuses it
from not being able to do "hardcopies" due to 4 meg Falcons. If
everyone had a 14 meg Falcon mabey things could have been different.
Cut loose and get Image Copy (I think 4.0 is available) and Apex.
Mabey you will help support a future upgrade.

Mike.

3764. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: xitqu@ucssun1.sdsu.edu
Message-ID: <3qgonj$d3c@gondor.sdsu.edu>
Source record: 164675

B

: I just got this demo and after managing to find enough room on my
: to go out of sync to the music. Later on it might be able to resync. I
: suppose it could be a corrupted download but it dearchived perfectly so
: I suspect the disk is the problem.

Alan,

A friend of mine said he had to run the AHDI driver (after booting
with ICD) to get it to work (at least I think that's the demo he had).

Dan

3765. Re: Chimera Available!

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: DOMINGO@news.delphi.com
Message-ID: <3qhev0$loa@news2.delphi.com>
Source record: 164676

Doug.Byfield@miramax.ship.net (Doug Byfield) writes:

>JA> From: amsler@nevada.edu (JOHN AMSLER)
>JA> Subject: Re: Chimera available!

>JA> Dan Dreibelbis (Dan.Dreibelbis@balmybeach.gryn.org) wrote: :

[reference to TAF WWW/MintNet package deleted]

>JA> Dan: This stuff will only run (or at least only run in a
>JA> practical manner) on: 1. a TT (or Eagle) 2. a Falcon (or
>JA> Medusa), or 3. an ST/STe/MegaST/MegaSTe with a PAK/68 board
>JA> Right?

>Just curious here, John-you named just about every Atari computer.

Did you not notice the "with a PAK/68 board" in part 3?

Dom

3766. Atari ST1040 for Sale

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: sirju@lnsun74.sirju
Message-ID: <SIRJU.95May31160735@lnsun74.sirju>
Source record: 164677

```
For Sale :- 1040ST and monocrome monitor.

All for 100 pounds.

email: sirju@morgan.com
--
Sirju
```

3767. re: i just got it, and im dead in the water

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950531091146.16582A-100000@adrian>
Source record: 164678

On 30 May 1995, Rich Mier wrote:

> > Jens Andreasen <jens-and@dsv.su.se> writes:
> >
> > NO! Format the disk on the *PC* first. The formats are essentially the same
> > except for two bytes in the bootsector that were mistakenly swapped on the
> > earlier ST's. ST's don't care shit about this but PC's do....

> Are you sure this isn't just a TOS Revision problem?
>
> Rich Mier

Actually I'm very sure that this *is* in fact a TOS Revision problem. After
TOS 1.04 it isn' a problem anymore.

But since this thread was concerning ST's (no 'E' here) I just thought
that it would be polite to mention the potential problems.

// Jens M Andreasen

PS The swapped bytes has to do with the different ordring of MSB/LSB in
Intel and Motorola architecture. 'Somebody' just happened to forget
all about it.

3768. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <3qhq0i$88u@newshost.uni-koblenz.de>
Source record: 164679

In article <D9C02t.2Bx@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
|> In <maury-2405951403100001@edwarda.interlog.com> maury@softarc.com (Maury Markowitz) writes:
|>
...

|> If TeX would have to raster these fonts on the
|> fly, it would have become _awfully_ slow. One big advantage of this
|> way of working is that I can TeX perfectly fine on an 8086 system.
|>

Wow! TeX on an 8086 PC! I guess this isn't meant to be taken seriously. Just go ahead and create a 50 page document in LaTeX, compile it, take a look at the preview, get the pagebreaks right, recompile it, get the pagebreaks right again ...

There is no doubt that TeX requires a very powerful machine if you don't want to lose your nerves on it. I don't feel that my TT is a slow machine, but when it comes to compiling a TeX document, I always have the impression that it's 15 year old technology ...

Christoph

3769. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D9FpAE.1I1@crash.cts.com>
Source record: 164680

Alan Parker (se2ap@dmu.ac.uk) wrote:
: I just got this demo and after managing to find enough room on my
: hard disk I ran it. OK, it's fairly impressive and the music is
: great, but then it locks up on the green tunnel with people doing
: handstands. I know it's not a memory problem as I boot with nothing
: else loaded. So it's a disk speed problem. My disk is quite fragmented
: but even so I don't think there is any excuse for the demo locking up.
: As a coder I know that it would not be difficult to make sure it never
: crashes even if it couldn't get the data quick enough. It would just have
: to go out of sync to the music. Later on it might be able to resync. I
: suppose it could be a corrupted download but it dearchived perfectly so
: I suspect the disk is the problem.

I had the same problem. The demo hates SCSI drives. Copy your demo to
the IDE and it works fine. The speed isn't an issue as my SCSI does 1.8
meg a second and my IDE only 680K. I almost deleted the demo thinking it
was lame, but a little critter in my head said "try the IDE" and loe and
behold it worked! If you do not have an IDE drive, then you're screwed.

Lot's of luck!

Rich

3770. Re: gemspooler

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3qi34g$gkh@epsilon.qmw.ac.uk>
Source record: 164681

On dbrewood@nest.demon.co.uk, Daron Brewood (dbrewood@nest.demon.co.uk) typed away:
: Can anyone advise if GEMSpooler can be used to operate via the serial port

Right from the UK support site, Andrew Lee (ajl@cix.compulink.co.uk) writes:
> Can anyone advise if GEMSpooler can be used to operate via the serial
> port at all?
YES, no problem.
> Ideally I'm looking for something which will take in
> an ascii file (via drag and drop)
Again, No problem
> and then set the serial port to
> 2400 baud pass the file down to the printer, and then return the port
> to 19200kb.
It gets abit tricky here, in theory it should be possible but as I
havenen't tried it. The way I would attempt it is to set up Gemspooler so
that it "prompts for Job Settings" ie it accepts data and saves it to disk
but before physically printing it will prompt you at the "Job Settings"
dialog, thus allowing you to alter no of copies etc and also give you the
opportunity to adjust the serial settings.
Obviously though these settings will have to be left until all printing
has fininished before they can be changed back to the higher setting.

Answer brought to you by --- Danny --- ;-))
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

3771. Re: POV for Falcon w/display

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.801919707@gen-off-1>
Source record: 164682

rmccall@mcs.dundee.ac.uk (Rod McCall) writes:

>I tried POV2 on my F030 with 68882, it hadnt finished after 3 hours!!
>Buy which stage I'd had enough.
Well, what picture, what resolution (of picture, not of monitor), few
or lots of reflections, anti-aliasing or not? My entry for the Feb 95
comp.graphics.raytracing took 6 hours on a Sun, which is about 50 times
faster than the Falcon.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==

3772. Re: Some LaTeX questions

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <SAJ1BDI@moacs.indiv.nl.net>
Source record: 164683

Sebastian Tkocz (stkocz@ci3ux.ci.pwr.wroc.pl) wrote:

> 1. Do You need TeX to work with LaTeX ? (Or what do one need?)

Yes.

> 2. Are there any font editors for it ? We've got 18 native
> characters here in Poland... :(

Any text editor (vi, emacs) will do. Metafont is the program
that converts the font description in some binary format.

Waldi

3773. 68000.zip and democode.zip

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: cpbs@ukc.ac.uk
Message-ID: <12961@gos.ukc.ac.uk>
Source record: 164684

I found the files 68000.zip and democode.zip in /pub/atari/Demos on phlem.ph.kcl.ac.uk a while back. I downloaded them, but can't get them to unpack. And now, the atari archive at phl[ei]m seems to have disappeared too!

Does anyone know where I can get working copies of these two files?

Thanks.

--Charles

3774. Falcon Upgrades Help

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: pe@cam-orl.co.uk
Message-ID: <3qi9bl$og0@lyra.csx.cam.ac.uk>
Source record: 164685

I am looking at cheap ways to upgrade my Falcon

So if any of you could possibly answer the a few questions
for me I would be most grateful.

The 32MHz Power Up2 upgrade :
a) is it worth the money?
b) how easy is it to fit?
c) what does fitting involve?
d) would it hinder any future upgrades?
e) does it disable the DSP?

TT-Ram boards :
does a simple, cheap one exist for the Falcon?
if so
a) who sells it?
b) will it fit within the existing case?
c) how many SIMMS slots?

Either E-mail me at the address below or post here.

Thanks in advance.

Rich.

rjelwell@pine.shu.ac.uk

3775. Re: CD player for NEC drives?

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: rzb20@ccc.amdahl.com
Message-ID: <1995May31.175027.14673@ccc.amdahl.com>
Source record: 164686

In article <FE1KCEUTUP@dksoft.ping.dk> kim@dksoft.ping.dk (Kim Andersen) writes:
>Content-Transfer-Encoding: 8bit
>Content-Length: 613
>Lines: 17
>
>In <3q0hr3$22ur@holly.ACNS.ColoState.EDU> Ely Morgan wrote:
>
>>I have a falcon 030 and an NEC Multispin CD-rom drive with extendos. I
>>can't seem to find a CD player that works with this drive. If anybody
>>has one let me know. Preferably PD.
>>
>
>CDAUDIO that comes along with ExtenDos works fine. I have it running here
>on my Falcon with my NEC 3xspin drive.
>
>Greets
>Kim
>
Just a minor clarification: CDAUDIO comes with ExtenDOS Pro, not with
basic ExtenDOS. As Kim notes, it works fine with all recent NEC drives.

Roger Burrows / Anodyne Software
--
Roger Burrows | (613) 238-8151 | rzb20@juts.ccc.amdahl.com |
Amdahl Corporation | | |
[The opinions expressed above are mine, solely, and do not]
[necessarily reflect the opinions or policies of Amdahl Corp.]

3776. Re: Picture Conversions (help!!)

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: trek@ihgp6z.ih.att.com
Message-ID: <D9FyKA.L94@ssbunews.ih.att.com>
Source record: 164687

In article <5m7dcrZ.dmunsie@delphi.com>,
Dave Munsie <dmunsie@delphi.com> wrote:
>I am looking for a good all-in-one picture conversion program that will
>run on a ST/STe. Here are the features I would need the most:
>Load: GIF,TIFF,IFF,PCX, etc...
>Save: GIF,IFF,PC1 etc...
>It also needs to be able to convert the source pic to the dest pic using
>a locked in palette, so I could define a 16 color palette and then convert
>several pictures in one go using the same destination palette. Adjustable
>dithering would be needed also. My primary target resolutions would be
>320x200x16 and 320x200x256. Please point me in the right direction be it
>pd,sharware or commercial. Thank you..

Sure looks like a partial set of requirements for Image Copy 3.5
from FaST Club in UK or Toad in US. Wayne Booth

3777. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3qi4o5$bbi@nyheter.chalmers.se>
Source record: 164688

```
In article <D9FpAE.1I1@crash.cts.com>,
Richard John Kelsch <richcsst@crash.cts.com> wrote:
>I had the same problem. The demo hates SCSI drives. Copy your demo to
>the IDE and it works fine. The speed isn't an issue as my SCSI does 1.8
>meg a second and my IDE only 680K. I almost deleted the demo thinking it
>was lame, but a little critter in my head said "try the IDE" and loe and
>behold it worked! If you do not have an IDE drive, then you're screwed.
>
It works from my scsi-drive... What hard disk driver do you use? I use hushi
6.0x. The document that comes with the demo says something about ram memory,
and that you shouldn't have too large disk cache. Maybe that is your problem...
On the other hand; if so, why does it work with ide?

Regards, Christer.

--
| Chalmers | USENET: d2cg@dtek.chalmers.se | "Today I've started |
| University | SNAIL: Christer Gustavsson | earning my second |
| of | Hasselvagen 6 | million. The first |
| Technology | S-430 91 H?N? | one failed." |
```

3778. ANN: ExtenDOS Pro v2.1 is now available (long)

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: rzb20@ccc.amdahl.com
Message-ID: <1995May31.181722.23570@ccc.amdahl.com>
Source record: 164689

```
Anodyne Software announces:

ExtenDOS Pro v2.1: CD-ROM for everyone
--------------------------------------

ExtenDOS Pro version 2.1 is the latest version of Anodyne Software's
CD-ROM drivers for Atari systems. Like previous versions, it provides
access to CD-ROMs and audio CDs on most popular CD-ROM drives, but v2.1
offers many features that make it easier to use than ever before,
including:

. easier installation and reconfiguration via the new GEM-based
installation program
. support for multiple CD-ROM drives using one copy of the drivers
. better audio player graphics, by using 3D gadgets where available,
and providing an alternate smaller window to reduce screen clutter.

With ExtenDOS Pro, you can play audio CDs as easily as you can access the
data on CD-ROMs. Put a CD-ROM in your drive, and access it like a large
removable hard disk, or pop in an audio CD and use the included program to
turn your CD-ROM drive into an audio player.

Audio support
-------------
ExtenDOS Pro includes the following audio functions:

. play/pause/stop/eject
. track forward or back
. index forward or back
. skip forward or back
. cd repeat/shuffle
. volume control

These are provided through an interface visually similar to a standard
audio CD player, with clearly-marked buttons and a complete time/track
display. A smaller version of the main window may be selected at any
time; this is particularly effective in reducing screen clutter when
running the audio player as a desk accessory.

ExtenDOS Pro conforms to the proposed CD-ROM software interface standard,
simplifying use of CD audio by third-party products. Further details are
available on request from Anodyne Software at the address below.

Data support
------------
ExtenDOS Pro provides support for industry-standard CD-ROM formats. You
can access any ISO9660 or High Sierra format CD-ROM as if it were a
```

removable hard disk, switch between supported disk formats without a reboot, and access files of any size. ExtenDOS Pro even provides a built-in configurable cache facility to speed up data access. And with the right drive, ExtenDOS Pro supports single-session or multisession photoCD as well.

Hardware requirements

ExtenDOS Pro requires a SCSI CD-ROM drive connected directly to a SCSI port, or connected to an ACSI port via an ICD AdSCSI+, Link, or Link2 (or equivalent) host adapter.

Please note that other host adapters (including the original Atari host adapter, the Supra, the BMS, and certain early ICD adapters) may not be capable of transmitting the commands necessary to support audio CD and photoCD. If you're not sure whether your adapter is compatible, please contact Anodyne Software at the address below.

ExtenDOS Pro runs on all TOS-based Atari systems, including the ST, STe, Mega, MegaSTe, TT030, and Falcon030. Supported functions depend on the type of drive:

Function Type of drive
--- ---
read standard CD-ROMs Any
read single-session photoCD Most current drives
read multisession photoCD Selected drives, including the
NEC 74-1/84-1 and the Toshiba 3401
audio control/play Any fully SCSI-2 compatible drive;
selected SCSI-1 drives, including
models from NEC and Sony

The following is a partial list of supported drives:
. Apple CD-300/CD-300+/PowerCD
. Chinon 525/535
. Compaq 561
. MediaVision Reno
. NEC 25/35/72/77/80/82/37/74/84/38/74-1/84-1
. NEC 210/3Xe/3Xi/3Xp/3Xp+/4Xe
. Pioneer 602X/604X
. Plextor 3024/3028/5024/5028/4plex
. Sony 6211/8022/541/561/55S
. Texel 3024/5024
. Toshiba 3201/3301/3401/3501/4101/5201

For the latest information on supported drives, please contact Anodyne Software via GEnie (R.BURROWS1), or via the Internet (r.burrows1@genie.geis.com), or write to the address below.

Software requirements

ExtenDOS Pro requires one of the following standard operating environments:

. TOS
. MultiTOS (with MiNT v1.08 or v1.12)
. Geneva (v003 tested)
. Mag!X (v2.01 tested)

Availability

ExtenDOS Pro v2.1 is available now at a suggested retail price of $39.95.
Order from your local Atari dealer, or directly from:

Anodyne Software
6 Cobbler Court
Ottawa
Ontario K1V 0B8
CANADA.

ExtenDOS Pro Upgrades

If you are an existing ExtenDOS Pro user, you may upgrade to version 2.1
AT NO CHARGE by downloading the upgrade file, EPRO_210.ZIP. This is being
distributed to several online services, including GEnie. Alternatively, you
may upgrade by sending your original diskette plus $8 (including shipping)
to Anodyne Software at the above address. Please see below for methods of
payment.

ExtenDOS Upgrades

Until 31st July 1995, existing owners of ExtenDOS may upgrade to ExtenDOS
Pro v2.1 by sending the original ExtenDOS diskette plus $15 (including
shipping) to Anodyne Software at the above address. After that date, the
upgrade charge will increase to $20. The upgrade includes a new manual.
Please see below for methods of payment.

Methods of payment

For North American orders, please make your payment by cheque or money
order, in US$ for shipping to the U.S.A., in Canadian$ for shipping within
Canada. Ontario residents please add 8% sales tax.

For shipments outside North America, please pay by money order in US$.
Please add an additional $2 for airmail shipping.

Roger Burrows, Anodyne Software, 6 Cobbler Court, Ottawa, Ontario K1V 0B8.
r.burrows1@genie.geis.com

--
Roger Burrows | (613) 238-8151 | rzb20@juts.ccc.amdahl.com |
Amdahl Corporation | | |
[The opinions expressed above are mine, solely, and do not]
[necessarily reflect the opinions or policies of Amdahl Corp.]

3779. Re: Scanner driver for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <D9G1xE.7pw@cix.compulink.co.uk>
Source record: 164690

In message <Jm-9sZd.lamarth@delphi.com>, lamarth@delphi.com said:
> "ace" <jason@whatnext.demon.co.uk> writes:
>
> > There is also a shareware Epson scanner 'GDPS' driver (GDPS_SC.PRG)
> > which I picked up on a UK bulletin board, I don't know any FTP site

> Well I managed to find a copy of something someone else recommended
> to me called EP_GDPS3- is that the same thing?

If GDPS_SC.PRg is the program I think it is, it works on a TT, *not* on a Falcon, and also only the SCSI version of the scanner, not the parallel version.

David, where did you get EP_GDPS3? I would be interested in trying that.

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

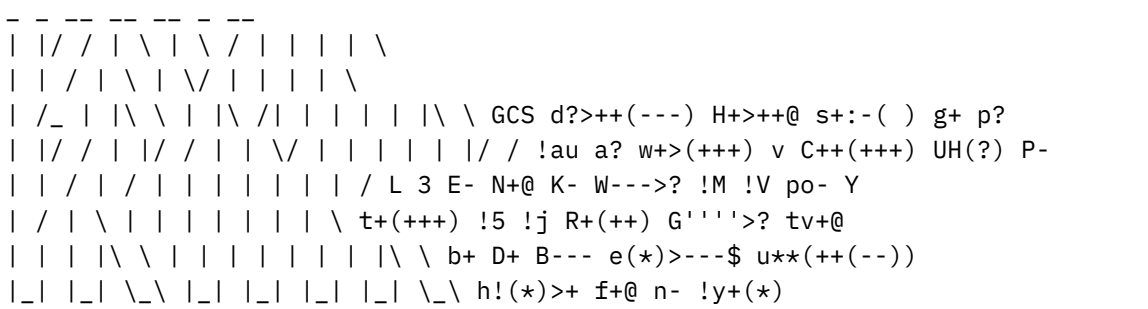
3780. Re: Floppy disk step rate cha

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: Hrafnkell Hlodversson <freyr>
Message-ID: <3qill9$825@odin.diku.dk>
Source record: 164691

ab164@yfn.ysu.edu (tom lamparty) wrote:
>
>> Hello happy ST users,
>> I need a program which is able to change the step rate of my floppy drive
>> from 3ms to 6ms (this if for HD of course). A small program placed in the
>> AUTO folder would be great. Any solutions ?
>
>Check out Writeboot504. It isn't an Autofolder program. What it does is
>write a small routine in the boot sector of your boot disk that will
>change the seek rate of your A and B drives. Works even if you boot from
>the Hard drive! Also does other neat stuff. It's on atari.archive.umich.edu
>as wrtbt504 only I forget if it was arc, lzh or zip. Hope this helps!
>--
> Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
> 4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
> Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
> North East Ohio ST Atari Group | Support board for Dr. Bobware

Vould I be able to use that with an 8Mhz controller or would I need to change
it? And then... why do I need to use a special program to change the step rate?

--



(Hrafnkell Freyr Hlodversson, freyr@diku.dk or freyr@centrum.dk)

3781. Re: Picture Conversions (help!!)

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3qij01$f6r@golem.wcc.govt.nz>
Source record: 164692

GEM-View. It's the only one. Loads anything, saves anything.

atari.archive.umich.edu in atari/Graphics/Gemview/
or
ftp.uni-kl.de in pub/atari/graphics/

It's shareware. Works in any resolution on any Atari computer.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

3782. for sale: Original Spectre Mac emulator

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: wilko@yedi.iaf.nl
Message-ID: <D9GDoG.34F@yedi.iaf.nl>
Source record: 164693

For sale:

Original Spectre 3.0 Mac emulator, including the cartridge with the
Apple Mac ROMs.

Make offer via email

Wilko

3783. for sale: MegaST/Megafile/PAK accelerator

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: wilko@yedi.iaf.nl
Message-ID: <D9GDwr.36C@yedi.iaf.nl>
Source record: 164694

For sale:

MegaST1 with 2.5Mb memory
50Mb Seagate SCSI HD in Megafile case
SM124 mono monitor
mouse, keyboard

In good condition

includes PAK/3 68020/68881 @ 16 Mc, built with cache and TOS2.06

PAK can be sold seperately, package deal is prefered though.

Make offer

Wilko

3784. Re: POV for Falcon w/display

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3qiq2s$nqd@status.gen.nz>
Source record: 164695

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: I tried POV2 on my F030 with 68882, it hadnt finished after 3 hours!!
: Buy which stage I'd had enough.

Gosh! What size picture were you rendering??? What was in your script file? Was each object refracting or something?

-Mario Becroft (mbecroft@iconz.co.nz)

3785. ET4000 adapter for Ataris as Shareware!

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: gdg7@vision.hrz.uni-giessen.de
Message-ID: <D9GM3M.H0r@muster.hrz.uni-giessen.de>
Source record: 164696

Hi!
This article announces the availability of an graphics adaptor for MEGA STs
(and with different adaptors for other Ataris) as a shareware project!
It will be available at ftp.uni-giessen.de (/pub/atari/hardware/et4000.tos)
and in the MausNet. Please mail questions *after* reading the docs in the
project (only german now, sorry!).

Torsten.Lang@physik.uni-giessen.de

3786. ET4000 adapter for Ataris as Shareware!

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: gdg7@vision.hrz.uni-giessen.de
Message-ID: <D9GMCK.IHE@muster.hrz.uni-giessen.de>
Source record: 164697

Hi!
This article announces the availability of an graphics adaptor for MEGA STs
(and with different adaptors for other Ataris) as a shareware project!
It will be available at ftp.uni-giessen.de (/pub/atari/hardware/et4000.tos)
and in the MausNet. Please mail questions *after* reading the docs in the
project (only german now, sorry!).
Be careful! When extracting the archive extends to 8MB, so you will need at
least around 9-10MB free on your harddisk.

Have Fun!

Torsten.Lang@physik.uni-giessen.de

3787. ET4000 adapter for Ataris as Shareware!

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: gdg7@vision.hrz.uni-giessen.de
Message-ID: <D9GMDF.Er8@muster.hrz.uni-giessen.de>
Source record: 164698

Hi!
This article announces the availability of an graphics adaptor for MEGA STs
(and with different adaptors for other Ataris) as a shareware project!
It will be available at ftp.uni-giessen.de (/pub/atari/hardware/et4000.tos)
and in the MausNet. Please mail questions *after* reading the docs in the
project (only german now, sorry!).
Be careful! When extracting the archive extends to 8MB, so you will need at
least around 9-10MB free on your harddisk.

Have Fun!

Torsten.Lang@physik.uni-giessen.de

3788. Petter Toneff

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: Juergen_Keitel@ki.maus.de
Message-ID: <199505311946.a6219@ki.maus.de>
Source record: 164699

Hi, out there,
can somebody tell me the email-address from Petter Toneff (in Oslo Norway)?

/Thanx/
/jk/ :-?

3789. Atari Shows In Scotland

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3qir17$8eo@dux.dundee.ac.uk>
Source record: 164700

I know the Scottish weather can at times deter people, but does anyone
know if there are any plans to have an Atari show North of the Border?

Rod

--
Rod McCall, Student Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: former President University Dramatic Society (read mistake!)

3790. FREE Atari Hardware

Newsgroup: comp.sys.atari.st
Date: 1995-05-31 00:00:00 UTC
From: Michael Rollins <wrollins@svi.sccd.ctc.edu>
Message-ID: <3qis1t$eho@ctc.ctc.edu>
Source record: 164701
Cross-posted to: seattle.general,uwash.general,comp.sys.atari.st

I have eleven (11) SC1224 video monitors and six (6) 1040ST
systems in various states of disrepair. If you want some or
all of it, and can carry it away, it's all yours.

Reply via e-mail or voice (number below).

///--
/// W. Michael Rollins | Seattle Vocational Institute
/// Network Administrator | 315 22nd Ave S. Seattle, WA
/// wrollins@svi.sccd.ctc.edu | 206.587.4926

3791. Re: Anybody Remember the old Lucasfilm games?

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: diehl@bonk.io.org
Message-ID: <3qjn51$42n@ionews.io.org>
Source record: 164502

```
Violet, The Organgrinder. O(+> (mikeyc@netcom.com) wrote:
: Hey,

: Does anyone remember the very first Lucasgames? They were Ball
: Blazer and Rescue on Fractaculus for the 8-bit. Anybody ever see
: a version for the ST? If so, wanna trade/sell it?

Ballblazer (renamed to Masterblazer) was converted to the ST by Rainbow
Arts, and I must say, it's quite bloody great. I ain't sellin' it though.
:-)

: Mikeyc@netcom.com

--
_____________________________ _________________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

3792. FALCON WANTED FROM THE UK...

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3qjqmi$ldp@golem.wcc.govt.nz>
Source record: 164503

A Friend would like to buy a Falcon from the UK but
can't seen to find shops with them in stock..

If you know UK Shops with 1-4 Megs Falcons can you post here or
E-Mail me thanks....

He will also need a Fax number.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3793. Re: Trueimage/Truepaint question

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: lamarth@delphi.com
Message-ID: <BI6+0vw.lamarth@delphi.com>
Source record: 164504

michael grove <mgrove@owens.ridgecrest.ca.us> writes:

>I haven't used GemView in a long while. I got tired of waiting
>30 minutes to load a .PI1 file (grin). True Image is reasonably quick.

Yea, that's the one reason why I didn't register GemView- considering it was
running on a Falcon it took quite a while for it to bring up a image.

>If you haven't registered Gem View yet (and I believe this is what
>were getting at, spending $$$$) then get TI. If you want to paint
>with an air brush, get Apex. If there is a Falcon compatible 16 bit
>color program available that is as easy to learn and use as Apex
>let me know and I'll BUY it (if I don't already have it).
Well, I'm wanting to be able to edit graphics files (at a pixel level) so it
sounds like I'll wind up getting Apex. And from what I've seen of the demo,
I won't be sorry :) It's paying the money that's going to be a problem...

>I think that the varity of function that Apex provides excuses it
>from not being able to do "hardcopies" due to 4 meg Falcons. If
>everyone had a 14 meg Falcon mabey things could have been different.
>Cut loose and get Image Copy (I think 4.0 is available) and Apex.
I think I will do that- it's looking like I won't be able to have both a
graphics printer and a editor all in one :)

David

3794. PORTFOLIO NEWS

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: sedlakj@dec59.ruk.cuni.cz
Message-ID: <3qkau1$ope@dec59.ruk.cuni.cz>
Source record: 164505

```
**************************************
* *
* P O R T F O L I O N E W S *
* *
* Internet newsletter for *
* Atari Portfolio users and fans *
* *
**************************************
No 1 April 7, 1995

*******************************************
* Portfolio in the Czech Republic

There is a PF club that provides user services instead of Atari Corp.
or dealers who are dead in this country.

Contact:

Portfolio
252 45 posta ZVOLE
tel: +42 2 99 61 894

INTERNET:
sedlakj@pedf.cuni.cz

************************************
* What is new for Portfolio?

HARDWARE:

- PortWalk - tape recorder interface
Enables to save and load files onto any tape recorder cassettes. It is
very handy, and unlike 8-bit era of "tape recording", this interface
is very reliable thanks to error detecting code.

- 128 KB RAM CARD
Atari cards are very expansive - the RAM card we developed uses one
Low-Low Power chip and CR 2025 lithium battery (plus some diodes).
The assumed life expectancy of the battery at least 2 years.

- 25 pin parallel interface
As there are big problems with Atari dealers in Europe, we decided
to produce 25 pin Centronics (Parallel) Interface. It is a bit
smaller than original interface and consumes twice less energy.

- FolioDrive - 3,5" floppy disk unit with included parallel
interface and battery pack
It was specially developed for Portfolio and enables to read and write
```

1.44 MB PC diskettes. No cables more needed. You can run files directly
from the diskette.

SOFTWARE:

* In February we have finished a graphic version of Portfolio
BIOS and DOS.
This means that Portfolio can display any character using direct
access to the LCD driver. Thus Portfolio can be used in countries
with extended alphabet (e.g. in Czech Republic). We used similar
routines to those used in PGC and PGX format. The resident
program runs even under ROM applications.

* There is a PC program that enables to work with Portfolio .TXT
and .ADR files in the same way as on PF.

OTHERS:

* Genuine leather case with a battery pocket
Protects Portfolio against dust and other "evils". One built-in
pocket for identity card or passport, another pocket
for 3 AA batteries. Full handwork.

****
* Things under development:

- Upgrade your PF to 512 KB RAM!!
We are going to upgrade Portfolios to 512 KB of system RAM

- 60*10 character display
Another aim of ours is to make Portfolio display 60*8 characters using
8*4 pixel fonts. This will mean that user will see more of the whole
screen if running PC files.

We hope to implement other graphic features:
* blinking
* inversion
Portfolio thus will become more PC alike.

There were already some attempts to make soft running in 60*8 mode,
but the new driver will be working constantly with all files.

****
* What we want:

- We are looking for Portfolio users in POLAND, HUNGARY, RUSSIA.
We want to offer them the new BIOS with their characters.

- We are looking for any Portfolio activities in the world.

- We plan to develop following peripherals, provided there are
enough Portfolio users to be interested in them and to buy them:

* new version of FolioDrive 3.5 inch FDD unit
with parallel interface, battery pack

+ internal 128 KB memory chip to serve as CASH and B: disk.

* FAX-MODEM module to send and receive fax, modem messages every where
in the world

* cordless, radio-wave based interface to connect PF to PC

* 512 KB or 768 KB SRAM module to serve as a data storage medium

* Interface for PCMCIA cards

****
* What we are looking for:

- any PF fans that want to join us

- any PF users who are able to develop new soft

- information about: Re:Port, Portfolio Connection Newsletter, etc.

- any kind of emotional, mental and other support

- any dealer that is willing to go on with
PF stuff and wants to sell our products

****
* How to get the described things

We hope that TOAD COMPUTERS will distribute
all our products in the USA and Canada.

Please support our efforts in promoting Portfolio
and send them your request for PF and products

Their e-mail: toad@charm.net

Otherwise send e-mail to us:

sedlakj@pedf.cuni.cz

****
Special greetings to:

Don Messerli - for his soft and graphics
BJ Gleason - for PBASIC and tons of other things
S. Spoelstra - for his BASIC, and others
Tomas Dusek - Go on developing the hardware!
Martin & Milan Hrdlicka - the authors of new graphic BIOS

3795. Re: Returning to ST Land

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95152.185007STIRRE31@MAINE.MAINE.EDU>
Source record: 164506

Steve,
I agree that Atari hardware is now overpriced.If you want a machine
to just mess around with, I'd suggest getting an STe. B&C also
has Mega STs and other systems for sale. Otherwise, wait here for
a good deal. Some people recently unloaded Mega STes for what
I thought were good prices.
Why is the hardware so expensive? It is out-of-production and
getting hard to find new units, I would guess. Supposedly
C-Lab will release cheap Falcons but only time will tell. Perhaps
the Eagle will be reasonably priced. Or, since you're a Mac owner
you may want to consider MagicMac, the software emulator.
-scott tirrell

3796. email with an STE?

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AA74E1.0783002508.uuout@tippy.com>
Source record: 164507

```
CL> Will any modem work with the STE? What software is best
CL> (preferably shareware)? Where/How does one get an
CL> internet/email account in the UK? How much does it all cost
CL> (equipment, software and email account)?

Yes
I use Ansiterm but there are others like Stalker, Teddyterm, FZDZ

___ Mountain Reader II - #Demo 001
```

3797. POLAND, RUSSIA, HUNGA

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AA74E1.0783002509.uuout@tippy.com>
Source record: 164508

Nice to see you like your ST. I hope you love yours as much as I
love mine.

___ Mountain Reader II - #Demo 001

3798. Re: BBS Programs...Octopu

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <166_9506020106@flight.org>
Source record: 164509

In message #948, MARK MCGOWAN writes:

> Someone suggest QuickBBS. I tried that and had problems with saving the
> editing files...so...it looks like it doesn't work correctly on the Falco

Anyone know if the Fnordndel BBS software will work on a Falcon? I'd think
it would, it is a Citadel-type software...
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3799. re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <167_9506020106@flight.org>
Source record: 164510

In message #950, DOUG LITTLE writes:

> The Dragon used the trusty 6809 (6809e in the TRS80-II) at a rather low M
> rating. Can't remember what, but it was very sad.
>
> The TRS80 was a Dragon clone!

Really? The TRS-80 model 4p I had used a Z-80, model 2 sofware is suppost
to work on it, hmmm...

--- -//- ---
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
--- -//- ---

3800. re: i just got it, and im

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <168_9506020106@flight.org>
Source record: 164511

In message #953, writes:

> > NO! Format the disk on the *PC* first. The formats are essentially the
> > except for two bytes in the bootsector that were mistakenly swapped on
> > earlier ST's. ST's don't care shit about this but PC's do....

Close but no cigar.

> Funny, I never had any problems formating them on a STe and
> using them on a PC. TOS 1.06. Just don't use any High Speed or TWISTED
> formats or use more than 9 sectors per track. A few times I've even been
> able to get a PC to read a 807K Byte formated disk. 'Ground' away on it
> for quite some time but it did manage to transfer all the data. Oh yes,
> same goes for a 1.44 Meg formated on my FALCON. The PC doesn't seem
> to have any problem with it.
> Are you sure this isn't just a TOS Revision problem?

Correct, it is a TOS revision problem, the built-in formatter in TOS 1.0
on up to (I think) 1.4 doesn't correctly set the media type bit or
somesuch in the boot sector, PC's need this but ST's don't
care. They also format the disk with a 7 sector FAT table instead of the
PC's 5 sectors (I hope those numbers are correct), I don't think this
really creates any problems with PC's though...
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3801. British C-lab convertion

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <169_9506020106@flight.org>
Source record: 164512

In message #958, MARSON@PEMBVAX1.PEMBROKE. writes:

> Problem: How can we run those C-Lab song files on PC Music software in US
> tried converting to Midi files but it is taking forever! Does anyone hav
> solutions?

A lot of software tends to take forever when converting MIDI files, but
you'll have to live with it, the MIDI standard file format was designed*
to allow you to pass MIDI data to and from different sequencing software
packages and eventually to and from different platforms...
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3802. Picture Conversions (help

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <16a_9506020106@flight.org>
Source record: 164513

In message #963, DAVE MUNSIE writes:

> I am looking for a good all-in-one picture conversion program that will
> run on a ST/STe. Here are the features I would need the most:
> Load: GIF,TIFF,IFF,PCX, etc...
> Save: GIF,IFF,PC1 etc...
> It also needs to be able to convert the source pic to the dest pic using
> a locked in palette, so I could define a 16 color palette and then conver
> several pictures in one go using the same destination palette. Adjustable
> dithering would be needed also. My primary target resolutions would be
> 320x200x16 and 320x200x256. Please point me in the right direction be it
> pd,sharware or commercial. Thank you..

Speed of Light will do that, but I don't know if it reads TIFF and IFF,
I'm still using version 3.2, I need to track down ver 3.8.
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3803. Re: Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: bericd@bri.hp.com
Message-ID: <D9HxKq.CHt@bri.hp.com>
Source record: 164514

M. Dekker (mdekker@fwi.uva.nl) wrote:
: mdekker@fwi.uva.nl (M. Dekker) wrote:

: :Ole_Pahl@iz.maus.de (Ole Pahl) wrote:
: :
: ::-A21724@AC3
: ::
: ::In <1995May24.225609.4956@mtroyal.ab.ca>, ppospis@mtroyal.ab.ca (ppospis)
: ::wrote:
: ::
: ::P>I have heard of a number of possible multitasking solutions: MultiTOS,
: ::P>Geneva, etc.
: ::
: ::I'm currently using MagiC 2.
: ::
: ::P>- how stable is it?
: ::
: ::I've never had problems.
: ::
: ::P>- does it still support GEM/TOS
: ::
: ::Yes.
: ::
: ::P>There are a number of programs I would like to continue using.
: ::
: ::'Clean' programs won't cause any difficulties.
: :
: :meaning: most programs cause programs. especially the older ones (including

Perhaps the original poster could say which programs he wants to
use....

We may be able to say "YES" or "NO" or "DONT KNOW" as opposed to "Well
some programs might work if the programmers cat was not sick...."

Beric..

3804. re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1687dlittle@nest.demon.co.uk>
Source record: 164515

```
General! We have intercepted a coded Imperial message from the Hills
system!
PH> From: hillsp@genrad.co.uk (Paul Hills)

>> Remember the Dragon-32?
PH>
PH> I do. It was great with an assembler cartridge in the side. I
PH> learnt 6809 assembler on that - far better than 6502 on an Apple
PH> ][

Computers were fun then - but now it's just getting rediculous. People are
going to end up spending as much on their computers as they do on their
cars!

:)

Doug.

������������������������������������������������������������������
�������������������L
� Black Scorpion Software Developments ������ Falcon030 & Jaguar �
������������������������������������������������������������������
������������������Ĵ
� Doug Little � Neil Stewart � Nick Hesketh � Dave Encill �
������������������������������������������������������������������
������������������

--
```

3805. Atari S3M player?

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199506012208.a31530@a2w.maus.de>
Source record: 164516

Hio

Anyone know of an S3M mod player for the MSTE?

Ian_Taylor@a2w.maus.de Why bother with a signature?

3806. Re: Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199506012138.a23481@iz.maus.de>
Source record: 164517

In <3qd4nf$4t0@news.cc.utah.edu>, ewj8218@u.cc.utah.edu (Eric Jolley) wrote:

EJ>Subject: How to hook-up a MicroSoft mouse to an Atari ST

The adaptor described in your message doesn't require a serial mouse
(look at the subject) but a bus mouse which is actually compatible
to the Atari ST and Amiga mice.

cu...Ole

Ole_Pahl@iz.maus.de (no messages >16kB!) AX.25: DK1LP@DB0RDB.#SLH.DEU.EU
Ole_Pahl@chicago.shnet.org

3807. Re: Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: gdg7@vision.hrz.uni-giessen.de
Message-ID: <D9Hpw5.wME@muster.hrz.uni-giessen.de>
Source record: 164566
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

BobR (76702.1466@CompuServe.COM) wrote:
: > don't know if this has been asked before, but what would be involved in
: > making a little black box that would allow you to plug a PC serial mouse
: > into the ST mouseport?

: This can already be easily done, with no hardware adapter needed.

: A standard MicroSoft compatible serial mouse can be used in the regular
: ST mousport, but it needs a software driver.

: DMC Publishing, out of Toronto, sells such a driver, and it's my understanding
: that a similar driver is available for ftp from atari archive sites.

: A standard PC *bus mouse* can be used with no software drivers needed,
: but some slight modifications to the wiring of the connector are needed.

: There should be text files telling how to do this on the atari archive sites,
: and I know we have them in the Atari Forum on CompuServe.

: BobR

I don't think this will work... You can plug a serial mouse into the Atari
serial port. Therefore you will need a driver (I know of a driver
supplied with the AT Speed 286 emulator so that you could use your PC mouse
also with the Atari). I think the same is valid for bus mice except that
you need an RS232 adaptor.
The reason: Atari mice are "brain dumb", they just deliver a pulse code for
direction and movement and are suplied by the 5V line of the
joyport/mouseport. The IKBD has do do the work (calculate relative
movement etc.). PC serial mice need a real RS232. They deliver byte
sequences over the RS232. Since there is no free RAM area in the IKBD
you cannot write a driver to use PC mice on the ST mouseport! Such a
driver would have to reside in the IKBD RAM! Well it's possible but you need
another IKBD controller for that.

Torsten lang@physik.uni-giessen.de

3808. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3qjtj3$41@turing.fwi.uva.nl>
Source record: 164567

oberle@informatik.uni-koblenz.de (Christoph Oberle) wrote:

:In article <D9C02t.2Bx@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
:|> In <maury-2405951403100001@edwarda.interlog.com> maury@softarc.com (Maury Markowitz) writes:
:|>
:...
:
:|> If TeX would have to raster these fonts on the
:|> fly, it would have become _awfully_ slow. One big advantage of this
:|> way of working is that I can TeX perfectly fine on an 8086 system.
:|>
:
:
:Wow! TeX on an 8086 PC! I guess this isn't meant to be taken seriously.
:Just go ahead and create a 50 page document in LaTeX, compile it, take
:a look at the preview, get the pagebreaks right, recompile it, get the
:pagebreaks right again ...
:
:There is no doubt that TeX requires a very powerful machine if you don't
:want to lose your nerves on it. I don't feel that my TT is a slow machine,
:but when it comes to compiling a TeX document, I always have the impression
:that it's 15 year old technology ...

I agree, I tried tex on my stfm, and although it *worked* it was VERY slow.
I usually only use tex on my linuxbox, or on the suns at my work.
So I guess a 8086 would really be tooooo slow. but I am sure it *works*.
but not for me :-)

:
:Christoph

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

3809. Re: About LaTeX (was: Re: My newish PM6100...)

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D9HL70.HwL@sci.kun.nl>
Source record: 164568

In <3qhq0i$88u@newshost.uni-koblenz.de> oberle@informatik.uni-koblenz.de (Christoph Oberle) writes:

>In article <D9C02t.2Bx@sci.kun.nl>, sanders@sci.kun.nl (Sander Stoks) writes:
>|> In <maury-2405951403100001@edwarda.interlog.com> maury@softarc.com (Maury Markowitz) writes:
>|>
>...
>
>|> If TeX would have to raster these fonts on the
>|> fly, it would have become _awfully_ slow. One big advantage of this
>|> way of working is that I can TeX perfectly fine on an 8086 system.
>|>

>Wow! TeX on an 8086 PC! I guess this isn't meant to be taken seriously.
>Just go ahead and create a 50 page document in LaTeX, compile it, take
>a look at the preview, get the pagebreaks right, recompile it, get the
>pagebreaks right again ...

Okay, LaTeX is a bit slow. But that's mainly because it has to read
so many files. Believe me, using plain TeX on a simple machine isn't
too bad (unless, of course, you're spoiled with fat machines :-).
Especially compared to WYSIWYG programs...

>There is no doubt that TeX requires a very powerful machine if you don't
>want to lose your nerves on it. I don't feel that my TT is a slow machine,
>but when it comes to compiling a TeX document, I always have the impression
>that it's 15 year old technology ...

In fact, having a powerful machine would incourage you to `abuse' TeX,
and continuously recompile and preview. You shouldn't.

(But I have to admit that I do exactly that, too... :-)

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

3810. Re: Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3qk45v$1nk@turing.fwi.uva.nl>
Source record: 164569

Ole_Pahl@iz.maus.de (Ole Pahl) wrote:

:-A21724@AC3
:
:In <1995May24.225609.4956@mtroyal.ab.ca>, ppospis@mtroyal.ab.ca (ppospis)
:wrote:
:
:P>I have heard of a number of possible multitasking solutions: MultiTOS,
:P>Geneva, etc.
:
:I'm currently using MagiC 2.
:
:P>- how stable is it?
:
:I've never had problems.
:
:P>- does it still support GEM/TOS
:
:Yes.
:
:P>There are a number of programs I would like to continue using.
:
:'Clean' programs won't cause any difficulties.

meaning: most programs cause programs. especially the older ones (including
my favorite ones). I stick to TOS1.04 ;-)

:
:cu...Ole
:
:---
:Ole_Pahl@iz.maus.de (no messages >16kB!) AX.25: DK1LP@DB0HES.#SLH.DEU.EU
:Ole_Pahl@chicago.shnet.org

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

3811. Re: Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3qk4fn$1pk@turing.fwi.uva.nl>
Source record: 164570

```
mdekker@fwi.uva.nl (M. Dekker) wrote:

:Ole_Pahl@iz.maus.de (Ole Pahl) wrote:
:
::-A21724@AC3
::
::In <1995May24.225609.4956@mtroyal.ab.ca>, ppospis@mtroyal.ab.ca (ppospis)
::wrote:
::
::P>I have heard of a number of possible multitasking solutions: MultiTOS,
::P>Geneva, etc.
::
::I'm currently using MagiC 2.
::
::P>- how stable is it?
::
::I've never had problems.
::
::P>- does it still support GEM/TOS
::
::Yes.
::
::P>There are a number of programs I would like to continue using.
::
::'Clean' programs won't cause any difficulties.
:
:meaning: most programs cause programs. especially the older ones (including

although this is true, I meant:

meaning: most programs cause problems etc.

:my favorite ones). I stick to TOS1.04 ;-)
:
::
::cu...Ole
::
::---
::Ole_Pahl@iz.maus.de (no messages >16kB!) AX.25: DK1LP@DB0HES.#SLH.DEU.EU
::Ole_Pahl@chicago.shnet.org
:
:
:--
:Martijn Dekker
:University of Amsterdam
```

:Math department
:E-mail: mdekker@fwi.uva.nl

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

3812. Re: SM125 Advice Saught

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: gdg7@vision.hrz.uni-giessen.de
Message-ID: <D9HoxD.x1w@muster.hrz.uni-giessen.de>
Source record: 164571

Sanjay Parker (sxp17@po.CWRU.Edu) wrote:

: >>I have used an SM125 monitor for over 8 years, and
: >>am very pleased with it . It provides a larger screen
: >>area than the SM124. It is worth at least 50% more than
: >>an SM124, IMHO. $75 (Us, I presume, is a bit high, but the
: >>better resolution is probably worth it.
: >> . . . Bob
: >>--
: >
: >I'm probably sticking my head out to get it chopped off here, but are you
: >sure it's an SM125?
: >AFAI remember, the SM124 and 125 were both 12" mono monitors, there being
: >some minor differences in cicuitry and case. The 14" Atari monitor was the
: >SM144, which _would_ give the much larger picture area.
: >
: >Of course, you may know different....

: The 14" was the SM147 (sitting right in front of me!). It was produced by
: another (seemingly backyard operation) company, and Atari slapped (quite
: hastily, it seems) their logo on the front. The manual and box don't say
: Atari anywhere on them.

: I never heard of the SM125 . . .

: --
: Sanjay Parker sxp17@po.cwru.edu Case Western Reserve University
: ~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
: Atari Falcon 4/540e Atari Mega 4/32e Keyboardist Extraordinaire!
: ~~~~~~~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~

SM125 and SM147 seem to be third party equipment. The original Atari 12"
piece is the SM124 (with various different electronics and some minor
differences concerning the case - the only good ones are the old pieces with
linear regulation PSU). SM144 and SM146 are Atari monitor, the SM144 is
really *bad*.

Torsten lang@physik.uni-giessen.de

3813. Stacy needed for a few days... or even a Mac

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3qk5e1$2v5@epsilon.qmw.ac.uk>
Source record: 164572

Hi all

I am in need of a Stacy for a few days... or even a Powerbook mac. I
will need this from Thur 8 June to Wed 21 June.

Any offers? Urgent reply needed.

Regards
Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

3814. Re: SM125 Advice Saught

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: "J.L. van Almkerk" <j_l_v_almkerk@ns-nl.att.com>
Message-ID: <D9HDqq.48L@ssbunews.ih.att.com>
Source record: 164573

sxp17@po.CWRU.Edu (Sanjay Parker) wrote:
>
>>>I have used an SM125 monitor for over 8 years, and
>>>am very pleased with it . It provides a larger screen
>>>area than the SM124. It is worth at least 50% more than
>>>an SM124, IMHO. $75 (Us, I presume, is a bit high, but the
>>>better resolution is probably worth it.
>>> . . . Bob
>>>--
>>
>>I'm probably sticking my head out to get it chopped off here, but are you
>>sure it's an SM125?
>>AFAI remember, the SM124 and 125 were both 12" mono monitors, there being
>>some minor differences in cicuitry and case. The 14" Atari monitor was the
>>SM144, which _would_ give the much larger picture area.
>>
>>Of course, you may know different....
>
>The 14" was the SM147 (sitting right in front of me!). It was produced by
>another (seemingly backyard operation) company, and Atari slapped (quite
>hastily, it seems) their logo on the front. The manual and box don't say
>Atari anywhere on them.
>
>I never heard of the SM125 . . .
>
>--
>Sanjay Parker sxp17@po.cwru.edu Case Western Reserve University
>~~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
>Atari Falcon 4/540e Atari Mega 4/32e Keyboardist Extraordinaire!
>~~~~~~~~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~~

It does exist. I had one connected to my old 520ST+. From what I can remember
the SM125 had a larger screen display (don't know in inches) than the SM124 and
it had a foot.

The ACN here in the Netherlands sold them recently for a few dutch guilders
more
than the sold the SM124 for (don't know exact difference and price sorry).

-- snap snap --
Han van Almkerk

3815. re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950530.185256.82@powerslv.demon.co.uk>
Source record: 164574

In message <51f_9505291526@flight.org> CALLUM LERWICK wrote:

> In message #945, DOUG LITTLE writes:
>
> > Remember the Dragon-32?
> >
> > :)
>
> I've heard of it, the proccessor it uses has an assembily opcode called
> "SEX", other than that I know nothing about it... I don't belive it ever
> made it over here to the US...

SEX Sign extend lower eight bits in D register

Operation: if bit 7 of B is set then A' <- $FF
else A' <- $00

Converts a two's complement number in B into a 16 bit two's complement
number in D

How about that for 6809 rememberance? (actually, I cheated - it's all
in ``The 6809 companion'')

The reason that you never saw Dragons in the States was because the Dragon
32 was the same computer (with a couple of minor differences such as the
keyboard scan table) as the Tandy CoCo - both were based on the Motorola
data sheet for the 6809.

--
Cheers __
| /\ |\ |
\/ \/ | \|

3816. re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950530.184214.28@powerslv.demon.co.uk>
Source record: 164575

In message <1601dlittle@nest.demon.co.uk> Doug Little wrote:

> General! We have intercepted a coded Imperial message from the Lerwick
> system!
>
> CL> Heh, me too. I'll have to get an Oric to add to my list of odd,
> CL> bizzare, and rare computers I've owned at one time:
>
> CL> an Apple Lisa 2/10
> CL> a TRS-80 model 4p
> CL> a TRS-80 Color Computer II
> CL> an original Compaq luggable computer
> CL> and a Franklin Ace 1000
>
> CL> Soon to be added to the list: An Apple III!
>
> Remember the Dragon-32?
>
> :)

Not again - check the Dragon 32 thread out on a.f.c (alt.folklore.computers)
We've got one here, btw. And my contribution to the strange 8-bits
collection:

BBC model B (2 off)
BBC Master, 6502 + Master 512 (80186) second processors
Acorn Electron
Acorn Atom
Sinclair ZX81
Sinclair Spectrum (48K version)
Commodore VIC20 (+16K)
Commodore 64
Oric 1 (beep,beep,bang :)
Jupiter Ace (didn't know there was anybody else with one
in the UK :)
Coleco Adam
Atari 800
Nascom 2
Commodore PET (4K version)
Commodore 8032 (plus double 5.25" dd)
Texas Instruments TI99/4a

and on the look out for more. Wanted (will pay p&p & small $$$):

ZX80
Newbury NewBrain

Dragon 64 (*not* 64K CoCo)
Acorn System 4 and/or 5
any other groovy British 8-bits

All the above are working and I can still hack about half of them beyond the "hello world" level (ie scrolltexts, chip music under interrupts, dodgy display timer tricks) - any donations will be going to a good home.

--
Cheers __
| /\ |\ |
\/ \/ | \|

3817. S: Offscreen-Bitmaps

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: gd63@vision.hrz.uni-giessen.de
Message-ID: <D9HqBw.DpE@muster.hrz.uni-giessen.de>
Source record: 164576
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Hi *

for my GEM-programm i want to use offscreen bitmaps.
The only problem i have: How to do it???

I'm still using TurboC, so i need a "pure" C-Code (no lib).

Thanks for your help in advance.

Martin
---
martin.schmidt@physik.uni-giessen.de

PGP public key fingerprint: 24 ff 2a c6 6d b1 52 0f d8 17 ac 72 7e c0 48 26

"Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind die, die
nicht tot sind, irgendwie sehr krank"
Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105
"Very strange people these physicists. In my experience, those who are not yet
dead are, somehow, quite ill."
Douglas Adams

3818. Q: Atari on Linux/486?

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: kuechler@inf.fu-berlin.de
Message-ID: <3qk9p6$q6a@fu-berlin.de>
Source record: 164577

Hello,

has anyone heard of an Atari-System on Linux/Unix, especially of Linux on a PC?

In the next weeks I'll try to sell my MegaSte (I have to...), but I'm very interested to use at least
some of the very good programs I have.

Thanks for answering

Georg
kuechler@inf.fu-berlin.de

3819. FS:PC DITTO ver 3.01

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: ac125@ccn.cs.dal.ca
Message-ID: <D9Hx2M.193@cs.dal.ca>
Source record: 164578

This is the US version. It comprises the original disk and manual. Serial number # 42911. The highest offer gets it! Please reply to me at the email address below.

--
All the best ....Nick...

ac125@cfn.cs.dal.ca

3820. Re: Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3qkh0q$bib@news.iesd.auc.dk>
Source record: 164579

In article <199505291939.a23258@iz.maus.de>, Ole_Pahl@iz.maus.de (Ole Pahl) writes:
> -A21724@AC3
>
> In <1995May24.225609.4956@mtroyal.ab.ca>, ppospis@mtroyal.ab.ca (ppospis)
> wrote:
>
> P>I have heard of a number of possible multitasking solutions: MultiTOS,
> P>Geneva, etc.
>
> I'm currently using MagiC 2.
>
> P>- how stable is it?
>
> I've never had problems.
>
> P>- does it still support GEM/TOS
>
> Yes.
>
> P>There are a number of programs I would like to continue using.
>
> 'Clean' programs won't cause any difficulties.
>
> cu...Ole
>
> ---
> Ole_Pahl@iz.maus.de (no messages >16kB!) AX.25: DK1LP@DB0HES.#SLH.DEU.EU
> Ole_Pahl@chicago.shnet.org

There has recently been released a new version of MagiC - MagiC v.3.
Version 3 has a lot of new features and it may very well become THE
operating system for Atari computers.
It has all the features of MultiTOS v.1.08b (plus more), and it's a lot
faster and more stable.

Keep Cool and Flying...

ChainXOR...

3821. Samples

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: David Mitchell <dmitchel>
Message-ID: <3qkhp6$6np@dux.dundee.ac.uk>
Source record: 164580

How can I play .au samples on my atari STE ??

Thanks in advance,
Davy

--
~~~~~~
~ * Jesus Jones * ~
~ *** http://www.cs.rmit.edu.au/~jbl/jesus.jones/ *** ~

~ *** (-Den of the Urban Fox-) *** ~
~ * http://www.mcs.dundee.ac.uk:8080/~dmitchel/ * ~
~~~~~~

3822. Q:How do I upgrade the memory on a 520ST?

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: b.s.bhumbra@bnr.co.uk
Message-ID: <b.s.bhumbra-0106951735580001@bharm150.bnr.co.uk>
Source record: 164581

This question is probably in the FAQ (which I couldn't find) so apologees to all. If anyone can give me details on the procedure for inserting extra memory chips I would be grateful. Incidently, is a 520 ST with 1M memory equivalent to a 1040 STE?

Any help will be appreciated.

Bindi

--
Bindi Bhumbra

These are my opinions...so don't sue my employer

3823. Wanted:Star Raiders

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: ttfw100@cus.cam.ac.uk
Message-ID: <3qks85$bhv@lyra.csx.cam.ac.uk>
Source record: 164582

Hi. I'm looking for a copy of that old game Star Raiders. Has anyone got
a copy they want to sell? I'm also interested in any other old games too...
Must be someone in the UK...
Please reply to ttfw100@cus.cam.ac.uk
Thanks
Tony
--

Tony Wong E-Mail : TTFW100@CUS.CAM.AC.UK ///
Churchill College ///
Cambridge \\\///

3824. re: gemspooler

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: dbrewood@nest.demon.co.uk
Message-ID: <1653dbrewood@nest.demon.co.uk>
Source record: 164583

CHRS: IBMPC 2
In a message of 31 May 95 D.Bhabuta (0) wrote to All :

DB> From: efac001@alpha.qmw.ac.uk (D.Bhabuta)

DB> : Can anyone advise if GEMSpooler can be used to operate via the
DB> serial port
DB> Right from the UK support site, Andrew Lee (ajl@cix.compulink.co.uk)
DB> writes:
>> Can anyone advise if GEMSpooler can be used to operate via the
>> serial port at all?
DB> YES, no problem.

How, where, as I can't bloody find it.

DB> It gets abit tricky here, in theory it should be possible but as I
DB> havenen't tried it. The way I would attempt it is to set up Gemspooler
DB> so that it "prompts for Job Settings" ie it accepts data and saves it
DB> to disk but before physically printing it will prompt you at the "Job
DB> Settings" dialog, thus allowing you to alter no of copies etc and also
DB> give you the opportunity to adjust the serial settings.

Got you, will have another look through it all/

DB> Obviously though these settings will have to be left until all
DB> printing has fininished before they can be changed back to the higher
DB> setting.

Got you.

I'd never have guessed.

Daron - dbrewood@nest.demon.co.uk

--

3825. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: akeady@nmrc.ucc.ie
Message-ID: <3qkr0f$meg@bastion.nmrc.ucc.ie>
Source record: 164584

Richard Kelsch (richcsst@cts.com) wrote:

: On Wed, 31 May 1995, Aidan Keady wrote:

: > In article <D9FpAE.1I1@crash.cts.com> you wrote:
: > : Alan Parker (se2ap@dmu.ac.uk) wrote:
: > That's not it as I've only got a SCSI drive and it works fine (it is the Laser
: > demo. from the Fried Bits 3 Demo. Convention you mean ?).
: >
: > It is quite impressive, more entertaining and less `demoey' than most (there
: > are only so many rotating shapes, with gouraud shading, I can take.
: >
: > On the minus side, it's HUGE (7MB !).
: >
: > Aidan.
: >
: We were speaking of the "Lostblue" demo recently deposited in the
: ftp.cnam.fr FTP sight. Yes, the laser demo works quite well. However, I
: found that this particular demo (Lostblue only) seems to not like SCSI
: drives. It may be a hardware conflict or even a conflict with my ICD driver.

Yes, that's the one I meant - `The Lost Blubb' - I'd forgotten the name.
It does work on my SCSI drive, but I'm using the AHDI driver (which I must
replace as the disk seems slower now than it was on the ST with ICD software).

: The SCSI drive is actually quite capable of 10.6 megabytes per second
: transfers, but the Falcon isn't that fast. So the fastest the Falcon can
: do is 1.8 meg per second with the video chip turned off. My HD is a 540
: megabyte Quantum Lightning with 10ms access time and a built in cache.
: It is quite capable of doing very high speed transfers. I have never had
: any disk errors. It just seems that the timing of the demo is
: incompatible with the SCSI DMA or the timing is incompatible with the ICD
: driver's. Using it off of my 20 meg IDE Conner drive works quite well.

Interesting.

: Rich

Aidan.

3826. FLASHBACK...

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: goringgn@aston.ac.uk
Message-ID: <D9I8B6.184@aston.ac.uk>
Source record: 164585

Um, am I right in saying that our french chums have got this game and us poor english sods ain't?
Where there ANY english speaking versions released? Help?

By the way, no disrespect to my french friends. If it weren't for Pascal Roche I'd still be swearing at Mission 8, Phase 2 of Cannon Fodder. Argh.

Graham

```
+-------------------------------------------------------------------+
|Why not visit my unfinished Home Page? Refreshments served every hour.|
+---------------+ http://www.aston.ac.uk/~goringgn/ +-----------------+
| Set in the beautiful country-side |
| Of Aston University |
+-----------------------------------+
```

3827. Re: Are the maus alive?

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D9IDJ6.686@cix.compulink.co.uk>
Source record: 164586

In message <D8roHM.9sy@muster.hrz.uni-giessen.de>,

> "Sehr sonderbare Leute, diese Physiker. Nach meiner Erfahrung sind
> die, die
> nicht tot sind, irgendwie sehr krank"
> Douglas Adams 'Der lange dunkle Fuenfuhrtee der Seele' S.105 "Very
> strange people these physicists. In my experience, those who are not
> yet
> dead are, somehow, quite ill."
> Douglas Adams

I like the idea that we can't translate the text but can obviously work
out that the novel is "The Long drak Tea-time of the Soul"

Steve

3828. Re: Returning to ST Land

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: L676791@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <173B0B46ES86.L676791@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 164587

In article <3qj4or$9p7@dockmaster.phantom.com>
steveg@phantom.com (Steve G.) writes:
>Okay, I now have a couple of dollars to throw around and I thought I'd
>resurrect my Atari ST interest. However, seeing as how over five years
etc., etc.

Anybody who would spend big bucks for a machine built by a company that no longer supports it would have rocks in their head. If you want to stick with Atari STs, your best bet, IMHO, is pick up a cheap used one. There is no logical reason that I can think of to make a large investment in Atari computers. If you have some ST equipment and software and want to stick with Atari computers so that you can salvage your investment, I understand. I did the same thing when I "upgraded" from an old 520ST to a Mega STe, just because I couldn't bear to see a nice SC1224 monitor and a bunch of good ST software go to waste. But, take my advice, if you re-invest in new Atari computer stuff (if there is any left), you will ulitimately regret it. There's no Web browser available, etc., etc.
My advice, cut bait and switch platforms - Mac or PC. Otherwise, get a used ST. ---Mark van Wyk

3829. EPS graphic editor

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: dave@MBHA.demon.co.uk
Message-ID: <802039898_OASIS_@MBHA.demon.co.uk>
Source record: 164588

Can anyone out there suggest a good vector graphic editor? I need to create and modify EPS graphics (with colour) from Illustrator etc. Is there anything that will run well on a TT?

All help/suggestions gratefully received...

--

---

dave@MBHA.demon.co.uk

3830. Re: i just got it, and im dead in the water

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3ql847$fh4@news.iesd.auc.dk>
Source record: 164589

In article <3qg4um$e5l@blackice.winternet.com>, rbmier@winternet.com (Rich Mier) writes:
> > Jens Andreasen <jens-and@dsv.su.se> writes:
> >
> >
> > On Mon, 28 May 1995, Roger Cain wrote:
> >
> > > On 27 May 95 Violet wrote::
> >
> > > IU> 3. Can I use my IBM PC to download stuff, in other words are the
> > > IU> disk formats in anyway compatable? That way I could use my Pc to
> > > IU> download terminal software.
> > >
> >
> > > Yes. Format the disc on the ST first.
> >
> > NO! Format the disk on the *PC* first. The formats are essentially the same
> > except for two bytes in the bootsector that were mistakenly swapped on the
> > earlier ST's. ST's don't care shit about this but PC's do....
> >
>
> Funny, I never had any problems formating them on a STe and
> using them on a PC. TOS 1.06. Just don't use any High Speed or TWISTED
> formats or use more than 9 sectors per track. A few times I've even been
> able to get a PC to read a 807K Byte formated disk. 'Ground' away on it
> for quite some time but it did manage to transfer all the data. Oh yes, the
> same goes for a 1.44 Meg formated on my FALCON. The PC doesn't seem
> to have any problem with it.
> Are you sure this isn't just a TOS Revision problem?

It is a TOS revision problem. The old TOS 1.0 and 1.2 does this strange thing.
TOS 1.04 and better format discs in the more correct way.

Keep Cool and Flying...

ChainXOR...

3831. Re: Chimera available!

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: Ade@adesamm.demon.co.uk
Message-ID: <802036910snz@adesamm.demon.co.uk>
Source record: 164590

> TAF SPECIAL: XWINDOW (7-disk set)
>
> "Included on these diskettes are: MINT, MINTnet, tsch, X-Window,
> PPP/SLIP, FTP, Telnet, Chimera (a Graphical World Wide Web Browser)
> and many more UNIX-like programs. The included installation program
> sets up a basic UNIX enviroment to connect to an Internet Service
> Provider using a dynamic PPP. To use these programs you need to have
> 4mB RAM and at least a 10 mB hard drive partition to be set up as a
> MiNT partition. You also need an UNZIP program and an ASCII text
> editor. An understanding of the UNIX enviroment is very useful."
>

I know at least some of the above software is PD.
Can someone tell me which FTP site(s) I can obtain them from.

Thanx,
Ade.
--
--- ---
(.) (.)
_ <_> _ Ade@adesamm.demon.co.uk
_____/
___/

3832. Re: FLASHBACK...

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3ql8i3$fh4@news.iesd.auc.dk>
Source record: 164591

In article <D9I8B6.184@aston.ac.uk>, goringgn@aston.ac.uk (Graham Goring) writes:
> Um, am I right in saying that our french chums have got this game and us poor english
> sods ain't?
> Where there ANY english speaking versions released? Help?
>
> By the way, no disrespect to my french friends. If it weren't for Pascal Roche I'd
> still be swearing at Mission 8, Phase 2 of Cannon Fodder. Argh.
>
> Graham

WHAT??!! :-)))

Are you saying that FLAHBACK exists for the Atari ???

Keep Cool and Flying...

ChainXOR...

WWW-homepage : http://www-i8.auc.dk/~chainxor/

3833. News priority

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: Ade@adesamm.demon.co.uk
Message-ID: <802041360snz@adesamm.demon.co.uk>
Source record: 164592

Hello all,
Is there anyway of giving any news groups priority over others ?
I am using NOS on my Atari STe (if this helps!)
What I want to be able to do is get news from groups in a certain
order, so if I'm only logged on for a short while, the most important
news gets to me, even if the other stuff doesn't.
I haven't always got time to download all the news and would prefer to
get what I read the most first and not just Junk if I'm on a short time!

Thanx for any help.
Ade

P.S. Just an after thought, suppose (could of been another thread!!!)
uuecode (sorry if it's wrong, but you know what I mean!!) coder/decoder
where can I find one. (For ST of course!)

--
--- ---
(.) (.)
_ <_> _ Ade@adesamm.demon.co.uk
_____/
___/

3834. Re: Scanner driver for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: lamarth@delphi.com
Message-ID: <Bkw-Uv1.lamarth@delphi.com>
Source record: 164593

"Daniel Cohen" <dcohen@cix.compulink.co.uk> writes:

>If GDPS_SC.PRg is the program I think it is, it works on a TT, *not* on
>a Falcon, and also only the SCSI version of the scanner, not the parallel
>version.

Yea, it'll crash on the Falcon if you try to select the configure item
(at least I THINK it's 'configure') on the menu.

>David, where did you get EP_GDPS3? I would be interested in trying that.

I believe I got it at ftp.uni-muenster.de - if you have a problem finding it
tho I'll UUE it to you.

David (lamarth@delphi.com)

3835. WTB- 14Meg Falcon card

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: lamarth@delphi.com
Message-ID: <BG498N-.lamarth@delphi.com>
Source record: 164594

I'm looking for a used 14-meg memory card for my Falcon -not the SIMMs and adapter combination but the original Atari daughterboard.

Email me with any offers- thanks!

David (lamarth@delphi.com)

3836. Re: SCSI-drive questions (Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3qlfh9$i5t@blackice.winternet.com>
Source record: 164595

> richcsst@crash.cts.com (Richard John Kelsch) writes:
> Roland Givan (rgivan@cix.compulink.co.uk) wrote:
> : In message <D8rrGv.3Cr@crash.cts.com>, richcsst@crash.cts.com said:
>
> : > : 3. Are Seagate Hawk drives really "second class" as some dealers
> : > say?
> : >
> : > All Seagate drives are to hard disks as Yugos are to cars. Pure
> : > crap...
>
> : Only IYO.
>
> : Okay - so I'd never go out to buy a Seagate drive (mud sticks) - their
> : drives are a *lot* better than their reputation of old.
>
> : Roland.
>
> : @CiX
>
> Try convincing all of the computer dealers, repair shops, and consultants
> here in my part of the world. Also, I know from personal experience.
> Seagate sucks, pure and simple. Does "stiction" and low MTBF mean anything?
> Also, double check some of the so-called reliable Seagates. They are
> OEMed, which means they didn't make them.
>
> Rich
>
>
>>>>
That's your own Personal Opinion and you should so state.
Presently I am running 3 Seagate Drives. A old 40 Meg MFM, ST 253
on a 8Bit Atari; A 340 Meg SCSI on my 1040 STe and a 525 Meg on
my FALCON 030 4/85. NEVER had a problem with any of them.
As for the OEM statement, not really. They bought out the
CDC HD manufacturing and Imprimus (sc). That's were the 'Other'
came from. They had to forefill the contracts those companys had
at the time but that didn't stop them from putting their name on them
and comming up with a new model number.

Rich Mier

3837. re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1662dlittle@nest.demon.co.uk>
Source record: 164596

General! We have intercepted a coded Imperial message from the Kale system!
JK> From: jon@powerslv.demon.co.uk (Jon Kale)

>> Remember the Dragon-32?
>>
>> :)

JK> Not again - check the Dragon 32 thread out on a.f.c
JK> (alt.folklore.computers) We've got one here, btw. And my

Oops - didn't know about that one - worth the mention though even just for
the classic game Ice-castles (Crystal castles?) which was an ACE game for
the time...

:)

JK> contribution to the strange 8-bits collection:
JK>
JK> BBC model B (2 off)

Yup - the trusty old BBC-B with it's weird Basic.

JK> BBC Master, 6502 + Master 512 (80186) second processors

I remember this - strange looking machine too!

JK> Acorn Electron

I played Elite on this....

JK> Acorn Atom

I knew somebody with one of these too...

JK> Sinclair ZX81
JK> Sinclair Spectrum (48K version)

These two are a bit famous for comment...

JK> Commodore VIC20 (+16K)

That was a sad machine ^

JK> Commodore 64

The only one in it's class with a decent soundchip, but that colour palette
was definitely not native to this starsystem.

Olive-green, flesh-orange, muck-brown and all the others...

I used to play Nemesis on one of these!

JK> Oric 1 (beep,beep,bang :)

Yup - looked like a kind of almost-laptop.

JK> Jupiter Ace (didn't know there was anybody else with one
JK> in the UK
JK> :) Coleco Adam

Sorry - these ones are out of my league! :)

JK> Atari 800

Ballblazer!!!!!!!!

JK> Nascom 2

Nope - no idea...

JK> Commodore PET (4K version)

Oh dear oh dear...

JK> Commodore 8032 (plus double 5.25" dd)

:O

JK> Texas Instruments TI99/4a

:0

JK> and on the look out for more. Wanted (will pay p&p & small $$$):
JK>
JK> ZX80

Very rare!

JK> Newbury NewBrain

No idea.

JK> Dragon 64 (*not* 64K CoCo)

Very rare indeed!

JK> Acorn System 4 and/or 5

Again, rare.

JK> any other groovy British 8-bits

Nope - got me there.

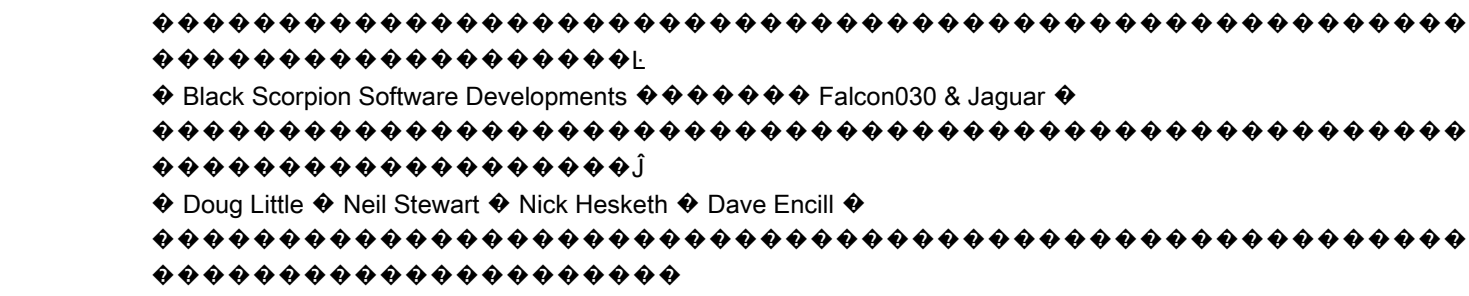
JK> All the above are working and I can still hack about half of them
JK> beyond the "hello world" level (ie scrolltexts, chip music under
JK> interrupts, dodgy display timer tricks) - any donations will be
JK> going to a good home.

The 2 saddest things I ever saw included a hand-coded overscanned version
of the union-jack on the ZX Spectrum. The other is too sad to mention here.

Here's one - remember the MSX?!?!?!?!

:)

Doug.



--

3838. Re: Scanner driver for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: jason@whatnext.demon.co.uk
Message-ID: <3qiu1q$asn@imp.demon.co.uk>
Source record: 164597

lamarth@delphi.com wrote:

>- Well I managed to find a copy of something someone else recommended to me
>- called EP_GDPS3- is that the same thing?

It seems like a more recent version as the file I downloaded was
'EP_GDPS1.ZIP.

Did you get it ftp from a ftp site? If so do you remember which
one?
=====================================
What Next! Media Services
Design, Typesetting, Artwork & Printing
=====================================

3839. UNITERM manual needed!

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: lej@prairienet.org
Message-ID: <3qj79q$sd0@vixen.cso.uiuc.edu>
Source record: 164598

Hi...

I usually use INTERLINK to connect to da net, but lately my VT100 emulator has been malfunctioning.. It doesn't seem to matter whether I recopy it from the floppy or use the floppy copy. It just refuses to load.

So, i want to use UNITERM, because i require VT100 mode..

I have the program, but can't find any files for the manual...

Can someone explain to me how to get ahold of this, where to connect to?

Or, perhaps you could email the manual file to me?

Or, perhaps you know of another good VT100 ATARI ST modem program?

Thanks!

Please email your replies, as I may not get back here in awhile..

--
-
One hoopy frood who has a Christian Metal/Alternative Rock radio show
on WEFT, 90.1 FM, Champaign, Sundays, 10-12 pm, so listen already!

3840. Atari 1040STf/SC1224 for sale

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: eabu2072@aldebaran.oac.uci.edu
Message-ID: <3qjace$qtj@news.service.uci.edu>
Source record: 164599

I have the above for sale, plus loads of software...over 300 hundred disks as of last count....countless mags...everything works flawlessly..

Also included is a Color dot matrix printer, Star Color Rainbow, and an old Avatex 1200B modem....I know I have more stuff, but at the moment, I cant think of it....just know that I have used this stuff for eveerything from Midid to games-to DTP.....and have many tools for it...Calamus, Cubase, Spectrum 512, Cad 3-D, CyberPaint, Flash, Interlink, Flash, tons of games...just to list a few things...just ask if you do not see a program here...I probably have it....

anyway...since I have no idea what to ask for this system, please either email offers to eabu2072@ea.oac.uci.edu or post here to this newsgroup...I will try to scan it for responses...thanks...

also, if this is not the right newsgroup for this, I am sorry...I could not find a .for-sale. newsgroup for Atari's, and have seen other people post forsale stuff here...thanks for your understanding....

Alfredo

--
Alfredo Cartagena Kilroy
Liquid Shadow Factory Delta Sigma Phi
(714) 448-9682 Irvine Colony, '91

3841. Returning to ST Land

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3qj4or$9p7@dockmaster.phantom.com>
Source record: 164600

Okay, I now have a couple of dollars to throw around and I thought I'd resurrect my Atari ST interest. However, seeing as how over five years have passed since I was into the ST scene, things have changed quite a bit - and now I'm lost.

I already have a 1040ST, but (a) it's very old and probably has TOS 1.0 installed, and (b) it doesn't work and, all things considered, would probably cost a lot more to repair and bring up to date than a new machine would be. I also have an SC1224 monitor in excellent condition that I'd probably keep (assuming a new ST would work with it), along with an SF315 (?) floppy drive and about 150 3.5" DS/DD floppies.

HOWEVER...I was recently perusing "ST Informer" (that laughable excuse for a professional magazine dated Mar/Apr 1995) and I couldn't believe my eyes. There is _NO WAY WHATSOEVER_ I could rationally and logically justify spending $800 on an anemic 030-based Falcon with *ONE* meg of RAM and NO HARD DRIVE! Or a TT030 *STARTING AT* $1300! Get real! I can buy a brand new 25Mhz 68LC040 Macintosh with 4-MB RAM and 80-MB hard drive - not to mention the significantly larger support base - for $600! Hell, I can buy a brand new 33Mhz 68030 *PORTABLE* Macintosh for $950! I can get a basically configured Pentium system for $1300!!!

No, I'm not Atari bashing here (contrary to what it looks like). I really want to get back into the Atari 16-bit scene, but there's just no way in hell I'm going to spend a LOT more money for a LOT less computing power. I mean, is it just me that sees this? Why the hell is all of this weak, underpowered, underconfigured Atari hardware so friggin' expensive?!?

I had figured - naievely enough, it seems - on spending ~$500 on a Falcon with, say, 2-4 megs of RAM and an 80-MB hard drive. That would be a fair price. $800 is just bull.

Any insight to this would be appreciated.

3842. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-01 00:00:00 UTC
From: Richard Kelsch <richcsst@cts.com>
Message-ID: <Pine.SCO.3.91.950531204608.16096A-100000@crash.cts.com>
Source record: 164601

On Wed, 31 May 1995, Aidan Keady wrote:

> In article <D9FpAE.1I1@crash.cts.com> you wrote:
> : Alan Parker (se2ap@dmu.ac.uk) wrote:
> : : I just got this demo and after managing to find enough room on my
> : : hard disk I ran it. OK, it's fairly impressive and the music is
> : : great, but then it locks up on the green tunnel with people doing
> : : handstands. I know it's not a memory problem as I boot with nothing
> : : else loaded. So it's a disk speed problem. My disk is quite fragmented
> : : but even so I don't think there is any excuse for the demo locking up.
> : : As a coder I know that it would not be difficult to make sure it never
> : : crashes even if it couldn't get the data quick enough. It would just have
> : : to go out of sync to the music. Later on it might be able to resync. I
> : : suppose it could be a corrupted download but it dearchived perfectly so
> : : I suspect the disk is the problem.
>
> : I had the same problem. The demo hates SCSI drives. Copy your demo to
> : the IDE and it works fine. The speed isn't an issue as my SCSI does 1.8
> : meg a second and my IDE only 680K. I almost deleted the demo thinking it
> : was lame, but a little critter in my head said "try the IDE" and loe and
> : behold it worked! If you do not have an IDE drive, then you're screwed.
>
> : Lot's of luck!
>
> That's not it as I've only got a SCSI drive and it works fine (it is the Laser
> demo. from the Fried Bits 3 Demo. Convention you mean ?).
>
> It is quite impressive, more entertaining and less `demoey' than most (there
> are only so many rotating shapes, with gouraud shading, I can take.
>
> On the minus side, it's HUGE (7MB !).
>
> Aidan.
>
We were speaking of the "Lostblue" demo recently deposited in the
ftp.cnam.fr FTP sight. Yes, the laser demo works quite well. However, I
found that this particular demo (Lostblue only) seems to not like SCSI
drives. It may be a hardware conflict or even a conflict with my ICD driver.

The SCSI drive is actually quite capable of 10.6 megabytes per second
transfers, but the Falcon isn't that fast. So the fastest the Falcon can
do is 1.8 meg per second with the video chip turned off. My HD is a 540
megabyte Quantum Lightning with 10ms access time and a built in cache.
It is quite capable of doing very high speed transfers. I have never had
any disk errors. It just seems that the timing of the demo is

incompatible with the SCSI DMA or the timing is incompatible with the ICD driver's. Using it off of my 20 meg IDE Conner drive works quite well.

Rich

3843. Re: gif viewer for 1040ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: rvenable@deimos.cber.nih.gov
Message-ID: <1995Jun2.222305.10885@alw.nih.gov>
Source record: 164452

> In article <3pmb8e$gu7@brahms.udel.edu>, cswayne@brahms.udel.edu (Curtis Wayne) writes:
> >Is there a .gif viewer for my Atari1040ST??? Lemme know...

On 22 May 1995 06:19:54 GMT Roger Sheppard.. pontificated:
> Yes the Only one PhotoChrome 4, has more colours than all the others....

Only if you have *lots* of spare time; SpeedOfLight and FastGIF are both
much faster at rendering GIF images. Both are available at standard Atari
ftp sites.

--
Rick Venable =====\ |=| "Eschew Obfuscation"
FDA/CBER Biophysics Lab |____/ |=|
Bethesda, MD U.S.A. | \ / |=| / Not an official statement \
rvenable@deimos.cber.nih.gov \/ |=| \ or position of the FDA. /

3844. Towers Game...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: Doug.Byfield@miramax.ship.net
Message-ID: <00e_9506030107@direct.ca>
Source record: 164453

GR> From: sabbath@leprosy.demon.co.uk (Graeme Rutt) Subject: Re:
GR> TOWERS GAME...!!! Organization: Sanitarium nj1@ukc.ac.uk
GR> (N.Jones-Rodway) wrote:

> I was reminded of why I didn't like PC's the other day - I was
> at a friends house and they were struggling to set up a
> network of 3 PC's for a networked game of Doom...

GR> understand... Whilst not wishing to disagree with this
GR> attitude in any way - it's spot on in my opinion - I think the
GR> point here is that at least you *can* network together Doom on
GR> a PC. The fact that you can run industry standard software
GR> and games is reason enough for most people to buy a PC. The
GR> fact that a Falcon has a nice OS and some good software is
GR> enough to use that. In a perfect world we'd all have one of
GR> each.

If all one aspires to is the industry standard, I guess that an IBM PC would suffice. But don't forget that McDonald's is food industry standard. (IMHO, industry standard = lowest common denominator.)

Still, wouldn't you rather eat at a five star restaurant? One that serves such great food as Apex, Cal SL, DA Vector Pro, Cubase Audio, etc, etc.? :-) Unfortunately, most people DON'T make any effort to look for something better. They just accept what the advertisers throw at them-whether in their musical tastes, choice of computers, the car they drive, etc.

I'm not flaming you, Graeme, just using this message to extrapolate on related topics. Finally, I agree that in a perfect world, we'd all have one of each. (Now why didn't Compo bring out a fast 486 card for the Falcon like they talked about-that would have done the trick! :-))

... A feature is a bug with seniority.
___ Mountain Reader II - #Demo 001

--
|Fidonet: Doug Byfield 1:153/7091
|Internet: Doug.Byfield@miramax.ship.net
|
| Standard disclaimer: The views of this user are strictly his own.

3845. Re: BBS Programs...Octopus

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: Koos_Kuil
Message-ID: <2fcf4426@f397.n282.z2.fidonet>
Source record: 164454

In a message of <30.05.95>, Mark McGowan (2:281/202.0) writes:
> Someone suggest QuickBBS. I tried that and had problems with saving the
> editing files...so...it looks like it doesn't work correctly on the
> Falcon.

Get Octopus, that's the programm who can make use of the Falcon and all
other Atari computers with or without multitasker. Next release let
you able to run multiline when Mag!C is installed.

Octopus does run in GEM and TOS environment (double userinterface) so
you can use it very nice on a Falcon

Where are you writing from? (what country?)

Greetings,
Koos

--- JetMail 0.99beta19
* Origin: Willie's Atari BBS, Octopus Developement, Fido/NeST/FAN (2:282/397)

3846. Marcel word processing program

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: Edward Piecewicz <edward1@delphi.com>
Message-ID: <5i9+Edz.edward1@delphi.com>
Source record: 164455

I recently downloaded Marcel 2.3.4, shareware version, and I like the program very much. It is the best word processing program I have seen for the Atari ST-series.

However, there is one small problem I am having, and the entity that publishes Marcel only provides technical support to registered users.

Since my decision on whether to stop using Marcel or becoming a registered user depends on the resolution of the problem, I am posting the problem here in the event that someone knows how to correct it.

The printer I have is an Epson ActionPrinter 3260. When the EPSON.PRD printer driver file is selected for printing, it will print the first page correctly. The second page to come out of the printer is blank. The third page comes out correctly, etc. In a multi-page document, every other page comes out blank. In a one-page document, the first page prints correctly, then a blank page comes out. The entire document -is- printed, but every other page coming out of the printer is blank.

I have determined that the problem lies within Marcel itself, as I have printed documents using ST Writer Elite, 1st Word, and Word Writer ST, and these three programs print the documents correctly without blank pages in between.

If this helps, the AP3260 is a single-sheet fed printer, not tractor-feed, and is dot matrix.

I have looked at the settings to see if there is an auto-form-feed setting that should not be set, but did not find one.

Any help would be appreciated. Thank you.

--
Edward Piecewicz Internet: edward1@delphi.com
Assistant Manager - Commodore SIG
Delphi Internet Services Corporation

3847. GASTEINER E-MAIL ??

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <06021995.230259@empyr.dircon.co.uk>
Source record: 164456

Hi. Anyone know if Gasteiner has an e-mail address please ?

Cheers,

Kev.

* ReJoinDer v 1.1a *

| Kevan@empyr.dircon.co.uk | FidoNet: 2:442/402 |
| --------------------
| Swansea, Wales, UK. No uuencoded stuff >50k please !|

VQWK 6.20 [Rev H - 04/04/94]

3848. Re: Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3qll6f$t8s@status.gen.nz>
Source record: 164518
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Karlheinz Sauther (charly@senator.inka.de) wrote:
: Hi
:
: I'am using a FREEWARE Mouse Driver for all serial ports on any Atari.
: It's called MOUSE v.2.3.

I use it too and it seems to work very well. It can be obtained from
ftp.cnam.fr (or was it ftp.uni-kl.ed?) and the filename is MOUSE23.LZH.

Hope that helps.
-Mario Becroft (mbecroft@iconz.co.nz)

3849. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3qm2mgINNifr@duncan.cs.utk.edu>
Source record: 164519
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

3850. Re: Falcon PC emulators

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D9JED5.Dqt@ridgecrest.ca.us>
Source record: 164520

smoore@chowgar.demon.co.uk (Simon Moore) wrote:
>
> Is anybody here actuallt using one of these things, perhaps the Falcon Speed or
> something. If so could you let me know how well it actually runs Windows stuff.
>

I have Falcon Speed installed and am impressed how well it does work.
Windows runs ok and the only problems that occure is when a program
trys to use more than 16 colors or hardware that isn't there. You can
only emmulate so much. I loaded MS Word 6.0 for fun and that program
did bring the computer to a grinding stop. You will also have to use
communication programs that access the BIOS and not the hardware.
Most older DOS programs work that way. You will have to set-up your
hard drives a little different than standard but its not much of
a problem.

Mike:)

3851. The CD-Rom question

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: sf@itl.co.uk
Message-ID: <3qmmd0$2b1@imp.demon.co.uk>
Source record: 164521

It would be interesting to know just how many people who own Atari's have and use CD-Roms... And what they use them for....

Does anybody have this sort of info ??

Rough (educated) estimates would do...

Steve Found.

3852. Re: Anybody Remember the old Lucasfilm games?

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <3qmqvb$hjm@m1.cs.man.ac.uk>
Source record: 164522

In article <mikeycD9Dn5A.GIM@netcom.com>, "Violet, The Organgrinder. O(+>"
<mikeyc@netcom.com> writes:
> Hey,
>
> Does anyone remember the very first Lucasgames? They were Ball
> Blazer and Rescue on Fractaculus for the 8-bit. Anybody ever see
> a version for the ST? If so, wanna trade/sell it?

Anyone see KORONIS RIFT on the Atari 8-bit? Stunning! Rescue on Fractalus was scary too (especially that green monster popping up at your window, I almost had a heart attack the first time that happened!)

I don't think Lucasfilm did any of these classics for the ST, however, German developer Rainbow Arts did a souped-up Ballblazer called MASTERBLAZER or something like that. It had extra features like a 'slalom mode' where you race your little pod or whatever - it's quite old now, I think it was done around 1989. Don't know where you can get them now, I didn't have an ST then...

S.Lai

3853. Re: EPS graphic editor

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: alpldbia@w350zrz.zrz.TU-Berlin.DE
Message-ID: <3qmiq9$2q7@brachio.zrz.TU-Berlin.DE>
Source record: 164523

In article <802039898_OASIS_@mbha.demon.co.uk>,
Dave Brook <dave@MBHA.demon.co.uk> wrote:

>Can anyone out there suggest a good vector graphic editor? I need to create
>and modify EPS graphics (with colour) from Illustrator etc. Is there
>anything that will run well on a TT?

I think, Arabesque2 can export EPS. However, I don't know whether it can
import EPS as well. Compo Software sell it in Germany so I suppose they do
so in the UK. Possibly it has not been translated into English yet...

Another program I can think of is Kandinsky which can export PostScript files
(but not import them). Besides, it is much cheaper than Arabesque since it's
Shareware and an English version is available.

Andre

--
Andre Leistner -- Materials Science/Polymer Physics student
UseNet: alpldbia@w255zrz.zrz.tu-berlin.de MausNet: Andre Leistner @ B

3854. Re: GASTEINER E-MAIL ADDR ?

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: lais@cs.man.ac.uk
Message-ID: <3qmrfo$hov@m1.cs.man.ac.uk>
Source record: 164524

In article <05291995.233402@empyr.dircon.co.uk>, kevan@empyr.dircon.co.uk (Kevan Winch) writes:
> Hi, Does anyone know if Gasteiner in Germany have an e-mail address ?

As far as my knowledge goes, Gasteiner are only a small UK company with little to credit them.

> I am trying to get one of their Toplink host adaptors to work with an
> IBM SCSI drive but I'm having little success.
>
> I have tried gasteiner in the UK, but the reason I got from them as to why
> it wouldn't work with my IBM drive was "Erm...I don't know". They

There you go... see what I mean?

> suggested that the power supply was not big enough, so I asked them
> how much current did the Toplink take. The answer: " Ohh, about five
> VOLTS " !!!!
>
> You see what I'm up against ?
>
> That is why I want to talk to someone in Germany :-)

What they do is IMPORT stuff from German companies, so your best bet is contact the manufacturer. Is the Toplink actually made by Gasteiner? If it is you're pretty much screwed.

S.Lai

3855. [Q] Can Gemini run TOS prgs *not* in Console win?

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3qlm12$t8s@status.gen.nz>
Source record: 164525

I am using Gemini Desktop revision 1.999e.

I have used the "Create Alias" option of the File menu to make a Mupfel Script to run a TOS programme.

When I double click on the Newly Created Mupfel Script, the TOS programme runs in the Consol Window of Gemini, not with MiniWin like it should.

This is a nuisance, as I want to have all my utilities like Fsck and MfsDefrag in one place.

How can I get around this problem?

I m using a TT030 with 8 megabytes of RAM, 220megabyte Hard Drive, MultiTOS with MiNT 1.12 and AES 4.0.

Thank you very much for any help,
-Mario Becroft (mbecroft@iconz.co.nz)

3856. Petter Toneff

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2fcec2c1_Sven.Bornemark@p56.dada.ct.se>
Source record: 164526

To: Juergen_Keitel@ki.maus.de

Hi Juergen,

Remember me?

> can somebody tell me the email-address from Petter Toneff (in Oslo
> Norway)?

Sorry, no. Best bet would be to ask Norwegian SysOp Lars Erik Osterud. That guy seems to know just about everyone there.

His address is "larserik@oslonet.no.

Please feel free to write me a personal email some day...

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

3857. Re: [Q] Can Gemini run TOS prgs *not* in Console win?

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: alpldbia@w350zrz.zrz.TU-Berlin.DE
Message-ID: <3qmkel$4f3@brachio.zrz.TU-Berlin.DE>
Source record: 164527

In article <3qlm12$t8s@status.gen.nz>,
Mario Becroft <mbecroft@iconz.co.nz> wrote:

>When I double click on the Newly Created Mupfel Script, the TOS programme
>runs in the Consol Window of Gemini, not with MiniWin like it should.

Do you want to run all TOS programs in Miniwin's window or just the specific
one you created the Mupfel script for?

If it's just the specific one edit the .mup file which probably looks like this:

```
---
#!mupfel
c:\path\mytosprg.ttp
---
```

Change the line with the path of the program you want to run to:

```
c:\path\miniwin.app c:\path\mytosprg.ttp
```

This will instruct Gemini to run Miniwin with the given command line, thus,
Miniwin will run mytosprg.ttp.

If you want all TOS and TTP programs you double click to run in Miniwin you
have to change the TOSDEFAULT environment variable in your gemini2\user\profile.
This variable contains default starting options for TOS programs. Change w:y
to w:n in it (w:y means 'run TOS program in the Console window'). I'm not
sure whether you have to set the TOSRUN variable additionally to specify the
program which runs TOS programs in a window (you could use TosWin instead).

You can find more about the environment variables in the Gemini-FAQ.
It's on ftp.cs.tu-berlin.de in /pub/atari/Utils/Shell/gmnifaqe.gz
I shall update the FAQ soon.

Andre

--
Andre Leistner -- Materials Science/Polymer Physics student
UseNet: alpldbia@w255zrz.zrz.tu-berlin.de MausNet: Andre Leistner @ B

3858. Re: Chimera... A few questions...

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3qmsrh$qnk@prime.mdata.fi>
Source record: 164528

In article <3qgi36$fos@ionews.io.org>,
Stephen M. Christian <schrist@io.org> wrote:
>In article <3qcvl7$70u@news.xs4all.nl>, mss <mss@xs4all.nl> wrote:
>
>>Why is it so cheap? ($25) Is it very limited compared to Apple/PC packages?
>>
>The answer is everything is PD. TAF has just collected all required programs
>(thanks Sam M.) and put them together on a set of diskettes. The $25 dollars
>is for the diskettes, mailing and overhead. We can't charge for other peoples
>work. (A special thanks to all of them!)

So, then: when it's going to be available from some anonymous ftp-site?

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

3859. Re: Anybody Remember the old Lucasfilm games?

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3qmo9oEr90@uni-erlangen.de>
Source record: 164529

"Violet, The Organgrinder. O(+>" <mikeyc@netcom.com> writes:

>Does anyone remember the very first Lucasgames? They were Ball
>Blazer and Rescue on Fractaculus for the 8-bit. Anybody ever see
>a version for the ST? If so, wanna trade/sell it?

There are no version for the ST. The 8 bit versions are good enough
anyway.

--
Harald Schoenfeld (IRC Nick: Equinoxe) | Lifeforms,
Harald.Schoenfeld@rzmail.uni-erlangen.de | tiny little Lifeforms

3860. Long life laser carts

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: z004157b@bcfreenet.seflin.lib.fl.us
Message-ID: <3qn2sj$d9f@bcfreenet.seflin.lib.fl.us>
Source record: 164530

All Types of Laser Cartridges
Paying Much to Much For Much To Little

Better than new HP Cannon Apple and every laser cartridge you can possibly think of at deep discounts. The only long life ISO 9220 world certified units on the market 100% guaranteed.

No need to return your old unit.

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Micro Development Technologies Inc.
Sunrise Florida
Voice (305) 531-7878 Fax (305) 473-1742

--

Christopher Hood
z004157b@bcfreenet.seflin.lib.fl.us

3861. BBS Programs...Octopu

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: bseburn@vaxxine.com
Message-ID: <D9IxG2.Ev8@vaxxine.com>
Source record: 164531

```
k > In <Pine.ULT.3.91.950525021650.10091A-100000@zeus.towson.edu> M
k > wrote:
k >
k > >I'm still in search of where I can find Octopus for the Falcon
k > >looking for an FTP site...thanks,
k > >Mark
k > >
k >
k > It's not available at any ftp sites. You have to get it from th
k > or some of the BBS supporters round the world. The Fortress BBS
k > with Kevin Osborn as sysop have it. Al Petersen in the US have
k > remember his BBS name now). And i have 8-)
k >
k > Greets
k > Kim

Dateline Atari BBS 718-833-0838 Al Peterson Sysop.

That the information I have, hope it helps.

Brian

--- Mountain Reader II - #00000039
```

3862. Re: FLASHBACK...

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: goringgn@aston.ac.uk
Message-ID: <D9Jrn2.Ep3@aston.ac.uk>
Source record: 164532

```
In article fh4@news.iesd.auc.dk, chainxor@kom.auc.dk (Henrik Lunardi Weide) writes:
>In article <D9I8B6.184@aston.ac.uk>, goringgn@aston.ac.uk (Graham Goring) writes:
>> Um, am I right in saying that our french chums have got this game and us poor english
>> sods ain't?
>> Where there ANY english speaking versions released? Help?
>>
>> By the way, no disrespect to my french friends. If it weren't for Pascal Roche I'd
>> still be swearing at Mission 8, Phase 2 of Cannon Fodder. Argh.
>>
>> Graham
>
>WHAT??!! :-)))
>
>Are you saying that FLAHBACK exists for the Atari ???
>
>
> Keep Cool and Flying...
>
> ChainXOR...
```

Yep. Some Atari mag in the UK had ppl sending in cheats from the french version. So there is a version of Flashback. It's just all in French. And I got a 'E' for my GCSE french exam. Bloik!

Graham - I WANT FLASHBACK!

```
+-------------------------------------------------------------------------+
|Why not visit my unfinished Home Page? Refreshments served every hour.|
+---------------+ http://www.aston.ac.uk/~goringgn/ +------------------+
| Set in the beautiful country-side |
| Of Aston University |
+-----------------------------------+
```

3863. re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Jun2.133515.311@genrad.co.uk>
Source record: 164533

In article <1601dlittle@nest.demon.co.uk>,
dlittle@nest.demon.co.uk (Doug Little) writes:
>General! We have intercepted a coded Imperial message from the Lerwick
>system!
>
> CL> an Apple Lisa 2/10
> CL> a TRS-80 model 4p
> CL> a TRS-80 Color Computer II
> CL> an original Compaq luggable computer
> CL> and a Franklin Ace 1000
>
> CL> Soon to be added to the list: An Apple III!
>
>Remember the Dragon-32?

I do. It was great with an assembler cartridge in the side. I learnt
6809 assembler on that - far better than 6502 on an Apple][

Paul

3864. Re: Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3qn7apmhd1@perth.DIALix.oz.au>
Source record: 164534

Henrik Lunardi Weide (chainxor@kom.auc.dk) wrote:

: There has recently been released a new version of MagiC - MagiC v.3.
: Version 3 has a lot of new features and it may very well become THE
: operating system for Atari computers.
: It has all the features of MultiTOS v.1.08b (plus more), and it's a lot
: faster and more stable.

: ChainXOR...

Where do I get it from ????? How much ???? I mail order from UK, USA and
Germany...

However I NEED an ENGLISH version.....

Thanks in advance
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

3865. Re: About LaTeX

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <3qn91m$jkm@newshost.uni-koblenz.de>
Source record: 164535

In article <ftn_2.203.202.11$fidonet.org_2fb9e046_Christian.Mittendorf@ostkupan.ct.se>,
christian.mittendorf@ostkupan.ct.se (Christian Mittendorf) writes:
|> > From: oberle@informatik.uni-koblenz.de (Christoph Oberle)
|>
|> Hejsan!
|>
...

|> > Talking about special features: LaTeX doesn't offer you scalable vector
|> > fonts.
|> > papyrus and comparable WPs _can_ do this via NVDI3/Speedo5.
|> But the quality of scaleable vector fonts is not as good as one font for each
|> size. (Ask your next typesetter :-)

I wouldn't generalize this. The Bitstream Speedo format contains
extra information for setting/deleting certain points in a font
in order to refine the output (hinting).

|> And there is another big advantage while writing documents with LaTeX: You'll
|> get a "feeling" for typesetting. If I compare my first documents written for
|> the university using Signum!2 (years ago...) with the way I write today I can
|> see a big advance.

I made the same experience. LaTeX is fine to get a feeling how
well readable documents should look like.

|> if you use a WYSIWYG system like Signum! or Papyrus you get
|> in danger of "playing" with the text and the pictures. And the result looks
|> mostly really awful. Using LaTeX you'll never have these problems - it's to
|> difficult to do those things :-) As I said before, now do I use Papyrus but I
|> am aware of the mistakes you can do to the layout. (Well, I think I am aware.
|> Perhaps a professional would still begin to cry seeing my documents :-)

It's right that the danger to play around with features and
not to concentrate on the text is bigger when using a WYSIWYG
wordprocessor. However, it actually isn't the software that
has this "mistake", it rather is the "undisciplined user".

Perhaps everyone should get a permission to buy a wordprocessor
only if he/she has experience with LaTeX or has completed a special
course in document creation ... :)

|> Here at the university all students use Word 6 and when our group wrote an
|> essay I had really difficulties to keep the document "clean" and straight. They
|> wanted to change the font and create silly frontpages. In the end I gave up...
|> (Not only due to my friends but also due to WP 6 :-)
|>

|> mvh,
|> christian

3866. Re: About LaTeX (was: Re: My newish PM61

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: oberle@informatik.uni-koblenz.de
Message-ID: <3qnaq6$jkm@newshost.uni-koblenz.de>
Source record: 164536

In article <801771206_OASIS_@stomlin.spods.dcs.kcl.ac.uk>,
tomlin@stomlin.spods.dcs.kcl.ac.uk (Keith Tomlin) writes:
|> In article <3pfgiv$20l@newshost.uni-koblenz.de>
|> oberle@informatik.uni-koblenz.de (Christoph Oberle) said:-
|>
|> >OK, but what does CS-TeX create as output? Does it create
|> >a standard DVI file that can be printed out on any other
|> >platform that has TeX installed?
|>
|> Yes, it does create a 'standard' .dvi file. I've mixed .dvi files from
|> CS-TEX on Atari, with LaTeX on a Sparc 10 & Linux/i386.
|>
|> >I wonder if you could create a document with LindnerTeX, including
|> >IMG files and 100% the same result under UNIX on a SUN workstation.
|>
|> But IMG files are Atari specific. You can include .eps files & scake
|> them to any size you want - under any LaTeX.

Right, but which graphics software allows you to import
and export EPS-files on the ATARI? AFAIK only Arabesque II,
and this is no cheap peace of software.

The CSG-level-2 features in MultiTeX that can also be used
by TeXDraw are implementation specific, so they don't apply
to other platforms.

|> >Now don't tell me that this is an easy and flexible way to handle fonts.
|>
|> Well, it is, sort of. When I have missing fonts they're created
|> automatically & put in the right place.

Do you call it _flexible_ when you have to start METAFONT
first and have to wait for the machine several minutes just
to get a new point size??

And when you don't need this point size any more, the font
is still kept on the disk, although it isn't needed.

|> >I do not have any doubts that LaTeX is a very powerful system,
|> >especially to create long documents with mathematical equations,
|> >lots of references etc. However, I don't think that it is really
|> >easy to use, especially for beginners, and that one doesn't have
|> >to care at all about how the output is going to be.
|>
|> But the whole point in writing *any* document in any system is that you
|> *should* care about how the output is going to be. Otherwise, the

|> documents produce may be badly layed out & possibly confusing.

Sorry, I didn't express myself clearly: If you use LaTeX, this
means that you _still_ have to take care about the output.

|> >For example, LaTeX doesn't free you from the task to set pagebreaks
|> >right.
|>
|> I've found that LaTeX puts page breaks in all the right places, most of
|> the time. Where it dosn't put pagebreaks in the right place use \newpage.

And _this_ is my point: If you want to start a new page for
example because you've just finished a _semantical_ section
(which, of course, cannot be recognized by any typesetter or
WP), you have to do this with \pagebreak or \newpage, recompile
and then check the output again, whether the pagebreaks for the
following pages are still right. Depending on the length of
the document, this can be very annoying.

|> >It also doesn't tell you for a given tabbing environment
|> >whether a word, placed at a certain tab position, will exceed to
|> >the next tab position or still fit in its column. The problem is
|> >similar when you want to place text in a given table environment
|> >with relatively narrow columns (linebreaks ...).
|>
|> Mmmm.... Are you confusing \begin{tabbing} with \begin{tabular}? As for
|> narrow columns, you can set the column width with p{1.25in} in the
|> tabular environment.

Huh? I guess you didn't understand what I wanted to say.
Example:

Computer CPU MHz

ATARI ST 68000 8
Falcon 68030 16
ATARI TT 68030 32

Suppose you have done this with a \begin{tabbing} and
certain tab positions. If you want to add a new line
and write ...

Performa 450 \> 68030 \> 25

... you won't know whether "Performa 450" will still
fit within the first column or not (as, of course,
most of the fonts TeX uses are proportional ones).

The problem is the same when you create this with
a tabular environment.

|> >LaTeX doesn't do everything automatically. Neither does any other
|> >typesetting or wordprocessing software do this. But as soon as
|> >problems like the above arise, a wordprocessor like papyrus is

```
|> >quicker and easier to use.
|>
|> Depends on what you're doing, I suppose.
```

Pagebreaks and things like the above, which can happen
quite frequently.

```
|> >LaTeX is clearly weaker than papyrus when it comes to _other_
|> >features that are more DTP-like, e.g. creating a "newspaper
|> >style" page layout with text going from one box (not only
|> >columns) to another and around graphics.
|>
|> That's a bit subjective. LaTeX has a two column mode, and it is possible
|> to add on a multicolumn mode (.sty file), and I can see no reason why
|> LaTeX can't be made to do what you say.
```

I didn't say multicolumn mode, rather "multi box mode",
meaning things like this ...

```
--------- -----------------
| text in | | longer text box.|
| a box. | -----------------
---------

------------
| third box. |
------------
```

With the text floating from one box to the next.

```
|> >I don't claim that papyrus is the best software to create
|> >documents, nor do I want to say that LaTeX is the worst
|> >system to do this. Every system has its specific advantages.
|> >However, LaTeX's advantages only become relevant with large
|> >documents that contain equations, use a lot of references
|> >etc.
|>
|> True :-)
```

Christoph

3867. Best HD format/driver program.

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: "J.L. van Almkerk" <j_l_v_almkerk@ns-nl.att.com>
Message-ID: <D9JAnw.BD@ssbunews.ih.att.com>
Source record: 164537

Hi there ...

What is currently the best harddisk driver program available for the TT ?
I have a TT with two SCSI harddisks connected, and currently only have GEM
and BGM partitions on them (created with HDX version 5.0).
I now would like to do some testing with Linux68k and maybe also with
MiNT using Minix partitions.

a) What is the best way (program) to change a partition id ?

b) What driver currently supports all different partition id's (most flexible)
?

c) Does AHDI support different partition id's ?

Thanx in advance ...

Th-th-that's all folks ...

Han van Almkerk
j_l_v_almkerk@ns-nl.att.com

3868. re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1668rcain@nest.demon.co.uk>
Source record: 164538

On 01 Jun 95 Doug wrote::

DL> Here's one - remember the MSX?!?!?!?!

This was hailed as the new Japanese "standard" for home computer architecture, was it not? When people hanker for computer standardisation I think of the nosedive MSX took.

Roger
rcain@nest.demon.co.uk

--

3869. Re: Why not English? (Was: Algun espaniol en este grupo?)

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: boyd@onramp.net
Message-ID: <3qnjsj$rtq@news.onramp.net>
Source record: 164539

> This is an international newsgroup and English is the best language for
> that but
> why shouldn't he try? Sometimes there're german messages here, too...

You wanna see what happened when I posted an English msg in the MAUS groups, dude?
Got not-very-nice replies for several weeks asking me to take my imperial American attitude back to the
English groups.. WHen I ask people not to use "foreign" languages here, I get pretty much the same
replies... Why is it that English is the only language expected to multiculturize?
I've no prob with other languages.. "Quite the opposite, actually"... I know the other dominent language in
my area pretty well.. But I don't like the "reverse descrimination"...

3870. Re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: cs93dlh@lyn.dcs.exeter.ac.uk
Message-ID: <D9JtEC.HKp@exeter.ac.uk>
Source record: 164540

In article <1615dlittle@nest.demon.co.uk> dlittle@nest.demon.co.uk (Doug Little) writes:

> >> Remember the Dragon-32?
> CL> I've heard of it, the proccessor it uses has an assembily opcode
> CL> called "SEX", other than that I know nothing about it... I don't
> The Dragon used the trusty 6809 (6809e in the TRS80-II) at a rather low Mhz
> rating. Can't remember what, but it was very sad.

Not quite, the Dragon has a 6809e too. 0.8Mhz normally, 1.6Mhz in fast
mode. (Though fast mode didn't work on all models).

> The TRS80 was a Dragon clone!

:) Other way around... Dragon Data hired the design team who created the
TRS-80 CoCo...

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT * MiNT-OS * MiNT-NET * Minixfs * X11r5 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

3871. Re: EPS graphic editor

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: damms002@acpub.duke.edu
Message-ID: <3qnreg$fro@news.duke.edu>
Source record: 164541

I had a comparable problem and couldn't find any real solution, although I didn't try Kandinsky or the new Arabesque yet.

However, there was always one problem coming up:

EPS files have two parts, a bitmap header which is a low low resolution image of the files and which is used by most IBM and Mac programms to display the image on the screen and the "real thing", the rest of the file which has the real high resolution vector image.

When ever somebody offers you a programm which is thought to be able to convert EPS data, be careful: most programs can only use the bitmap header. But this header is often not even present (e.g. in XAct files) and is of very poor quality.

Thomas

3872. Re: Picture Conversions (help

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: damms002@acpub.duke.edu
Message-ID: <3qnrho$fro@news.duke.edu>
Source record: 164542

CALLUM LERWICK (CALLUM.LERWICK@flight.org) wrote:
: In message #963, DAVE MUNSIE writes:
:
: > I am looking for a good all-in-one picture conversion program that will
: > run on a ST/STe. Here are the features I would need the most:
: > Load: GIF,TIFF,IFF,PCX, etc...
: > Save: GIF,IFF,PC1 etc...
: > It also needs to be able to convert the source pic to the dest pic using
: > a locked in palette, so I could define a 16 color palette and then conver
: > several pictures in one go using the same destination palette. Adjustable
: > dithering would be needed also. My primary target resolutions would be
: > 320x200x16 and 320x200x256. Please point me in the right direction be it
: > pd,sharware or commercial. Thank you..

: Speed of Light will do that, but I don't know if it reads TIFF and IFF,
: I'm still using version 3.2, I need to track down ver 3.8.
: ---------------------------- -//- ----------------------------
: Internet: CALLUM.LERWICK@flight.org
: | note: the views expressed by this user are strictly his/her own.|
: | the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
: ---------------------------- -//- ----------------------------
Propably also the german programm KARMA and StudioConvert from Compo will do it.

3873. How much is a TT worth ?

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: damms002@acpub.duke.edu
Message-ID: <3qnrpe$fro@news.duke.edu>
Source record: 164543

I'm considering to sell my TT030.

It has 10 MB ST RAM, no TT RAM, 540 MB HD and a Crazy Dot II VME graphic card. I could through in NVDI 3.01 ET 4000 to display true color over the card by using all Speedo fonts. A Caddy to add a syquest drive or a CD ROM could also be included.

What would be a reasonable price ?

Thomas

3874. Greek ST Users Wanted !!

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: tgeo@ars.ath.forthnet.gr
Message-ID: <7874-175775801@ars.ath.forthnet.gr>
Source record: 164544

```
JT>Please if there are any other ST users who read this newsgroup
JT>and live in Greece, send me an e-mail.

Well...there are some...One of them is me.And you know what,
that's my first internet mail.

Dos dedos mi amigo...everything's cool

--
Sent via ARS_FORUM ONLINE INFORMATION SYSTEM, ATHENS GREECE
```

3875. Re: GSZRZ

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: ewj8218@u.cc.utah.edu
Message-ID: <3qmdqh$795@news.cc.utah.edu>
Source record: 164545

steve wells (wells_s@kosmos.wcc.govt.nz) wrote:
: Just wondering if there's any way I can expand the measly 8k transfer
: buffer with v2.28 (the shareware version) of the GSZRZ transfer protocol,
: all I've got as switches at the moment is "-r" telling it to resume files
: if it can. The version I got didn't come with any DOC's.

Well, I have v5.5 Registered, so I don't know if this applies to 2.28,
but the switch for setting the buffer is -F. To quote the manual:

-F SIZE This parameter specifies the size of the file buffer. When
receiving a file, all incoming characters are stored in a
buffer. Whenever this buffer fills, it will be written to
the hard disk/floppy disk. As this affects the transfer
rate, this buffer's size can be specified. SIZE indicates
the size of the buffer in bytes, the suffixes 'K' and 'M'
indicate kilobyte and megabyte, e.g. '-F 16K' and '-F 2M'.
'-F -1' results in a buffer that uses all available RAM
except 100 KB.

SIZE: default 8192 bytes, minimum 1024 bytes

Like I said, I don't know if this works on the shareware version, but
give it a shot.

--
\ Eric Jolley \ Eric.Jolley@m.cc.utah.edu
\ Film Studies Major, U. of U. \ Home Page:
\ For PGP Public Key, \ http://www.cc.utah.edu/~ewj8218
\ finger ewj8218@u.cc.utah.edu \

3876. GSZRZ

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3qm7t9$58f@golem.wcc.govt.nz>
Source record: 164546

Just wondering if there's any way I can expand the measly 8k transfer buffer with v2.28 (the shareware version) of the GSZRZ transfer protocol, all I've got as switches at the moment is "-r" telling it to resume files if it can. The version I got didn't come with any DOC's.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

3877. Re: Anybody Remember the old

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3qma2o$5cb@golem.wcc.govt.nz>
Source record: 164547

In article <8e0_9506010123@flight.org>, CALLUM.LERWICK@flight.org (CALLUM LERWICK) writes:
>In message #976, "VIOLET, THE ORGANGRINDER writes:
>
>> Hey,
>>
>> Does anyone remember the very first Lucasgames? They were Ball
>> Blazer and Rescue on Fractaculus for the 8-bit. Anybody ever see
>> a version for the ST? If so, wanna trade/sell it?
>
>At a recent computer show I got the chance to play around with an XE game
>system, Ballblazer was pretty impressive, but I never go the hang of the
>controls... I also tried Rescue on Fractulus, it was fun, and pretty
>impressive too, unfortunatly I don't think ST versions were ever made of
>these games. Sorry! :(

A German,? software house did do a conversion of Ballblazer and was very good,
but did not have the nice 8 bit Intro, did not have the same name though..

I thought there was about 4-5, 8 bit Lucasgames, the one in the Caves,?
was very good...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3878. Re: SCSI-drive questions (Falcon)

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D9KL3z.J8s@cix.compulink.co.uk>
Source record: 164548
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In message <D9FpHA.1tG@crash.cts.com>, richcsst@crash.cts.com said:

> MTBF mean anything? Also, double check some of the so-called reliable
> Seagates. They are OEMed, which means they didn't make them.

My point exactly. These drive bear the Seagate label and much more
reliable than Seagate drives of old. They are more reliable because they
are made by companies that Seagate have aquired/done deals with.

They are still Seagate drives though. Therefore not all Seagate drives are
rubbish.

Roland.

@CiX

3879. Atari in Paris?

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fcebb6e_Tom.Thomason@fpc.ct.se>
Source record: 164549

On 29 May 95, M. Dekker shot this through the ether to All ...

MD> Hi, I am working in paris for a couple of months, are there any atari
MD> dealers in paris? Last year fnac was still selling atari games, but
MD> they no longer seem to do this. Any other places where I can buy some
MD> atari hardware? looking for a cheap portfolio.

Try Hervï¿½ Piedvache's shop:

Techno Service
44 rue du Vertbois
75003 PARIS

Tel: 48 04 99 75

IIRC this is in the neighbourhood of the Place de la Rï¿½publique.

ATB,
Tom

(UUCP Dialup connection)

3880. GASTEINER E-MAIL ADDR ?

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fcebf3d_Tom.Thomason@fpc.ct.se>
Source record: 164550

On 30 May 95, Kevan Winch shot this through the ether to All ...

KW> I am trying to get one of their Toplink host adaptors to work with
KW> an IBM SCSI drive but I'm having little success.

The Top Link and Top Link 2 adapters are, AFAIK, produced by Hard &
Soft in Germany, not Gasteiner. Hard & Soft can be reached at:

Hard & Soft GmbH
Obere Munchenstr. 33-35
D-445 44 Castrop-Rauxel
Germany

Tel: +49-2305 180 14

AFAIK they have no e-mail address.

Good luck!
Tom

(UUCP Dialup connection)

3881. WANTED Atari Laser Printer

Newsgroup: comp.sys.atari.st
Date: 1995-06-02 00:00:00 UTC
From: ap748@cleveland.Freenet.Edu
Message-ID: <3qo2l9$4bs@usenet.INS.CWRU.Edu>
Source record: 164551

Hi,

I'm looking for either an Atari SLM804 or SLM605 laser printer.
E-mail me or call 216-729-0761 if you have one that you'd like to get
rid of.

Thanks
--
Novell DOS 7.0 and IBM OS/2 user Fred Horvat
MultiTOS user, have STacy will travel Free-Net Atari Portfolio Sigop
Videogame Trader Newsletter Publisher Atari Classic/LYNX/Jaguar gamer
Ask for a free issue! And Let's Not Forget an ADAMite!

3882. Re: Mega keyboard to Falcon: Howto?

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: Rob <robo28@delphi.com>
Message-ID: <5K89sN3.robo28@delphi.com>
Source record: 164402

Christian_Goltz <h54118@sakura.kudpc.kyoto-u.ac.jp> writes:

>I`m still trying to hook a Mega STE keyboard to my Falcon, but can`t figure it

I used an inexpensive adapter to hook mine up.. I think Wizztronics makes
it. It's preety much a plug and play deal.. Worked great now that my system
is in a tower case!

Rob

3883. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3qon5k$d8e@lastactionhero.rs.itd.umich.edu>
Source record: 164403
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- hyc 15861 May 31 18:42 ./Graphics/0index
-rw-r--r-- baldrick 132791 May 31 20:54 ./0ls-lR.Z
-rw-r--r-- baldrick 133106 May 31 20:55 ./0ls-lRc.Z
-rw-r--r-- entropy 8735 May 31 18:27 ./Programming/0index
-rw-r--r-- baldrick 7218 May 26 16:14 ./Programming/Gfa/av_func.zip
-rw-r--r-- baldrick 414932 May 31 20:52 ./0index
-rw-r--r-- boydm 5940 May 31 12:56 ./Network/0index
-rw-r--r-- baldrick 28925 May 26 14:49 ./Network/Www/htmldo.zip
-rw-r--r-- baldrick 166776 May 31 20:52 ./0compind.Z
-rw-r--r-- molin 0 Jun 2 23:53 ./Utilities/core
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3884. Falcon for sale

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: ralunsfo@uncc.edu
Message-ID: <3qovti$dls@news.uncc.edu>
Source record: 164404

I'll be switching to a Powermac for work reasons soon, and so will possibly sell my Falcon to cover some initial costs.

Everything is in near perfect condition, unless otherwise noted.

The system: Falcon TOS 4.04/85 Meg IDE/4 megs RAM - Flawless condition

Other hardware:
KFC SVGA Multiscan (would have to look up the specs)
SC1224 Atari color monitor

Possible Software (not sure cause I may get MagicMac):
Lattice C 5.6
Devpac 3.1
DevpacDSP
GFA Basic 3.5

Datalite 2 (disk compression-like Stacker)
Neodesk4
Geneva (this and the above make excellent GEM and TOS multitasking environment and will soon be MTOS compatible)
Warp 9 v3.81

And of course Atariworks, MTOS, demo Falcon D2D, System Audio Manager, etc

All the software has the original documentation.

All offers should be emailed to ralunsfo@uncc.edu

Thanks,
Russ
--
****
"Let yourself go with the disease, be with it, keep company with it - this is the way to be rid of it." - Bruce Lee
ralunsfo@uncc.edu

3885. Re: Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3qohnm$8rb$5@mhade.production.compuserve.com>
Source record: 164405
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> Could you post these instructions here, please? There are many of us here
> who have no access to Compuserve.

No problem.. it's fairly short. I haven't actually tried this myself, but
at least a couple of our Atari Forum members have done it successfully...

Remember that this is for a BUSS mouse, even though the author just refers
to it as a "MicroSoft Mouse". The PC serial mouse connector is the same
physical type as the Atari mouse uses, a miniature male DB-9.

BobR

Subject: How to hook-up a MicroSoft mouse to an Atari ST

Here's a repost of my article of wayyyy back (Feb 1989) on how to hook an
Microsoft mouse to an Atari ST. No software changes are required. All it
takes is creating a special cable between the mouse and the Atari.

I've been using a Microsoft mouse now for around 2 years on my 1040, with nary
a glitch. It's so much better than the Atari mouse, I'd never go back. (IMHO)

Well, here is how to connect a Microsoft Mouse to an Atari ST. (520/1040)
The Atari has a 9-pin D-type connector. The Microsoft Mouse has a rather
strange connector on the end. To prevent having to cut the mouse cable up,
I made this adaptor. If you still can't follow it, please let me know and
I'll try to redescribe it. This does work for me. I've been using it for
6 or so months now [Note, it's been 2 years now!] with no problems at all.
It does take some soldering skills, so if you're not so hot at soldering,
find a friend to help.

As far as I know, this does not effect your Atari's warranty. However, I
have not asked Atari.

```
Atari ST Microsoft Mouse ST expected signal
----- -- --------- ----- -- -------- ------
1 5 XB
2 3 XA
3 8 YA
4 9 YB
5 N/C N/C
6 2 Left button
7 N/C +5VDC (N/C)
8* 6 and also tie to pin 1 Ground
9 7 Right button
```

* = I am not sure why I have pins 6 & 1 tied together, but it does work.

The Microsoft mouse connector looks like this. This is the solder side,
with the leads pointing up.

```
---------------
| 1 |
| 2 3 4 5 |
| 6 7 8 9 10 |
| |
---------------
```

If you can not use the connector, the pins are numbered as follows. This
is the connector side from the Microsoft Mouse plug:

```
/------------\ This is a view at the front of the connector.
/ Blank "KEY" \ It is where the plug from the mouse would be.
/----------------\ The pin labeled 'n' is not connected.
| n 4 X 8 | The place labeled 'X' is filled, and does not
| 9 7 1 2 | have a pin.
| 5 6 |
\ /
\------------/
```

Have fun!

3886. Re: Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3qoiiv$8rb$6@mhade.production.compuserve.com>
Source record: 164406
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> But I think you mean the serial port. If you want to hook up a serial
> mouse to the mouse port you would need to do some major surgery.

I checked with Nathan Potechin of DMC publishing, and it turns out that the serial driver is indeed from Cybercube, the producers of the Cyrel Sunrise video card. Unfortunately DMC only distributes the card, not the other software products from Cybercube, so he couldn't give me any info about how the PC serial mouse connects to the ST when using this driver.

As for doing surgery, it depends. A serial PC mouse with a DB-9 connector should plug directly into the mouse port of the ST.. they use the same connector type (and that should include just about every serial PC mouse you're likely to encounter).

If it turns out the serial PC mouse needs to be connected to the ST's serial port instead of the mouse port, you would indeed need to convert the plug somehow.. but 9pin to 25pin adapters are easily available for a couple of dollars, so you shouldn't need to do surgery on the plugs.

The PC *buss* mouse *does* have a proprietary connector that would need to be adapted, or cut off and resoldered to a DB-9 that would plug into the ST's mouseport. It might actually be possible to use the cable from a dead Atari mouse to make such an adapter, or even possibly to solder the Atari cable to the mouse in place of the cable supplied with it.

I'll see if I can contact Cybercube and get more info from them about how the serial mouse connects to the ST...

(Meanwhile, I bought a "Best Mouse" for my ST from Best Electronics many years ago which works great, hardly ever needs to be cleaned, and "best" of all, is a direct replacement for the Atari mouse without adapters or drivers or anything... highly recommended..!)

BobR

3887. Re: Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3qoiup$8rb$7@mhade.production.compuserve.com>
Source record: 164407
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> I'am using a FREEWARE Mouse Driver for all serial ports on any Atari. It's
> called MOUSE v.2.3.

Aha..! I guess that solves the mystery of where a serial PC mouse would connect to the ST...

I was wrong to assume it plugs into the mouseport then. How do you handle using the mouse for things like terminal programs though, where your serial port (at least on an ST with only one serial port) would be connected to a modem..?

> Sorry for my bad english, School is a long time ago ;-)

No problem there at all..! I wish everyone I knew here in the US spoke English that well..

:)

BobR

3888. Re: Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3qoomc$8rb$12@mhade.production.compuserve.com>
Source record: 164408
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

> The PC serial mouse connector is the same physical type as the Atari mouse
> uses, a miniature male DB-9.

Oops... not that it probably matters a lot, but the connector on both the Atari mouse and a serial PC mouse is a *female* DB-9. Must be I've got Friday night brain fade...

:)
BobR

(Oh, and I just realized there might actually be some "surgery" required to plug a standard DB-9 into the Atari mouse port since the standard plug has "ears" that stick out with screws to secure the plug into the connector. These protrusions would probably have to be cut off with a razor saw or something to allow the plug to fit into the Atari mouse port recess.)

3889. Re: Atari Dealers in Ohio?

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3qoo54$8rb$11@mhade.production.compuserve.com>
Source record: 164409
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

> I'm looking for stores selling new and/or used Atari (8-bit or ST) hardware
> and software in Ohio;

I only know of one Atari dealer still in business in Ohio:

Rising Star Computers in Dayton... (800) 252-2787

BobR

3890. Re: i just got it, and im dead in the water

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3qopb0$8rb$13@mhade.production.compuserve.com>
Source record: 164410

> Are you sure this isn't just a TOS Revision problem?

That's exactly what it is. TOS versions previous to 1.4 didn't create
MS-DOS compatible floppy disks correctly.

It's usually a lot easier to just recommend formatting on the PC if you
don't know what version the person asking the question has... that way
they're sure to be able to use the disks.

BobR

3891. Re: PC-DITTO HELP!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3qopmh$8rb$14@mhade.production.compuserve.com>
Source record: 164411

> Actually, I dunno the exact details, but MS-DOS ver 3.2 and older is*
> public domain

Hmm... I think MicroSoft, the owners of MS-DOS would be interested to
know that...

BobR

3892. So what's new on the ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3qogpe$sjg@ccshst05.cs.uoguelph.ca>
Source record: 164457

I haven't been following the ST market lately. Can anyone tell me
what new commercial software and hardware has become available? What's to
be expected in the future? Thanks!

>> Mark <<

--
==
Mark Rathwell = "I don't want to die. I sometimes wish I'd never
The University Of Guelph = been born at all" - Queen
= "Faces fade as the years go by" - Boston
mrathwel@uoguelph.ca = "All the heroes and legends I knew as a
= child, have fallen to idols of clay" - Styx
==

3893. Re: Anybody Remember the old Lucasfilm games?

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: Leonardo Cohen <leonardo.cohen@telepac.pt>
Message-ID: <3qpkbf$817@tpone.telepac.pt>
Source record: 164458

"Violet, The Organgrinder. O(+>" <mikeyc@netcom.com> wrote:
>Hey,
>
>Does anyone remember the very first Lucasgames? They were Ball
>Blazer and Rescue on Fractaculus for the 8-bit. Anybody ever see
>a version for the ST? If so, wanna trade/sell it?
>
>Mikeyc@netcom.com

Well, I remember these games very well!! I think I still have them for
tha Atari 8-Bit (800), but never heard abaout a version for the ST.

Leonardo Cohen

3894. Re: Anybody Remember the old Lucasfilm games?

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: Leonardo Cohen <leonardo.cohen@telepac.pt>
Message-ID: <3qpkc9$817@tpone.telepac.pt>
Source record: 164459

"Violet, The Organgrinder. O(+>" <mikeyc@netcom.com> wrote:
>Hey,
>
>Does anyone remember the very first Lucasgames? They were Ball
>Blazer and Rescue on Fractaculus for the 8-bit. Anybody ever see
>a version for the ST? If so, wanna trade/sell it?
>
>Mikeyc@netcom.com

Well, I remember these games very well!! I think I still have them for
the Atari 8-Bit (800), but never heard abaout a version for the ST.

Leonardo Cohen

3895. Re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3qpke0$dkh@news.iesd.auc.dk>
Source record: 164460

In article <1662dlittle@nest.demon.co.uk>, dlittle@nest.demon.co.uk (Doug Little) writes:
> Here's one - remember the MSX?!?!?!?!

I remember. Wasn't it the one with a cartridge slot almost as a main-storage
device ?

>
> :)
>
> Doug.

So you're on the big-o-net now !

Remember me from NeST ???

I haven't been on NeST in almost 2 months now, because my Falcon
is standing here on the University in my group-room, hooked onto
AUC-net & InterNet via an RS-232 plug in the wall.

Have you tested the BarraCuda040 yet ?

Keep Cool and Flying...

ChainXOR...

3896. Re: Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3qpl1q$dkh@news.iesd.auc.dk>
Source record: 164461

In article <802147194.0@mettav.exnet>, Graham.Irvine@mettav.exnet.com (Graham Irvine) writes:
> It was none other than Henrik Lunardi Weide who did write on 1 Jun 95 that ....
>
> HLW> There has recently been released a new version of MagiC - MagiC
> HLW> v.3. Version 3 has a lot of new features and it may very well become
> HLW> THE operating system for Atari computers.
> HLW> It has all the features of MultiTOS v.1.08b (plus more), and it's a
> HLW> lot faster and more stable.
>
> Does it support Loadable File systems (minix) ? Networking facilities and
> installable device drivers ?
>
> MHYG
> Graham
>
> * Origin: The Archives of Oblivion (Turbonet 100:1011/8)

I must admit that i haven't tested it yet, since the Falcon-version hasn't arrived yet. I've got a patch to make it work on the Falcon, without DSP support, but i haven't tried that either, since I'm very busy at the moment.

As far as i have heard, MagiC 3 should have network facilities and optional minix like filesystems (not sure about the minix-thing though).

There's a german sysop who has two BBS-lines running on the same TT-machine under MagiC 3, ask Kim Andersen - he's the one who told me.

But when the summerholidays come - ooooooohhh man things must be happening.
:-)

Keep Cool and Flying...

ChainXOR...

3897. Re: Patching TOS 16MB par

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3qplcn$dkh@news.iesd.auc.dk>
Source record: 164462

In article <9506030545463613@muskrat.hi.net>, slc.dennis.bishop@muskrat.hi.net (Slc.dennis Bishop) writes:
> CL> *REALLY!* I'm using TOS 1.0 with ICD utils ver 6.0.7, tell me
> CL> more!
>
> 1st of all, get rid of TOS 1.0! get yourself TOS 1.4 and things will
> be better then.
>
>
> ___ Mountain Reader II - #Demo 001

Even better - get TOS 2.06, it's has most of the features of TOS 3.06.

Keep Cool and Flying...

ChainXOR...

3898. St Informer?

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: hlazar@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <3qpkjp$3pu@netaxs.com>
Source record: 164463

I tried sending a note to Rod MacDonald at St. informer recently
and was unable to get through (E-mail). Has anything happened to him?

Henry L Lazarus hlazar@netaxs.com

3899. Re: David.Stevenson@jet.uk

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: rgmccall@dux.dundee.ac.uk
Message-ID: <3qpphu$kjo@dux.dundee.ac.uk>
Source record: 164464

Peter Feszczur (fezzy@perth.DIALix.oz.au) wrote:
: Thanks to David for the info... I tried to eMail a thanks to Dave but received
: the following reply

: > From Mailer-Daemon@jet.uk Jun 3, 95 00:55:06 am BST
: > Date: Sat, 3 Jun 95 00:55:06 BST
: > Subject: Returned mail:554 <djs@mailhost>: Service unavailable..

: And not to waste a posting, thanks to all others that have helped me in past.

: Yet another reason I have stuck with Atari computers, the most helpful users

I'd agree with this, I've always been able to get help with ANY aspect
of Atari compuring. Yet a simple message on file formats in the PC
newsgroups yielded NO response!!

Rod

3900. New C-lab Falcons, anyone have details?

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: ma2ljg@bath.ac.uk
Message-ID: <D9Lo9E.3E9@bath.ac.uk>
Source record: 164465

Does anyone have any concrete info on the new Falcons
which C-lab are hoping to show at the Spotlight show?

In interviews in Atari World C-lab have mentioned:

twin DSP based Falcons
models with enhanced graphics boards
enhanced TOS
rack mounted casings.

Also mentioned in the first press releases from C-lab are:

68040 based models,
ultra cheap 299 UKP models.

Does anyone have anymore details? What are we likely to see
at the show?

Les

3901. Quantum Maverick 540S Access speed

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: bign@fragile.termfrost.org
Message-ID: <3qpsp4$lv1@echoes.Wittenberg.EDU>
Source record: 164466

In an effort to end the ceaseless hard drive problems I've had for the last year, I replaced an old (and HUGE) Seagate ST-277N 28msec with a sleek Quantum Maverick 540S 12msec. Problem is when I run Ratehd.prg from the ICD Pro Utilities the Maverick has an average access time of 18msec! The Seagate always reported 28msec. Are drive manufacturers intentionally misleading buyers?

--
****
* Todd Hogarth | Beer, *
* bign@eskimo.com | It's not just for breakfast anymore! *
* bign@fragile.termfrost.org | Help Me Find Bigfoot (Ale) In Ohio *
****

3902. Re: FLASHBACK...

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3qotuc$hh6@golem.wcc.govt.nz>
Source record: 164467

] Yep. Some Atari mag in the UK had ppl sending in cheats from the french ver
] So
] there is a version of Flashback. It's just all in French. And I got a 'E' f

An ST version of Flashback should be amusing, 320*200 graphics on that game would be awful. Still, I wouldn't mind a look at it, as last I heard it hadn't been converted to the ST at all. Being coded by French coders though, it stands to reason if it was converted, it'd be a french version, meaning they probably sold numbers in the 3-digit area.... (And after that they'll complain that "it didn't sell, so we won't support the Atari any more", despite the fact that half an hour translating the game, and about the same for the manual would have made it available for most of the world and it would've sold like hot-cakes, but oh well... :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

3903. MiNT and X troubles

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3qq77s$jf5@gti.gti.net>
Source record: 164468

I am having some problems getting X running under MiNT, and it seems
that there are a few people who have successfully done this, so
I was hoping for a little guidance.

First, the short README file in X11R5.ZOO is slightly incorrect,
but after modifying the MINF.CNF for proper pathnames, I can start
the server. That's it, tho. Depending upon several enviornment
variables, namely $PATH and $HOME, I get different results.

First... I have all the executables (/usr...) on a TOS partition.
None of the executables break any TOS filename conventions, and
I had some bigger problems with them o a Minix filesystem. When
they were on a MinixFS, the server could not find the fonts directory.
shrug, now with it on a TOS partition, it works fine. $HOME and
$TMP are on the MinixFS, since there are config files in $HOME
that both the server and twm seem to need.

In any event, I use INIT=/bin/sh as the last line in my MINF.CNF
file, in case something goes wrong. After that, I just type xinit
and the server starts fine. Apperently something goes wrong in that
it cannot find $HOME/.xinitrc, or just bitches about $HOME/.xinitrc
not being in the path (which indeed it is). So I unset $HOME and
try xinit again, and this time the server comes up fine, but lacking
an .xinitrc it tries to start an xterm. xterm starts, reports:

xterm: cannot exec U:/!

and dies...

Just for yuks, I tried:

xinit twm

which starts twm, but since there is no .twmrc found, all it is is
a server, which is no good...

If anyone can give me direction, I would really appreciate it. Thanx

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

3904. FaST Club & Imagecopy

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: greppi@monviso.alpcom.it
Message-ID: <3qpdu2$c90@galileo.polito.it>
Source record: 164469

Hello there!
I ordere (with advanced payment...) some stuff from FaST Club in March.
We are in June and nothing has happened.
Has someone already got in troubles with the people at FaST Club?
I'll appreciate any comment.
Thank YOu.

3905. Re: Samples

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: jws4p@fermi.clas.Virginia.EDU
Message-ID: <D9M02z.IHz@murdoch.acc.Virginia.EDU>
Source record: 164470

There is a program called LPS.TTP in the sounds directory at the umich
atari archives. LPS (long play samples) is a command line program that
wil play .au, .wav, .snd, RAW, and many other formats. It will work on
any ST or STE, not just the STEs like most programs. LPS plays samples
directly from disk (HD or RAMDISK, not floppy) so it can play samples of
indefinite length, free from memory limitations. The program is only
about 20K, has a good manual file in the archive, and can be installed on
thhee desktop as an application so you can play a sound from the desktop
just by clicking on it. It offers many options including speed and
volume overrides, etc. Good luck!
-John

--
John Stanmeyer/jws4p@virginia.edu/504 Rugby Rd Ch'ville VA 22903/804-979-5457

3906. Re: FaST Club & Imagecopy

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: Mike Wallis <mwallis@mcs.dundee.ac.uk>
Message-ID: <1995Jun3.210603.17374@zippy.dct.ac.uk>
Source record: 164471

You could try emailing Atari World Magazine, they might be able
to throw some light on it.

Try midihelp@cix.compulink.co.uk

3907. Speech synthesizer (for falcon or compatible)

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: lmuniz@vub.ac.be
Message-ID: <3qqgba$6kf@rc1.vub.ac.be>
Source record: 164472

I have dwnloaded the spesch.tos program form archive.umich.edu , but it
sounds awful: you can't understand a whole sentence.
But i have also dled a little program called SMOOTHTALKER. This one
sounds really great, but it keeps on crashing on my falcon030. Does anyone
know of a newer version of this program, or even a special falcon030
speech sythesizer. After all, the falcon has great sound capabilities.
I think it's a great application, if people can understand what's said.

Thanks for any reply.

Luis

3908. Lost My Control Key???

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: p003445b@pbfreenet.seflin.lib.fl.us
Message-ID: <3qqq8r$jac@bcfreenet.seflin.lib.fl.us>
Source record: 164473

My Mega STe seems to have lost its control key. That means I can't use pine for on-line messages. Is there a way to fix the Mega STe and get the control key to function again?

Thanks for the help. Regards, Terry

--
Director Corporate Computer Training
Post Office Box 24708
Palm Beach Atlantic College
West Palm Beach, Florida 33416-4708

Terrence R Redding
p003445b@pbfreenet.seflin.lib.fl.us

3909. Re: Anybody Remember the old Lucasfilm games?

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FFDNEFCCUP@zaphot.augusta.de>
Source record: 164474

In <3qmqvb$hjm@m1.cs.man.ac.uk> S94 wrote:

[...]
>Anyone see KORONIS RIFT on the Atari 8-bit? Stunning! Rescue on Fractalus was
>scary too (especially that green monster popping up at your window, I almost
>had a heart attack the first time that happened!)

Yea! I remember too :) It was really nice and i did never see such
games today.

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

3910. Going chimera-wards

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Message-ID: <Pine.SUN.3.91.950603193923.1824A-100000@nic.cerf.net>
Source record: 164475

Hi, everyone,

I've been trying for the past month to install everything from MiNT+Net to X11, using the distribution kits and not, and have had _no_ success.

I can't even get my minixFS partition working right. It seems that all my decompression programs chop the file names down to 8.3 whether it's decompressing to the minix partition or not.

So I'm just wondering...what is step "numero uno"? I have MiNT 1.12, and have a basic understanding of the mint.cnf file. What do I get next? Not MiNT+Net, I hope, because net-070 is just the sources. So I guess I need gcc? Pleeeeease help :(The distribution kit installation programs don't work on my Falcon, for some reason. It seems there's no decent documentation even when I _do_ get the right files :(

Thanks to any kind soul that feels like helping me :)

Ben Allfree
shadow@iris.yolo.com

3911. WANTED: Internal IDE Hard Disk for FALCON

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-0306952033370001@tdw.vip.best.com>
Source record: 164476

WANTED: Internal IDE Hard Disk for FALCON

Ideally, 85Meg.

Thanks.

Alex

--
Something wonderful IS happening!

TECNATION DIGITAL WORLD
236 Hamilton Avenue, Level 2
Palo Alto, California 94301, U.S.A.
Tel: (415) 327-4332 Fax: (415) 327-1910
http://www.tecnation.com

3912. Re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D9LuoL.1J5@cix.compulink.co.uk>
Source record: 164477

In message <19950530.184214.28@powerslv.demon.co.uk>,

> Coleco Adam

MY GOD!! Somebody else who has an Adam - that makes two of us!

I've also go a ZX80 (Homebuilt from the kit) and a Memotech RS128 - which appeared (and it was the only other place I ever saw one) in the movie "Wierd Science".

As an aside - when I was at College I saw the following bit of graffiti

INXS
- to which somebody had added -
S is not a valid register pair

Well I suppose you had to be there (and be a Z80 MC freak!)

STeve

3913. Re: BBS Programs...Octopus

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: Mark McGowan <mmcgow1@zeus.towson.edu>
Message-ID: <Pine.ULT.3.91.950603232749.9299G-100000@zeus.towson.edu>
Source record: 164478

On Wed, 31 May 1995, Kim Andersen wrote:

> You don't have to call out your country if your living in the US. I can
> get you some phonenumbers if you really like that ?

I'd really appreciate it if you could do that for me.

>
> As far as i know Qbbs has been updated and should now work on the Falcon.
> But i fear you have to call out side your country for this BBS.

Maybe I didn't get the latest version...I don't know. I went into the
editing program and when I attempted to exit after modifying things, I'd
get a couple of bombs and be thrown back out to GEM.

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() /\ /\ ()
() co262@cleveland.freenet.edu ()
(((())(((())(((())(((())(((())(((())(((())(((())(((())(((())(((())(((())(((())(((())(((())

3914. Re: BBS Programs...Octopus

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: Mark McGowan <mmcgow1@zeus.towson.edu>
Message-ID: <Pine.ULT.3.91.950603233319.9299H-100000@zeus.towson.edu>
Source record: 164479

On Fri, 2 Jun 1995 Koos_Kuil@.MISSING-HOST-NAME. wrote:

> Get Octopus, that's the programm who can make use of the Falcon and all
> other Atari computers with or without multitasker. Next release let
> you able to run multiline when Mag!C is installed.

What is Mag!C?

Does it currently let the SysOp online while someone else is connect onto
the BBS?

> Where are you writing from? (what country?)

I'm in the US.

The only Atari BBSs I've seen in the past few years have been Express (I
used to run Express until my ST died and it Express wouldn't run on the
Falcon) and ///Turbo. I don't even know if there's anymore local Atari
BBSs to me. They're all switched to IBM.

((()))((()))((()))((()))((()))((()))((()))((()))((()))((()))((()))((()))((()))((()))((()))
() mmcgow1@zeus.towson.edu () Mark () as860@freenet.buffalo.edu ()
() /\ /\ ()
() co262@cleveland.freenet.edu ()
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3915. Anybody Remember the old

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AA938A.078300254F.uuout@tippy.com>
Source record: 164480

```
+<> Does anyone remember the very first Lucasgames? They were
+<> Ball Blazer and Rescue on Fractaculus for the 8-bit. Anybody
+<> ever see a version for the ST? If so, wanna trade/sell it?

I have both those games for my 8-bit, but Fractulus does not work.
There a ST version of BallBlazer for the ST and I have seen it
advertised in some magazaine. I have it, but do not want to part
with it. I can try and find you a copy.

___ Mountain Reader II - #Demo 001
```

3916. Sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AA938A.0783002550.uuout@tippy.com>
Source record: 164481

```
JS> Anybody ever seen an Atari 1450XLD? That was a RARE computer
JS> indeed. It did have an internal 5.25" drive, internal
JS> 300bps modem and internal speech synthesizer though. Circa
JS> 1983 I think.

A friend of mine had one of those, I think. I am not sure, but I
remember that it was a little bigger than the Atari 1200.

___ Mountain Reader II - #Demo 001
```

3917. Falcon PC emulators

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AA938A.0783002551.uuout@tippy.com>
Source record: 164482

Have you ever heard of the new TOS computer called the Eagle?

___ Mountain Reader II - #Demo 001

3918. re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <802233422.1@mettav.exnet>
Source record: 164483

Out of the ether, the following was mentioned by Doug...:

DL> The Dragon used the trusty 6809 (6809e in the TRS80-II) at a rather
DL> low Mhz rating. Can't remember what, but it was very sad.
Something like 1.2Mhz if I recall and the Dragon used a 6809e (at least thats
what mine has printed ontop of the CPU).

DL> The TRS80 was a Dragon clone!
Hmmm, the TRS80 used a Z80 CPU!!!!
I think you mean the Tandy CoCo which was compatible and the CoCo came out
before the Dragon, both being designed by the same group of people.

Spencer

spencer@boondock.mettav.exnet.com

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

3919. RE: GASTEINER E-MAIL ADD

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <06031995.225930@empyr.dircon.co.uk>
Source record: 164484

> In article <05291995.233402@empyr.dircon.co.uk>, kevan@empyr.dircon.co.uk (Kev
n
> Winch) writes:

> > Hi, Does anyone know if Gasteiner in Germany have an e-mail address ?
>
> As far as my knowledge goes, Gasteiner are only a small UK company with little
> to credit them.
>
> > I am trying to get one of their Toplink host adaptors to work with an
> > IBM SCSI drive but I'm having little success.
> >
> > I have tried gasteiner in the UK, but the reason I got from them as to why
> > it wouldn't work with my IBM drive was "Erm...I don't know". They
>
> There you go... see what I mean?
>
> > suggested that the power supply was not big enough, so I asked them
> > how much current did the Toplink take. The answer: " Ohh, about five
> > VOLTS " !!!!
> >
> > You see what I'm up against ?
> >
> > That is why I want to talk to someone in Germany :-)
>
>
> What they do is IMPORT stuff from German companies, so your best bet is
> contact the manufacturer. Is the Toplink actually made by Gasteiner? If
> it is you're pretty much screwed.
>
> S.Lai

I don't think they make it, I'm pretty sure it's manufactured in
Germany. Anyone know exactly *who* makes it ??????

* ReJoinDer v 1.1a *

| Kevan@empyr.dircon.co.uk | FidoNet: 2:442/402 |
| --------------------
| Swansea, Wales, UK. No uuencoded stuff >50k please !|

VQWK 6.20 [Rev H - 04/04/94]

3920. Alarm clocks?

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <321_9506040105@flight.org>
Source record: 164485

Hello, I'm looking for a good alarm clock program, one that will work with just about any program, (I use a lot of non-standard non-GEM TOS programs) multiple alarm times would be useful, doesn't take a lot of memory, one that is persistant, (not one of those stupid ones I've seen for other computers that beep once and stop), any ideas?

---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3921. UNITERM manual needed!

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <322_9506040105@flight.org>
Source record: 164486

In message #969, LEE JOHNSON writes:

> Or, perhaps you know of another good VT100 ATARI ST modem program?

My standard answer: ANSITerm! A good 16-color ANSI terminal emulator, ANSI
is essentially the same as VT100, check it out! Teddy term will also do
VT100, but it needs a TT/Falcon to do 16 colors, try FreeZe Dried
Term also, it does VT100.

---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3922. Monitor Cable Converter

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <323_9506040105@flight.org>
Source record: 164487

In message #977, THE 4JM writes:

> I will be interested in buying a converter that will let me use my Atari
> Monochrome Monitor with a PC (Intel Based PC). Please let me know by em
> or post it to this news group where I can get one..

Depends on what exactly you want to use it as, HGC, monochome CGA, EGA,
VGA, SVGA...

---------------------------- -//- ----------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

3923. Re: Atari to Serial Mouse

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <324_9506040105@flight.org>
Source record: 164488

In message #992, TORSTEN LANG writes:

> I don't think this will work... You can plug a serial mouse into the Atar
> serial port. Therefore you will need a driver (I know of a driver
> supplied with the AT Speed 286 emulator so that you could use your PC mou
> also with the Atari). I think the same is valid for bus mice except that
> you need an RS232 adaptor.
> The reason: Atari mice are "brain dumb", they just deliver a pulse code f
> direction and movement and are suplied by the 5V line of the
> joyport/mouseport. The IKBD has do do the work (calculate relative
> movement etc.). PC serial mice need a real RS232. They deliver byte
> sequences over the RS232. Since there is no free RAM area in the IKBD
> you cannot write a driver to use PC mice on the ST mouseport! Such a
> driver would have to reside in the IKBD RAM! Well it's possible but you n
> another IKBD controller for that.

Yes, a *SERIAL* mouse has to be connected to to serial port, but a *BUS*
mouse can be connected to the regular mouse port.
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3924. re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <325_9506040105@flight.org>
Source record: 164489

In message #994, JON KALE writes:

> SEX Sign extend lower eight bits in D register
>
> Operation: if bit 7 of B is set then A' <- $FF
> else A' <- $00
>
> Converts a two's complement number in B into a 16 bit two's complement
> number in D
>
> How about that for 6809 rememberance? (actually, I cheated - it's all
> in ``The 6809 companion'')
>
> The reason that you never saw Dragons in the States was because the Drago
> 32 was the same computer (with a couple of minor differences such as the
> keyboard scan table) as the Tandy CoCo - both were based on the Motorola
> data sheet for the 6809.

Nifty! So my CoCo II was essentialy a dragon...

---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3925. Samples

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <326_9506040105@flight.org>
Source record: 164490

In message #999, DAVID MITCHELL writes:

> How can I play .au samples on my atari STE ??

Quote from DigiStuff manual:

> DigiStuff!
>
> By Dave Baggett
> August 20, 1992
>
>
>
> This archive contains the following digitized sound utilities:
>
> Program Ver. Function
> ------- ---- --------
> Beep v2.0 Replace system beep with digital sample
> Digital Keyclick v2.0 Replace keyclick with digital samples
> Digivec v2.0 Trigger digital samples on system errors
> QD Play v3.0 Play sounds from desktop or AUTO folder
> st2hippo v1.2 Convert ST format sounds to Hippo format
> hippo2st v1.2 Covnert Hippo format sounds to ST format
> sparc2st v1.0 Convert SparcStation .au files to ST format
> mix v1.0 Mix two mono samples into one stereo sample

I don't have the complete package, I just have QD Play that came with a
crappy multimedia program called Trace, basically you use sparc2st on the
sample and use QD Play to play the resulting file. I'd like to track down
a complete copy of this package... In fact I'm going to go hunting for it
on atari.archive.umich.edu right now...
---------------------------- -//- ----------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

3926. Q:How do I upgrade the me

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <327_9506040105@flight.org>
Source record: 164491

In message #1000, BINDI BHUMBRA writes:

> This question is probably in the FAQ (which I couldn't find) so apologees
> to all. If anyone can give me details on the procedure for inserting
> extra memory chips I would be grateful. Incidently, is a 520 ST with 1M
> memory equivalent to a 1040 STE?

Nope, the "e" in STe stands for Enhanced, a 1040STe would have greatly
improved sound and somewhat better graphics that your 520ST, it also uses
SIMMs for easy upgrading of memory, has an improved version of GEM,
Blitter chip standard, improved keyboard (no more of that "mushy"
feeling), etc...
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3927. Re: Why not English? (Was: Algun espaniol en este grupo?)

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3qob9u$pvu@sphinx.Gsu.EDU>
Source record: 164492

boyd@onramp.net wrote:
: > This is an international newsgroup and English is the best language for
: > that but
: > why shouldn't he try? Sometimes there're german messages here, too...

: You wanna see what happened when I posted an English msg in the MAUS groups, dude?
: Got not-very-nice replies for several weeks asking me to take my imperial American attitude back to the
: English groups.. WHen I ask people not to use "foreign" languages here, I get pretty much the same
: replies... Why is it that English is the only language expected to multiculturize?

It's really nasty, if one can't use his/hers own mother tongue here, or in Maus - whatever it is... In Maus, I myself try to use German just to "be polite" - but as my German is what it is, people probably see it more like a bad joke ;-) ...

It's sad that there are always those among us who think they can be as rude to the others as they want to. I guess that those guys have "Intel Inside" instead of brain ! I wonder what Intel, 8088 or Pentium..?
Any ideas?

Cheers, mfg,

Tommi

3928. Software For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: awatson@pacifier.com
Message-ID: <3qobge$hqv@news.pacifier.com>
Source record: 164493

```
Atari ST Software for Sale:

Wordperfect 4.1 - $ 30.00
Easy Draw - $ 15.00
PC Ditto - $ 15.00
Club Dominoes - $ 10.00

If interested, contact Anthony Watson at:

GEnie: A.WATSON6
Internet: awatson@pacifier.com
Bear Cavern BBS: (360) 573-2054
```

3929. Re: S: Offscreen-Bitmaps

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: vegard@henry.interlink.no
Message-ID: <3qoa5o$o9f@henry.interlink.no>
Source record: 164494
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

Martin Schmidt (gd63@vision.hrz.uni-giessen.de) wrote:
: Hi *

: for my GEM-programm i want to use offscreen bitmaps.
: The only problem i have: How to do it???

: I'm still using TurboC, so i need a "pure" C-Code (no lib).

: Thanks for your help in advance.

NVDI has offscreen bitmap support from v.25 on. The offscreen bitmap part of NVDI is also available as a separate program, called "Enhancer". You can find this on most FTP sites as ENHANCER.LZH. Source code examples in C are included, IIRC. Hope this helps...

Vegard
<vegard@interlink.no>

3930. Re: Floppy disk step rate cha

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: ab164@yfn.ysu.edu
Message-ID: <3qocqb$me3@news.ysu.edu>
Source record: 164495

>>Check out Writeboot504. It isn't an Autofolder program. What it does is
>>write a small routine in the boot sector of your boot disk that will
>>change the seek rate of your A and B drives. Works even if you boot from
>>the Hard drive! Also does other neat stuff. It's on atari.archive.umich.edu

>Vould I be able to use that with an 8Mhz controller or would I need to change
>it? And then... why do I need to use a special program to change the step rate?
Someone asked for something to do just that. Maybe like me he has
TOS 2.06 which seems to take it for granted that everyone has a HD floppy
installed and sets the step rate of the floopy drives to 6 instead of the
normal 3. Makes the drives real noisy. At least mine are!
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

3931. Re: ET4000 adapter for Ataris as Shareware!

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: mtaylor@perth.DIALix.oz.au
Message-ID: <3qojur$6qq$1@perth.DIALix.oz.au>
Source record: 164496

gdg7@vision.hrz.uni-giessen.de (Torsten Lang) writes:

>Hi!
>This article announces the availability of an graphics adaptor for MEGA STs
>(and with different adaptors for other Ataris) as a shareware project!
>It will be available at ftp.uni-giessen.de (/pub/atari/hardware/et4000.tos)
>and in the MausNet. Please mail questions *after* reading the docs in the
>project (only german now, sorry!).

>Torsten.Lang@physik.uni-giessen.de

Hello Thorsten,

do you think that it might be possible to translate this to English if enough people are interested. I have a TT030 and would really like to upgrade the graphics abilities but there is very little in the way of graphics cards available in Australia and those available overseas are very expensive. I take it that this adapter allows you to use a standard PC ET4000 graphics card with the Atari.

Any or all info would be appreciated.
Regards from OZ
Mark
--
****
* Mark Taylor || INDELIBLE DESIGN - Print & Design *
* Western Australia || InterNet: mtaylor@perth.dialix.oz.au *
****

3932. FS: MIDI stuff

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <328_9506040105@flight.org>
Source record: 164497

For sale:

Copyist DTP
brand new with registration + manual $45

Akai S612 MIDI sampling unit
with sample editor software for ST's $300

Roland MT32
with Rohn Whittle mods (battery backup,
85 db sn, MIDI FX control, etc...)
with MT-32 Capture! patch editing software for ST's $500

Will trade Akai or MT32 for Soundscape or other high-end General MIDI
module.

Please make all replies & questions to nwo@gwnorth.mn.org
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

3933. Aan alle Nederlandse Atari Gebruikers...

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: mss@xs4all.nl
Message-ID: <3qo98e$233@news.xs4all.nl>
Source record: 164498

Hallo! Aan alle Nederlandse Atari Gebruikers...

Op 4 & 5 Juni (Pinksterweekend) houdt de firma Paradox Computers, Atari-specialist van het eerste uur, in samenwerking met Apple, OPEN HUIS. Op deze dagen laten wij zien hoe u uw Atari-software op een vertrouwde manier kunt gebruiken op de Apple Macintosh d.m.v. de softwarematige emulator "MAGIC MAC". Alle goed geschreven software (In vensters of met dialogen), bv. Calamus of Papyrus, kunt u nu tot 8 keer vlugger (!!!!) zien werken op een standaard Performa 475, op 25 Mhz. U heeft al zo'n Performa + Sony Trinitron monitor + keyboard + software (waaronder "Alles voor Internet") voor maar f 2585. De MagiCMaC wordt geleverd voor f 349. Ook kan met het grootste gemak uw Atari harddisk aan de MagiCMaC worden aangesloten. MagiCMaC werkt geheel multitasking! U kunt met EEN toetsdruk terug naar de Apple-omgeving, en met EEN toetsdruk weer terug naar uw Atari Desktop. Het besturingstysteem is in 2/16/256 kleuren en geheel onder het operating-systeem MAGIC geschreven. Als desktop wordt EASE 3.5 gebruikt. Paradox Computers levert een NEDERLANDS-talige handleiding bij MagiCMaC!!!

En... voor snelle beslissers leveren wij deze maand een GRATIS CVG naar EPS converter, om uw Calamus bestanden naar Apple-formaat om te zetten. Ook worden er een aantal handige utilities bijgeleverd om wat zo een grote oversteek lijkt, zo klein mogelijk te maken!

Kom allemaal "Apple"-taart eten bij Paradox Computers!!!

PARADOX COMPUTERS
OOSTERKERKSTRAAT 18
2312 SN LEIDEN
071-143080

3934. David.Stevenson@jet.uk

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3qogvd$sr0$1@perth.DIALix.oz.au>
Source record: 164499

Thanks to David for the info... I tried to eMail a thanks to Dave but received the following reply

> From Mailer-Daemon@jet.uk Jun 3, 95 00:55:06 am BST
> Date: Sat, 3 Jun 95 00:55:06 BST
> Subject: Returned mail:554 <djs@mailhost>: Service unavailable..

And not to waste a posting, thanks to all others that have helped me in past.

Yet another reason I have stuck with Atari computers, the most helpful users

Regards to all

--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

3935. Re: Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <802147194.0@mettav.exnet>
Source record: 164500

It was none other than Henrik Lunardi Weide who did write on 1 Jun 95 that ....

HLW> There has recently been released a new version of MagiC - MagiC
HLW> v.3. Version 3 has a lot of new features and it may very well become
HLW> THE operating system for Atari computers.
HLW> It has all the features of MultiTOS v.1.08b (plus more), and it's a
HLW> lot faster and more stable.

Does it support Loadable File systems (minix) ? Networking facilities and
installable device drivers ?

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

3936. Re: Scanner driver for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-06-03 00:00:00 UTC
From: lamarth@delphi.com
Message-ID: <5K790H1.lamarth@delphi.com>
Source record: 164501

"ace" <jason@whatnext.demon.co.uk> writes:

>It seems like a more recent version as the file I downloaded was
>'EP_GDPS1.ZIP.
>
>Did you get it ftp from a ftp site? If so do you remember which
>one?

I THINK it was at ftp.uni-muenster.de. If you don't find it there let
me know and I'll see if I can't relocate it.

I take it that noone knows of ANY other scanner drivers out there other than
this one or the GT-Look II driver?

David (lamarth@delphi.com)

3937. re: quantum maverick 540s access speed

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1694rcain@nest.demon.co.uk>
Source record: 164352

On 04 Jun 95 Todd wrote::

TH> In an effort to end the ceaseless hard drive problems I've had for
TH> the last year, I replaced an old (and HUGE) Seagate ST-277N 28msec
TH> with a sleek Quantum Maverick 540S 12msec. Problem is when I run
TH> Ratehd.prg from the ICD Pro Utilities the Maverick has an average
TH> access time of 18msec! The Seagate always reported 28msec. Are drive
TH> manufacturers intentionally misleading buyers?

No. For a start there are many possible definitions of seek rate. The
manufacturers will choose the one which gives the best result for them.

In this case it is more likely that the measured seek rate is being limited
by your driver s/w. You have to consider the TOTAL h/w-s/w package when
talking of performance.

Roger
rcain@nest.demon.co.uk

--

3938. Re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: Rod McCall <rmccall>
Message-ID: <3qtes2$qgc@dux.dundee.ac.uk>
Source record: 164353

```
--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)
```

3939. Re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: Rod McCall <rmccall>
Message-ID: <3qtes3$qib@dux.dundee.ac.uk>
Source record: 164354

```
--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)
```

3940. Re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: Rod McCall <rmccall>
Message-ID: <3qtf0q$qib@dux.dundee.ac.uk>
Source record: 164355

Oops sorry my Ti-99/4a broke down whilst running Netscape :)

Anyway does anyome remember any of these "sad machines"

Triumph Adler PC
Spectravideo SV318

Rod

-
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

3941. Falcon Pc Emulators

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: Doug.Byfield@miramax.ship.net
Message-ID: <416_9506050120@direct.ca>
Source record: 164356

EB> Have you ever heard of the new TOS computer called the Eagle?

The June issue of Atari World has a cover story on the Eagle, by
GE-Soft. A run down of the specs:
******
-Medium Tower case
-68030 @32 Mhz (free upgrade to a 32/64Mhz 68040 when available).
-32 bit bus
-6882 FPU
-320 Mb SCSII Hard Drive.(Up to 4 drives can be fitted internally.)
-Super Nova Mach 64 graphics card with 2 megs of VRAM
(capable of 1280 x 1024 256 colours, 800x600 24 bit colour.)
-Ports:ACSI,SCSII,2 modem ports,2 serial ports,Lan,parallel,MIDI,
VME,Rom cartridge, TT keyboard port, PC keyboard port, ST mouse
-Memory: up to 14 megs ST ram, 256 megs TT fast ram.
-Bus System: 8 Eagle expansion buses.
-Tos 3.06
-One Year Warranty

As well, the 040 upgrade should double the speed of the 030. Running
video in 256 colour mode is just as fast as running in 2 colour
mode(mono). For the future, an 060 board is planned. A Falcon sound
system and DSP board are also being worked on.

___ Mountain Reader II - #Demo 001

--
|Fidonet: Doug Byfield 1:153/7091
|Internet: Doug.Byfield@miramax.ship.net
|
| Standard disclaimer: The views of this user are strictly his own.

3942. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <802406476.0@mettav.exnet>
Source record: 164357

Out of the ether, the following was mentioned by Gaven...:

GM> A 'Pom', as in 'pommie' is usually used to refer to someone from
GM> England, normally in a derisive or down-putting way as in "Whinging
GM> Pom" (probably originated due to an English tourist/immigrant who
GM> complained about everything) or "Pommie B'stard".
I thought it was Pom as in "pompous" because thats the way we all acted ;-)

Spencer

spencer@boondock.mettav.exnet.com

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

3943. Re: Greek ST Users Wanted !!

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: granazis@athena.compulink.forthnet.gr
Message-ID: <3qtcuh$4eo@news.compulink.gr>
Source record: 164358

tgeo@ars.ath.forthnet.gr wrote:

: JT>Please if there are any other ST users who read this newsgroup
: JT>and live in Greece, send me an e-mail.

: Well...there are some...One of them is me.And you know what,
: that's my first internet mail.

: Dos dedos mi amigo...everything's cool

: --
: Sent via ARS_FORUM ONLINE INFORMATION SYSTEM, ATHENS GREECE

Yes there are st users in greece.
Here is granazis@macedon / granazis@compulink.gr
from Thessaloniki.

3944. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3qrqlk$crd@inca01.inca.co.nz>
Source record: 164412
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Soeren Schnee (sos@sos.shn.com) wrote:
[snip]
> Sorry for my bad english, but what's a POM?????

A 'Pom', as in 'pommie' is usually used to refer to someone from England, normally in a derisive or down-putting way as in "Whinging Pom" (probably originated due to an English tourist/immigrant who complained about everything) or "Pommie B'stard".

3945. For Sale: Original Lynx w/ 2 games $75

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: "S.A. Rossell" <sar@cts.com>
Message-ID: <Pine.SCO.3.91.950603224711.20478A-100000@crash.cts.com>
Source record: 164413
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

It's old but works just fine. And it's not the newer squished version either. This is the real Lynx; the first one. I'm just selling it because I don't play it anymore. It comes with two games; Chess and Qix.

E-mail or call sar@cts.com 619-596-2013

3946. Re: For Sale: Original Lynx w/ 2 games $75

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3qsvll$gcq@ccshst05.cs.uoguelph.ca>
Source record: 164414
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

```
: It's old but works just fine. And it's not the newer squished version
: either. This is the real Lynx; the first one. I'm just selling it
: because I don't play it anymore. It comes with two games; Chess and Qix.

Hey wow ... a new Lynx II with "Pitfighter", "Shadow Of The
Beast", "Pinball Jam" and "Checkered Flag" goes for $69.95 at Electronic
Boutiques.

>> Mark <<
```

3947. Re: For Sale: Original Lynx w/ 2 games $75

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Message-ID: <Pine.SUN.3.91.950604132718.12569C-100000@nic.cerf.net>
Source record: 164415
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech

> Hey wow ... a new Lynx II with "Pitfighter", "Shadow Of The
> Beast", "Pinball Jam" and "Checkered Flag" goes for $69.95 at Electronic
> Boutiques.

Besides, the OLD Lynxes stink. That $.02 part that the adaptor plugs into on the Lynx broke on mine, and I understand on a lot of other peoples' too. When I called Atari, they said they wanted $50.00 to fix it! I did a little snooping, and found that they don't even do that. They just send you a new Lynx, maybe not even the kind you had (IOW they'd send you a Lynx II).

I _love_ my Lynx (especially Zarlor Mercenary & Ninja Gaiden), but until they fix my Lynx for a fair price, I won't buy one. I wish someone would make a gadget so I could play my Lynx games on my Falcon (or even STe, I guess!). That would be great.

Just my $.02 worth :)

Ben Allfree
shadow@iris.yolo.com

3948. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3qt7fl$8g7@golem.wcc.govt.nz>
Source record: 164416
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
] > Sorry for my bad english, but what's a POM?????
]
] A 'Pom', as in 'pommie' is usually used to refer to someone from England,
] normally in a derisive or down-putting way as in "Whinging Pom" (probably
] originated due to an English tourist/immigrant who complained about
] everything) or "Pommie B'stard".
```

It's taken from the letters POHM which is short for "Prisoner Of Her Majesty" which was on all the prison clothing they had to wear.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

3949. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3qtg8d$9k3@golem.wcc.govt.nz>
Source record: 164417
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3qrqlk$crd@inca01.inca.co.nz>, gmiller@inca.co.nz (Gaven Miller) writes:
>Soeren Schnee (sos@sos.shn.com) wrote:
>[snip]
>> Sorry for my bad english, but what's a POM?????
>
>A 'Pom', as in 'pommie' is usually used to refer to someone from England,
>normally in a derisive or down-putting way as in "Whinging Pom" (probably
>originated due to an English tourist/immigrant who complained about
>everything) or "Pommie B'stard".

Yes and we found a answer to this OZZy thing, we refered them as White Abo's
that soon shut them up.....!!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3950. Re: About LaTeX (was: Re: My newish PM61

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3qrre5$crd@inca01.inca.co.nz>
Source record: 164418

Keith Tomlin (tomlin@stomlin.spods.dcs.kcl.ac.uk) wrote:
[snip]

>
> But IMG files are Atari specific. You can include .eps files & scake
> them to any size you want - under any LaTeX.
>

No, IMG files are NOT Atari specific. They originated on the IBM platform under Digital Research Incorporated's GEM.

Graphics converters such as "Graphics Workshop", DTP programs such as Xerox Ventura (now part of the Corel Draw package) and some other PC software can deal with said files.

Unfortunately, now the world has gone to Microsoft Widows, the computer industry as a whole seems to have forgotten this.

(OK, you can get back to your flame-fest : typographically correct vs ease of creation/modification).

3951. Re: UNITERM manual needed!

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3qrqe4$r2@golem.wcc.govt.nz>
Source record: 164419

In article <322_9506040105@flight.org>, CALLUM.LERWICK@flight.org (CALLUM LERWICK) writes:
>In message #969, LEE JOHNSON writes:
>
>> Or, perhaps you know of another good VT100 ATARI ST modem program?
>
>My standard answer: ANSITerm! A good 16-color ANSI terminal emulator, ANSI
>is essentially the same as VT100, check it out! Teddy term will also do
>VT100, but it needs a TT/Falcon to do 16 colors, try FreeZe Dried
>Term also, it does VT100.

VT100 is not the same as ANSI, and ANSIterm or FZT will work on
a real DEC machine....

DEC machines need a Real VT100 not a hack....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3952. Re: New C-lab Falcons, anyone have details?

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: ma2ljg@bath.ac.uk
Message-ID: <D9nEGB.616@bath.ac.uk>
Source record: 164420

In the referenced article, sheppard_r@kosmos.wcc.govt.nz writes:
>
>Yes it looks like you would have to Rob a Bank to pay for them.
>the current C-Labs model is way way over priced at $3000us in fact
>AEO stated that is was some $1200us over priced...
>

As I understand it the current priceing structure is only
valid until there are no Atari Falcons left, at this point
C-lab can do what they like with reference to price and
specs.

I've had an email from C-lab stating that the next model
will be under 1000 UKPs.... Hopefully we'll see what the
specs are in a couple of weeks..

>This was the difference if you brought a Atari Falcon and upgraded
>it to the C-Labs standard....
>
>
>>Also mentioned in the first press releases from C-lab are:
>>
>> 68040 based models,
>
>And what crappy OS with it use..???

In what way is TOS crappy?
minimalist, sure but I'll take it over Windows any day.

>
>> ultra cheap 299 UKP models.
>
>
>Dream on, this was the Dump price to get rid of them, I doubt
>that they will ever be that price again...
>

Perfectly feasible after a bit of redesigning.....

>***
>* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *

some people never change

3953. Re: Towers Game...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3qs9gj$c02@turing.fwi.uva.nl>
Source record: 164421

Doug.Byfield@miramax.ship.net (Doug Byfield) wrote:

:GR> From: sabbath@leprosy.demon.co.uk (Graeme Rutt) Subject: Re:
:GR> TOWERS GAME...!!! Organization: Sanitarium nj1@ukc.ac.uk
:GR> (N.Jones-Rodway) wrote:
:
:> I was reminded of why I didn't like PC's the other day - I was
:> at a friends house and they were struggling to set up a
:> network of 3 PC's for a networked game of Doom...
:
:GR> understand... Whilst not wishing to disagree with this
:GR> attitude in any way - it's spot on in my opinion - I think the
:GR> point here is that at least you *can* network together Doom on
:GR> a PC. The fact that you can run industry standard software
:GR> and games is reason enough for most people to buy a PC. The
:GR> fact that a Falcon has a nice OS and some good software is
:GR> enough to use that. In a perfect world we'd all have one of
:GR> each.
:
:If all one aspires to is the industry standard, I guess that an IBM
:PC would suffice. But don't forget that McDonald's is food industry
:standard. (IMHO, industry standard = lowest common denominator.)

and people LOVE macdonalds food. bad example.

:
:Still, wouldn't you rather eat at a five star restaurant? One that

no. well it is nice to do once or twice. But after a day of shopping
I love to spoil myself with a nice fat cheeseburger. I am not the
only one.

:serves such great food as Apex, Cal SL, DA Vector Pro, Cubase Audio,
:etc, etc.? :-) Unfortunately, most people DON'T make any effort to
:look for something better. They just accept what the advertisers

usually because 'something' better is rediculously more expensive?

:throw at them-whether in their musical tastes, choice of computers,
:the car they drive, etc.

They only accept things that they can afford and things that are
actually worth the money they spend on it. Yesterday I saw a
nice diner advertized in ACN: a falcon with 4Mb, 30Mb Harddisk, only
for NLG2300!! Are you surprised people go the macdonalds to buy
a nice industry standard meal (a fat 486DX2/66, 8Mb ram etc) for only
NLG1700?

```
g
:

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl
```

3954. Re: Atari in Paris?

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D9nAq6.38o@cix.compulink.co.uk>
Source record: 164422

In message <3qcdu2$pbr@turing.fwi.uva.nl>, mdekker@fwi.uva.nl said:
>looking for a cheap portfolio.

Did you try ACN there in Holland?

They were selling Portfolios cheap at ProTOS in Hennef.

Barry wilsontjb@cix.compulink.co.uk

3955. WTB: Atari STacy portable computer

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: bvanderp@mtholyoke.edu
Message-ID: <3qsh87$c6t@mudraker.mtholyoke.edu>
Source record: 164423

wanted: stacy computer to increse my mobility...

looking for 4meg with 20 or 85 meg HD, will consider other possible configurations.

posting for my daughter, so please callher directly at (413)739-0201 or can leave message here(here may take a little longer, i'm not on every week).

thanks

3956. Final Sale

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: osteele@u.washington.edu
Message-ID: <3qsom3$7q0@nntp5.u.washington.edu>
Source record: 164424

This is it. The best offer gets this, so far it's $110. If anyone can beat this ($111 or higher), all this stuff is yours. This also includes a free clear plexiglass computer stand and a disk case. Shipping is probably about $35 (the package is very heavy and big, but there's a lot of stuff):

Title	Maker	Price	Quantity
A-Copier	MegaSoft	$2.00	1
Alcon	Taito	$3.00	1
Assempro	Abacus	$8.00	2
Battletech	Infocom	$9.00	1
Bionic Commando	Capcom	$4.00	1
Boulder Dash Cnst. Kit	Epyx	$4.00	1
Bureaucracy	Infocom	$4.00	1
CAD 3D Fonts, etc.	Antic	$3.00	1
Captain Blood	Mindscape	$7.00	1
Championship Wrestling	Epyx	$4.00	2
Codename Iceman	Sierra	$12.00	1
Crimson Crown	Polarware	$2.00	2
Crystal	Antic	$1.00	1
Curse of Azure Bonds	SSI	$14.00	1
Cyber Control	Antic	$4.00	1
Dark Side	Spotlight Software	$4.00	1
Data Manager ST	Timeworks	$13.00	1
Demon's Winter	Strategic	$9.00	1

DeskMaster	Startroniks	$1.00	1
Devon Aire	Epyx	$4.00	1
Dive Bomber	Epyx	$3.00	1
Drakken	Draconian	$14.00	1
Echo	MichTron	$9.00	1
EmailMan	SRG	$5.00	1
Enchanter	Infocom	$6.00	1
EZ Track ST	Hybrid Arts	$21.00	1
Fast Basic	Computer Concepts	$9.00	1
Final Assault	Epyx	$6.00	1
Flash 1.6	Antic	$4.00	2
Flexessory	EA Brown	$5.00	1
Flight Simulator II	Sublogic	$9.00	1
Font Pak 1 (Easy Draw)	Migraph	$7.00	1
Font Writer Plus	Startroniks	$2.00	1
Fontz	Neocept	$9.00	2
Foundations Waste	Exocet	$3.00	1
Galdregon's Domain	Pandora	$5.00	2
Gauntlet	Mindscape	$4.00	1
GFL Football	Gamestar	$4.00	1
GIST Sound Tool	Antic	$5.00	1
Global Commander	Datasoft	$4.00	2
Golden Path	Firebird	$4.00	2
Goldrunner	microdeal	$4.00	1
Goldrunner II	microdeal	$7.00	1

Guild of Thieves	Rainbird	$3.00	3
Habaview	Haba	$1.00	1
Hard Drive Turbo Kit	MichTron	$8.00	1
Heroes of the Lance	SSI	$7.00	2
High Roller	Mindscape	$2.00	2
Hippo Spell	Hippo	$2.00	1
HiSoft BASIC Pro	HiSoft	$19.00	1
Hound of Shadow	Electronic Arts	$12.00	1
Immortal	Electronic Arts	$13.00	1
Impossible Mission 2	Epyx	$3.00	1
Imprint	HAL	$7.00	1
Interlink	Intersect	$6.00	2
Jack Nicklaus Golf	Accolade	$12.00	1
Jet	SubLogic	$6.00	2
Jewels of Darkness	Firebird	$3.00	2
Jug	microdeal	$4.00	1
Juggler	MichTron	$9.00	1
K-Data	Kuma	$9.00	1
K-Graph 3	Kuma	$11.00	1
K-Roget	Kuma	$9.00	1
King of Chicago	Cinemaware	$6.00	1
Knight Force	Titus	$11.00	1
Language Disk	Atari	$2.00	1
LDW BASIC Compiler 2.0	LDW	$9.00	1
Leader Board Golf	Access	$7.00	2

Light Corridor	Inforgrammes	$4.00	1
Live and Let Die	Domark	$4.00	1
M-Disk + RAMdisk	MichTron	$2.00	1
Mach 3	Loriciels	$4.00	1
Macro Assembler	Metcomco	$14.00	1
MacSee	Reeve Soft	$16.00	1
Magical Math III	Atari	$7.00	1
Make it Move	MichTron	$5.00	1
Mean 18 Course #2	Accolade	$4.00	1
MegaFont	Xlent	$2.00	1
Metrocross	US Gold	$4.00	2
Mi-Term	MichTron	$2.00	1
Micro C-Tools	Beckmeyer	$3.00	1
Mindshadow	Activision	$3.00	1
ML '86 NL & AL Teams	Micro League	$6.00	1
ML '87 NL & AL Teams	Micro League	$5.00	1
ML Baseball Owners' disk	Micro League	$6.00	1
ML Wrestling	Micro League	$7.00	2
Modula 2 v. 2	TDI	$19.00	1
Moebius	Origin	$6.00	1
Molgraph	ST Club	$6.00	1
Mortville Manor	European	$4.00	1
Nether World	Hewson	$4.00	1
Obliterator	Psygnosis	$5.00	1
Oo-Topos	Polarware	$2.00	1

PageStream Fonts:14 disks	SoftLogik	$22.00	1
PaintPro	Abacus	$9.00	1
Paintworks	Activision	$8.00	1
Pandora	Firebird	$5.00	1
Pawn	Rainbird	$3.00	3
Phantasm	Exocet	$4.00	1
PM Interface	Xlent	$1.00	1
Police Quest	Sierra	$11.00	1
Precious Metals	Ocean	$7.00	1
Prince	ARC	$6.00	1
PrintMaster Art Gallery I	Unison World	$7.00	1
PrintMaster Art Gallery II	Unison World	$7.00	1
Procopy	Proco	$4.00	1
Publishing Partner (mono)	SoftLogik	$3.00	1
Quartet	microdeal	$14.00	1
Quick ST 3.0	Branch Always	$12.00	1
RAMdisk	Power Systems	$1.00	1
Real BASIC	Real	$5.00	1
Revolver	Intersect	$8.00	1
Robocop	Ocean	$7.00	1
Rockford	Electronic Arts	$4.00	1
S.D.I.	Cinemaware	$5.00	2
Scan Art	Migraph	$9.00	1
Shackled	US Gold	$4.00	1
Shadowgate	Mindscape	$4.00	2

Shuffleboard	Shelbourne	$4.00	1
Silicon Dreams	Rainbird	$3.00	2
Sinbad	Cinemaware	$4.00	1
Slicctop	Sliccware	$9.00	1
Space Cutter	Rainbird	$6.00	2
Space Station Oblivion	Epyx	$4.00	2
Spectrum 512	Antic	$7.00	3
Spellbreaker	Infocom	$6.00	1
Spitfire 40	Avalon Hill	$6.00	1
ST BASIC & Sourcebook	Atari	$4.00	2
ST Karate	Eidersoft	$3.00	1
Starglider	Rainbird	$2.00	2
Starglider 2	Rainbird	$12.00	1
Stealth PMC 1.5	PMC	$4.00	1
Stellar Crusade	SSI	$6.00	1
Steno	Gribnif	$14.00	1
Stone Breaker	Softgold	$4.00	1
STOS BASIC	Mandarin	$9.00	3
Superbase Personal	Precision	$19.00	1
Superbase Pro	Superbase	$39.00	1
Supercharger	Migraph	$7.00	1
Tass Times	Activision	$5.00	1
Tau Ceti	Thunder Mountain	$3.00	1
Tax Advantage '87	Double Eagle	$2.00	1
Techno Cop	US Gold	$5.00	1

Terramex	Victory House	$2.00	2
Top Gun	Ocean	$3.00	1
Tracker	Rainbird	$2.00	2
Trinity	Infocom	$7.00	1
Turbo Cup	Loriciels	$6.00	1
Turbo ST	Softrek	$7.00	1
Tusker	System 3	$7.00	1
UltraScript	Atari	$15.00	1
UltraScript ST-1	Imagen	$15.00	1
Untouchables	Ocean	$9.00	1
Video Vegas	Baudville	$6.00	1
Virus	Rainbird	$6.00	1
Wanderer	Pyramide	$3.00	1
Willow	Mindscape	$5.00	1
Winter Challenge	Thunder Mountain	$4.00	1
Wishbringer	Infocom	$8.00	1

Note: a few items may have been sold but most everything is available.

3957. Re: The CD-Rom question

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: ab164@yfn.ysu.edu
Message-ID: <3qsqcb$gps@news.ysu.edu>
Source record: 164425

I have an Atari CDAR504 hooked to my 4 meg STe. Mainly used
to access Atari specific CD-ROM archive disks.
--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

3958. Re: Aan alle Nederlandse Atari Gebruikers...

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D9nu7L.FIz@cix.compulink.co.uk>
Source record: 164426

In message <3qo98e$233@news.xs4all.nl>, mss@xs4all.nl said:
> Hallo! Aan alle Nederlandse Atari Gebruikers...
>
> Op 4 & 5 Juni (Pinksterweekend) houdt de firma Paradox Computers,
> Atari-specialist van het eerste uur, in samenwerking met Apple, OPEN
> HUIS. Op deze dagen laten wij zien hoe u uw Atari-software op een

Isn't it amazing - I have never studied Dutch in my life but I just about understood this. Its nice to know that Atari interest isn't fading as fast as was feared.

Steve

3959. Atari Falcon for sale

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: terry fishlock <terry@teco.demon.co.uk>
Message-ID: <3qsumd$228@imp.demon.co.uk>
Source record: 164427

I have a 4 meg falcon with 120 meg hard drive for sale, also a rgb moniter and scsi drives. If you are interested in these at good prices please contact me by e-mail or by phone on 01179 836275 (united kingdom)

terry

3960. Re: FaST Club & Imagecopy

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: Spencer.Davies@mettav.exnet.com
Message-ID: <802295172.0@mettav.exnet>
Source record: 164428

Out of the ether, the following was mentioned by Marco...:

MG> I ordere (with advanced payment...) some stuff from FaST Club in
MG> March. We are in June and nothing has happened.
MG> Has someone already got in troubles with the people at FaST Club?
MG> I'll appreciate any comment.
I've never had any problems with FaST Club.

Why not try mailing them at stclub@cix.compulink.co.uk

Spencer

spencer@boondock.mettav.exnet.com

* Origin: The Net is Yours,USE IT!Don't Abuse IT! (Turbonet 100:1011/0.2)

3961. Re: Q:How do I upgrade the me

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <3qsq5i$e92@due.unit.no>
Source record: 164429

In article <327_9506040105@flight.org>, CALLUM.LERWICK@flight.org (CALLUM LERWICK) writes:
|> In message #1000, BINDI BHUMBRA writes:
|>
|> > This question is probably in the FAQ (which I couldn't find) so apologees
|> > to all. If anyone can give me details on the procedure for inserting
|> > extra memory chips I would be grateful. Incidently, is a 520 ST with 1M

If you have a ST(f/m) your best choice is propably to get a Marpet Xtra-RAM card.
This allows you to use standard 256K or 1Meg SIMMs on your ST. If you have a STE
you can use SIMMs directly.

|> > memory equivalent to a 1040 STE?
^^^^^^^^^^^^^^^^^

Yes, a 520 upgraded to 1Meg is identical to a 1040.

|>
|> Nope, the "e" in STe stands for Enhanced, a 1040STe would have greatly
|> improved sound and somewhat better graphics that your 520ST, it also uses
|> SIMMs for easy upgrading of memory, has an improved version of GEM,
|> Blitter chip standard, improved keyboard (no more of that "mushy"
^^^^^^^^^^^^^^^^^

My STE has *exactly* the same, crappy keyboard as my 520STFM, 1040STF and Falcon.

|> feeling), etc...
|> ---------------------------- -//- ----------------------------
|> Internet: CALLUM.LERWICK@flight.org
|> | note: the views expressed by this user are strictly his/her own.|
|> | the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
|> ---------------------------- -//- ----------------------------

--
***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

3962. FS- H/W,S/W CHEAP- SF Bay Area

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: markvanwyk@aol.com
Message-ID: <3qt6b4$4ud@newsbf02.news.aol.com>
Source record: 164430

For sale, preferably to someone in the South S.F Bay Area (Sunnyvale, California)- NO REASONABLE OFFER REFUSED - CHEAP:

Hardware:
SC1224 color monitor - perfect condition.
A/B monitor switch

Software/games:
Microprose "F-15 Strike Eagle"
Ocean "Epic"
Timeworks "St Writer"
Infocom "Enchanter"
Psion "Chess"
All in the box with disks and docs.

Also, if someone wants to make an offer on all of the above, plus the following, I'll consider it:

Mega Ste w 4MB RAM, 50 MB HD
Spectre GCR w/Mac System 6.8
SM124 B/W monitor
MIDI cables and Midi Software, including "Tiger Cub"
Olympia Daisy wheel printer
tons of odds and ends software, commercial and P/D,

Make me an offer - any offer. I definitely prefer someone in the South S.F. Bay Area, California, cash and carry. Otherwise, it's buyer pay shipping, C.O.D.

--Mark van Wyk
telephone (408) 739-0541
e-mail:
Markvanwyk@aol.com

3963. PAL/NTSC on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: tks@st.rim.or.jp
Message-ID: <3qt2rs$pjb@news.rim.or.jp>
Source record: 164431

Does anybody know if there are any difference on circuit board
between US and UK Falcons?
I thought somebody asked similar question recently, but I could
not find it.

Thanks in advance

Takashi

3964. Re: Speech synthesizer (for falcon or compatible)

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3qt781$8g7@golem.wcc.govt.nz>
Source record: 164432

] I have dwnloaded the spesch.tos program form archive.umich.edu , but it
] sounds awful: you can't understand a whole sentence.
] But i have also dled a little program called SMOOTHTALKER. This one
] sounds really great, but it keeps on crashing on my falcon030. Does anyone
] know of a newer version of this program, or even a special falcon030
] speech sythesizer. After all, the falcon has great sound capabilities.
] I think it's a great application, if people can understand what's said.

Smooth-talker only worked on pre-TOS 1.6 machines. Pity, as it gave
pretty good speech.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

3965. Re: UNITERM manual needed!

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3qt7ds$8g7@golem.wcc.govt.nz>
Source record: 164433

```
] >> Or, perhaps you know of another good VT100 ATARI ST modem program?
] >
] >My standard answer: ANSITerm! A good 16-color ANSI terminal emulator, ANSI
] >is essentially the same as VT100, check it out! Teddy term will also do
] >VT100, but it needs a TT/Falcon to do 16 colors, try FreeZe Dried
] >Term also, it does VT100.

FDT Does _not_ do VT-100, it does VT52 and ANSI. NOT VT100 - try using
IRC with FDT, it ain't pretty! The best/quickest VT100 emulation for a
standard Medium-res ST, is either Flash (good) or Uniterm (better).
ANSI-term is fine, but looks a bit odd with some of the characters under
some circumstance.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!
```

3966. Re: So what's new on the ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D9o7JG.LrM@ridgecrest.ca.us>
Source record: 164434

sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) wrote:
>
> In article <3qogpe$sjg@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
> > I haven't been following the ST market lately. Can anyone tell me
> >what new commercial software and hardware has become available? What's to
> >be expected in the future? Thanks!
> >
> > >> Mark <<
>
>
>
> Well Mark I hope you are good at reading lots of numbers but this is what thier
> is.....000000000000000000000000000000000000000000000000000000000000000000..:-)..
>

That depends how long you've been away and which machine your talking
about. Sounds like someone dosen't like to BUY software. Get a Toad
catalog and pick up ST Informer, an old copy of Current Notes or
better yet a copy of the new mag Atari World. There is more than I
can afford.

Mike :)

>
>
> **
> * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
> * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
> **
>

3967. Re: MiNT and X troubles

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3qteg5$jia@gti.gti.net>
Source record: 164435

A few days ago, I babbled:
: I am having some problems getting X running under MiNT, and it seems
: that there are a few people who have successfully done this, so
: I was hoping for a little guidance.

Ok, I got further along, after a few hours of poking around and trying things. I am still not happy, as things seem to be slightly buggy, but hey! It's a start!

My first problem was that I didn't have a SHELL environment variable defined. Once I defined SHELL=/bin/bash, things worked a little better: the X server started, couldn't find any rc files so just blasted an xterm. That still left me with the fact that there was no window manager, and no rc's.

I had a line HOME=d:/home, where D: is a MinixFS drive, but something odd happens. If my CWD is _not_ D:, I get error messages regarding $HOME/.xinitrc. If my CWD _IS_ on any directory in D:, then things partially work: the X server starts and starts twm. So now I have three variables that needed to be defined:

SHELL=c:/bin/bash
HOME=d:/home
PATH=c:/usr/local/bin,c:/bin,

Ok, as above, twm starts. I press the launch mouse button, and choose to start an xterm; the hard drive accesses and my cursor turns into the wait icon, but that's the end of it. It never starts an xterm. Nor will it start any of the other programs on the menu.

Now, does twm need to run as it's own process (twm &), or can it just be invoked via .xinitrc as twm? Or do I need to exec twm (or exec twm &)? I tried out one or the other, but forget what "real" X needs...

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

3968. Re: Chimera... A few questions...

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: schrist@io.org
Message-ID: <3qtg5c$jur@ionews.io.org>
Source record: 164436

In article <3qmsrh$qnk@prime.mdata.fi>,
Pekka Saarinen <contacts@mits.mdata.fi> wrote:
>So, then: when it's going to be available from some anonymous ftp-site?
>

Good Question. They files have been sent to Hensa. My understanding is
they're testing the programs and updating the "light" docs. (So that they
have a full understanding - for the questions that will probably arise.)

Stephen Christian (schrist@io.org) _ Member of: TAF, DWIN
http://www.io.org/~schrist (_'-/-_ _ |_ _ _ EoH, HCoG, EoO III
._)((-'|_)	)(-'|). TT 9, Warp 9
Disclaimer: The opinions expressed above are strictly my own and in no way
represent those of my employer and/or clubs/organizations I am
a member of. (For information on each check out my www page.)

--

3969. 2 good and one bad (sales on the net)

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: esj@harvee.billerica.ma.us
Message-ID: <3qtet9$3hr@harvee.billerica.ma.us>
Source record: 164437

```
-----BEGIN PGP SIGNED MESSAGE-----

this is more of an F.Y.I. than a request for a fix. Back in late
February of this year I sold my Atari ST pieces to three people. Two
of the people paid promptly and told me they were happy with the items
purchased and I think that others could trust them to complete their
end of any net purchase. The good folks are John Stanmeyer and
Douglas Zander.

The third person (Scott Call) told me that the equipment arrived, it
worked and asked where to send the check (he had the return address on
the box and in a couple pieces of email). We exchanged a couple more
pieces of email mostly me verifying everything went ok and giving him
my address repeatedly and him saying everything's fine, where do I
mail the check. Eventually he stopped replying to my email and on
April 27th, I sent a paper letter (return receipt requested) asking
for payment. No response.

I didn't lose much on the deal but I wanted other folks in the used
Atari market to be aware of those that pay and those that don't.

F.Y.I.
- --- eric

-----BEGIN PGP SIGNATURE-----
Version: 2.6.2

iQCVAwUBL9I+0yXx082Vm8uJAQEzUAP/QIETqJWtGBi0IXjcABzf2m61aJ+kn9tt
neI+dNxGLjXanywjQbY3CHulJ58ytFGXg1SB222zr1V3M/659Ma2xwVvpQ8Ky+gF
8cYaY4qJ2MFVPdDgZcZv9TSJ2WN3PEkgZBqAku0dyZ0l2qFb8hvNU3JuNpwDfKbT
sXQnhFXzpa8=
=6IWq
-----END PGP SIGNATURE-----

--
Eric S. Johansson ka1eec esj@harvee.billerica.ma.us
This message was composed almost entirely by DragonDictate.
```

3970. PAPYRUS PROBLEM

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: ee11cd@surrey.ac.uk
Message-ID: <3qtd52$fk0@info-server.surrey.ac.uk>
Source record: 164438

Hi,

I have a serious problem with Papyrus.

The problem is that when fonts are displayed on screen or printed out, they are too large. i.e. 12pt Dutch Roman comes out about 14pt. And the screen display does not always reflect the printed version! I've had a similar problem with Kandinsky - this was solved using it's 'Screen settings' dialogue to change some of Speedo's settings, however Papyrus has no equivalent dialogue.

I've tried disabling all my .ACC's and auto folder - but this has no effect whatsoever. I've been using Papyrus for about 6 months now with no problems before. But lately I've been doing a lot of programming, course-work, & exams for my degree so I haven't used Papyrus for about 2 months. But I now have to write a report for my project and hand in 3 copies within 10-days! So, as you can probably appreciate, I'm most annoyed!!!

The version of Papyrus I'm using is 3.58, and I'm using NVDI3.01

Thanks for any advice

Craig.

p.s. I'll be sending a copy of this to hisoft.

3971. Re: Aan alle Nederlandse Atari Gebruikers...

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: VanMil@mindlink.bc.ca
Message-ID: <71761-802321588@mindlink.bc.ca>
Source record: 164439

I would say that because of a good number of users the ATARI format is making a bit of a ComeBack here in the Vancouver Area of British Columbia Canada.

BVM.

3972. Re: So what's new on the ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3qqukr$qjs@golem.wcc.govt.nz>
Source record: 164440

In article <3qogpe$sjg@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca (Mark Rathwell)
writes:
> I haven't been following the ST market lately. Can anyone tell me
>what new commercial software and hardware has become available? What's to
>be expected in the future? Thanks!
>
> >> Mark <<

Well Mark I hope you are good at reading lots of numbers but this is what thier
is.....0000000000000000000000000000000000000000000000000000000000000000..:-)..

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3973. Re: New C-lab Falcons, anyone have details?

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3qqv8k$qjs@golem.wcc.govt.nz>
Source record: 164441

In article <D9Lo9E.3E9@bath.ac.uk>, ma2ljg@bath.ac.uk (L J Greenhalgh) writes:
>Does anyone have any concrete info on the new Falcons
>which C-lab are hoping to show at the Spotlight show?
>
>
>In interviews in Atari World C-lab have mentioned:

Yes it looks like you would have to Rob a Bank to pay for them.
the current C-Labs model is way way over priced at $3000us in fact
AEO stated that is was some $1200us over priced...

This was the difference if you brought a Atari Falcon and upgraded
it to the C-Labs standard....

>Also mentioned in the first press releases from C-lab are:
>
> 68040 based models,

And what crappy OS with it use..???

> ultra cheap 299 UKP models.

Dream on, this was the Dump price to get rid of them, I doubt
that they will ever be that price again...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3974. Re: Quantum Maverick 540S Access speed

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3qqvfc$qjs@golem.wcc.govt.nz>
Source record: 164442

In article <3qpsp4$lv1@echoes.Wittenberg.EDU>, bign@fragile.termfrost.org (Todd Hogarth) writes:
>In an effort to end the ceaseless hard drive problems I've had for the
>last year, I replaced an old (and HUGE) Seagate ST-277N 28msec with a
>sleek Quantum Maverick 540S 12msec. Problem is when I run Ratehd.prg from
>the ICD Pro Utilities the Maverick has an average access time of 18msec!
>The Seagate always reported 28msec. Are drive manufacturers intentionally
>misleading buyers?

Possible 2 things, I think ICD reports average access, not track to track and
disk caching can stuff the readings up....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

3975. Re: SM125 Advice Saught

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: aj599@FreeNet.Carleton.CA
Message-ID: <D9ML7J.H9t@freenet.carleton.ca>
Source record: 164443

I posted the comment about the SM125 which I am using right now.
While the monitor is about the same size as the SM124, the usable
area of the screen is almost an inch wider than any SM124 that
I have seen (dozens of them). I also get better screen clarity
from the SM125 than the SM124, and spent about 1000 hours on it
while writing a book over 4 years. It also has a swivel base, which helps improxxxx improve
readability. I still believe it is worth 50% more than
an SM124. Why Atari didn't continue marketing it is anybody's guess.
Logic doesn't prevail in their marketing or lack of it.
If you can buy one go for it. . . . Bob
--
. . . Bob Southern Ottawa Canada aj599@freenet.carleton.ca

3976. Re: The CD-Rom question

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FFEDFCURUP@dksoft.ping.dk>
Source record: 164444

In <3qmmd0$2b1@imp.demon.co.uk> Steve Found wrote:

>
> It would be interesting to know just how many people who own Atari's
>have and use CD-Roms... And what they use them for....
>
>Does anybody have this sort of info ??
>

I got 4 CDROM drives. (one connected to my PC though).. One drive is a 6
disc drive which is connected to my BBS. The other two are connected to my
Falcon where i use them for graphic and music.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

3977. Re: CD player for NEC drives?

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FFEDFCUUUP@dksoft.ping.dk>
Source record: 164445

In <1995May31.175027.14673@ccc.amdahl.com> -8151 548 Roger Burrows wrote:

>>CDAUDIO that comes along with ExtenDos works fine. I have it running here
>>on my Falcon with my NEC 3xspin drive.
>>
>>Greets
>>Kim
>>
>Just a minor clarification: CDAUDIO comes with ExtenDOS Pro, not with
>basic ExtenDOS. As Kim notes, it works fine with all recent NEC drives.
>

Sorry Roger.. I never thought anyone would use the basic ExtenDos version
only 8-)

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

3978. Re: Going chimera-wards

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: dsb@cs.duke.edu
Message-ID: <3qr9tr$6jo@duke.cs.duke.edu>
Source record: 164446

From the Holy Book of <Pine.SUN.3.91.950603193923.1824A-100000@nic.cerf.net>
as spake by Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net> :
> I can't even get my minixFS partition working right. It seems that
>all my decompression programs chop the file names down to 8.3 whether
>it's decompressing to the minix partition or not.

This may well be the fault of your decompression programs. If you're
using Zoo, be sure you're using a MiNT-aware version (such as
Mint/Utilities/bmintzoo.zoo from atari.archive or a mirror); similarly
for tar (Mint/Utilities/tar-1112.zoo from same). I'm not aware of any
MiNT-aware versions of any other decompression programs.

> So I'm just wondering...what is step "numero uno"? I have MiNT
>1.12, and have a basic understanding of the mint.cnf file. What do I get
>next? Not MiNT+Net, I hope, because net-070 is just the sources. [...]

No, the binaries are in there; they just aren't named the way you
expect. Look in net-070 for net/sockdev.xdd (the socket device driver),
net/drivers/*.xif (the interfaces), and everything in tool/ that isn't a
source file (they don't have .ttp extensions, but they're executables).

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

3979. Re: New C-lab Falcons, anyone have details?

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3qrdbi$hn9@sphinx.Gsu.EDU>
Source record: 164447

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:

: Yes it looks like you would have to Rob a Bank to pay for them.
: the current C-Labs model is way way over priced at $3000us in fact
: AEO stated that is was some $1200us over priced...

: This was the difference if you brought a Atari Falcon and upgraded
: it to the C-Labs standard....

: > 68040 based models,

: And what crappy OS with it use..???

: > ultra cheap 299 UKP models.

: Dream on, this was the Dump price to get rid of them, I doubt
: that they will ever be that price again...

Please, Roger - stop writing bullshit. In MausNet one guy just yesterday praised the C-Lab Falcon II, and thought it's very well worth its price. Speaking of "crappy OSes", think of Windoze/DOS, use it, and realize how great TOS 4 is to use, after all... I realized this all too well, after having to work around the clock with Windows Word Perfect 6.1 for one week. It doesn't help much, if you have great software - if your OS makes using it feel like a Stephen King's novel! Unrecoverable application errors, four (!) messed up floppies, out-of-memories (with 8 Mb RAM..), AARRGGGGHHHH!!!

And as my experiences from the Mac-side haven't been too bright either - we have all reasons to wish C-Lab, the EAGLE, Medusa, MacMagiC, and the others best of luck =-) ! I can only pity those who have believed the commercial MicroSoft-propaganda, and changed their horses. Are they happy now? Some probably are, but...

Lord, I miss my Falcon (5 months without it, using Windows and Mac...) !!

Greetings,
Tommi

3980. f/s Falcon Speed

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D9MvMF.4wB@ridgecrest.ca.us>
Source record: 164448

I now have a PC for any abuse or punishment I might need.
Anyone interested in Falcon Speed for 125.00 U.S.
E-Mail me and I'll respond. Interesting trades considered
for Atari hardware or software.

MIke :)
****
Falcon w/Mighty Sonic-32megTTRam,14MegST Ram,FPU
Plextor 4XCD,2-540LPS Quantums,1-Segate Hawk 1gig-n-Toad 4-Bay
IDEK 5017,1084C,NEC3D,Sony SRS-D2PC,TelevEyes/PRO Genlock
VideoMaster Falcon,Epson Stylus 720,ApexMedia,JVC SVHS GR-SZ7
LatticeC5.6,Kobold,Devpac(&DSP),ImageCopy,DA's Vector,TrueImage
4meg1040ST/2.06ToshXM2100ACD,DX2/66,AutoCAD/R12,Animator,Renderman
USR 144. Beautiful Girl Friend.
****

3981. Dextros and BSS Debug?

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D9Mvow.4yE@ridgecrest.ca.us>
Source record: 164449

Lexicor in the States has said that BSS Debug and Dextros have been
delayed due to BSS working on a Jag game. If this is true does
anyone active (grin) in this area have additional information
on their expected release date? Is Expose getting close to release?

MIke :)
****
Falcon w/Mighty Sonic-32megTTRam,14MegST Ram,FPU
Plextor 4XCD,2-540LPS Quantums,1-Segate Hawk 1gig-n-Toad 4-Bay
IDEK 5017,1084C,NEC3D,Sony SRS-D2PC,TelevEyes/PRO Genlock
VideoMaster Falcon,Epson Stylus 720,ApexMedia,JVC SVHS GR-SZ7
LatticeC5.6,Kobold,Devpac(&DSP),ImageCopy,DA's Vector,TrueImage
4meg1040ST/2.06ToshXM2100ACD,DX2/66,AutoCAD/R12,Animator,Renderman
USR 144. Beautiful Girl Friend.
****

3982. France Falcon Accelerators?

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D9Mvtr.51C@ridgecrest.ca.us>
Source record: 164450

The ST Format issue 71 contains an article about the Paris Atari show. Included is a brief statement about a Falcon accelerator from Turtle Bay called the Alligator 030 that runs at 42MHZ. They listed the price at L200 (about 300 U.S.). Does anyone have information about installation and hardware compatibility? Do you have to carve the bird to install it? I also read something about Compo's Afterburner. Compo in the U.S. said that project was shelved. Has it been reborn? There was also mention of a 040 for the TT. That sounds like fun too!

MIke :)

****
Falcon w/Mighty Sonic-32megTTRam,14MegST Ram,FPU
Plextor 4XCD,2-540LPS Quantums,1-Segate Hawk 1gig-n-Toad 4-Bay
IDEK 5017,1084C,NEC3D,Sony SRS-D2PC,TelevEyes/PRO Genlock
VideoMaster Falcon,Epson Stylus 720,ApexMedia,JVC SVHS GR-SZ7
LatticeC5.6,Kobold,Devpac(&DSP),ImageCopy,DA's Vector,TrueImage
4meg1040ST/2.06ToshXM2100ACD,DX2/66,AutoCAD/R12,Animator,Renderman
USR 144. Beautiful Girl Friend.
****

3983. Re: EPS graphic editor

Newsgroup: comp.sys.atari.st
Date: 1995-06-04 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3qrkkjroq1@perth.DIALix.oz.au>
Source record: 164451

Dave Brook (dave@MBHA.demon.co.uk) wrote:
: Can anyone out there suggest a good vector graphic editor? I need to create
: and modify EPS graphics (with colour) from Illustrator etc. Is there
: anything that will run well on a TT?

: All help/suggestions gratefully received...

G'day Dave, I don't know about using it on a TT (although I'm sure it will work OK) the package to get is AVANT Vector... Don't know the current version but I KNOW that ver 1.2 in/exports both EPS & CVG files as my mate swaps CVG over to EPS and vise versa for me and thats what he does it with....

Good luck, regards
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

3984. Substation: Ordering?

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: Conan Ford <ford@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.91.950605195240.71039C-100000@srv1.freenet.calgary.ab.ca>
Source record: 164302

Does anyone have ordering instructions for the game Substation? I have the demo (both those labelled European and US from Genie), but the text files do not indicate anything as to cost (although they do give a contact). Does anyone have this information.

Thanks

3985. Re: Best HD format/driver program.

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199506050203.a23658@iz.maus.de>
Source record: 164303

In <D9JAnw.BD@ssbunews.ih.att.com>, j_l_v_almkerk@ns-nl.att.com ("J.L. van Almkerk") wrote:

JVA>What is currently the best harddisk driver program available for the
JVA>TT ?

IMO it's HuSHI which is distributed by Hard & Soft.

cu...Ole

Ole_Pahl@iz.maus.de (no messages >16kB!) AX.25: DK1LP@DB0RDB.#SLH.DEU.EU
Ole_Pahl@chicago.shnet.org

3986. Re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: naina@technet.sg
Message-ID: <3quv7f$3q@raffles.technet.sg>
Source record: 164304

Doug Little (dlittle@nest.demon.co.uk) wrote:
: General! We have intercepted a coded Imperial message from the Lerwick
: system!
:
: >> I love the way you guys take this thread seriously!
:
: CL> Heh, me too. I'll have to get an Oric to add to my list of odd,
: CL> bizzare, and rare computers I've owned at one time:
:
: CL> an Apple Lisa 2/10
: CL> a TRS-80 model 4p
: CL> a TRS-80 Color Computer II
: CL> an original Compaq luggable computer
: CL> and a Franklin Ace 1000

: CL> Soon to be added to the list: An Apple III!

: Remember the Dragon-32?

: :)

: Doug.

: ��
: Black Scorpion Software Developments ������ Falcon030 & Jaguar
: ��
: Doug Little Neil Stewart Nick Hesketh Dave Encill
: ��

: --

Certainly brings back memories of a time when there alot more variety to
choose from. Remember the following?

Sinclair ZX81
Jupiter Ace
Oric 1
Acorn Atom
Sinclair Spectrum
Dragon 32
Amstrad CPC
Memotech
Spectravision

Mattel Aquarius
Tandy Coco
Acorn BBC
Adam
Oric Atmos
Sinclair QL (aka Queue Hell)
MSX
Samsung Einstein
Colecovision Adam
Bally Z-grass
Pico
Elan Enterprise (aka Flan, aka Samurai) (Interesting aside: the Elan
engineers reverse engineered the Antic chip while designing the Elan)

3987. Can I get SLIP software for my Atari

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: vivian@zeta.org.au
Message-ID: <3qukiq$ovj@godzilla.zeta.org.au>
Source record: 164305

Is there SLIP software available for my Atari STE?

Thanks

Vivian

3988. Q:How do I upgrade the me

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: slc.dennis.bishop@muskrat.hi.net
Message-ID: <9506060000003709@muskrat.hi.net>
Source record: 164306

It = to a 1040ST, not a STe.

... Do you mind if I invoke privacy?
___ Mountain Reader II - #Demo 001

3989. Greek ST Users Wanted !!

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: slc.dennis.bishop@muskrat.hi.net
Message-ID: <9506060000013710@muskrat.hi.net>
Source record: 164307

Sorry, this ST user lives in Hawaii.

... I have full diplomatic accesss.
___ Mountain Reader II - #Demo 001

3990. FLASHBACK...

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AAB4F8.07830025BC.uuout@tippy.com>
Source record: 164308

The Jag version should be out in August. A friend of mine who played
the SNES version said I should get it as it is a great game.

... To keep your milk sweet, leave it in the cow.
___ Mountain Reader II - #00000095

3991. Going chimera-wards

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <6ee_9506060105@flight.org>
Source record: 164309

In message #757, AUBURN PLACER COUNTY - TA writes:

> I can't even get my minixFS partition working right. It seems that
> all my decompression programs chop the file names down to 8.3 whether
> it's decompressing to the minix partition or not.

Its probably the programs fault, you need a commpression program that is
aware of minixFS.
---------------------------- -//- ----------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

3992. Sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <6ef_9506060105@flight.org>
Source record: 164310

In message #767, EDWARD BAIZ writes:

> JS> Anybody ever seen an Atari 1450XLD? That was a RARE computer
> JS> indeed. It did have an internal 5.25" drive, internal
> JS> 300bps modem and internal speech synthesizer though. Circa
> JS> 1983 I think.
>
> A friend of mine had one of those, I think. I am not sure, but I
> remember that it was a little bigger than the Atari 1200.

I think there is a GIF of one at Umich...
--------------------------- -//- --------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
--------------------------- -//- --------------------------

3993. Dextros and BSS Debug?

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <6f0_9506060105@flight.org>
Source record: 164311

In message #773, MICHAEL GROVE writes:

> MIke :)
> **
> Falcon w/Mighty Sonic-32megTTRam,14MegST Ram,FPU
> Plextor 4XCD,2-540LPS Quantums,1-Segate Hawk 1gig-n-Toad 4-Bay
> IDEK 5017,1084C,NEC3D,Sony SRS-D2PC,TelevEyes/PRO Genlock
> VideoMaster Falcon,Epson Stylus 720,ApexMedia,JVC SVHS GR-SZ7
> LatticeC5.6,Kobold,Devpac(&DSP),ImageCopy,DA's Vector,TrueImage
> 4meg1040ST/2.06ToshXM2100ACD,DX2/66,AutoCAD/R12,Animator,Renderman
> USR 144. Beautiful Girl Friend.
> **

<DROOL!!> ;)
---------------------------- -//- ----------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

3994. Re: HBS 640 T28 Accelerator

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: lasse.carlsson@lc-studio.ct.se
Message-ID: <ftn_2.203.203.6_2fd2ea9c_Lasse.Carlsson@lc-studio.ct.se>
Source record: 164312

To: All

A friend of mine has difficulties with his 28mhz acceleratorcard. His laserprinter HP3 won't work in 28mhz mode. Is there anyone of you out there who have had the same problem or a solution? He bought it from Germany (he lives in Sweden) so the distance also is a problem.

Your sincerely,
Lasse

(UUCP Dialup connection)

3995. Re: France Falcon Accelerators?

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_2fd381ef_Magnus.Kollberg@p11.straight.ct.se>
Source record: 164313

In a message michael grove wrote to All :
mg> The ST Format issue 71 contains an article about the Paris Atari
mg> show. Included is a brief statement about a Falcon accelerator from
mg> Turtle Bay called the Alligator 030 that runs at 42MHZ. They

Never heard about it but there is several accelerators in the pipeline with a very interesting from SoundPool that will speed up your falcon's CPU/FPU/DSP to 40MHz *and* have fastram. The price I have heard is about $200 U.S. Very nice indeed if it's coorect. It will also include a sceen expander.:))

mg> listed the price at L200 (about 300 U.S.). Does anyone have
mg> information about installation and hardware compatibility? Do you
mg> have to carve the bird to install it? I also read something about
mg> Compo's Afterburner. Compo in the U.S. said that project was shelved.
mg> Has it been reborn? There was also mention of a 040 for the TT.
mg> That sounds like fun too!

I think (I have seen the advertising in a german mag) GE-Soft have taken over the Afterburner and have it ready now. Afterburner will come in 3 differnet models. Afterburner 040 Falcon, Afterburner 040 ST and Afterburner 030 Falcon.

cheers,
Magnus Kollberg

(UUCP Dialup connection)

3996. Re: Will MajicMac run on Power Mac?

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: mss@xs4all.nl
Message-ID: <3qvu06$6ea@news.xs4all.nl>
Source record: 164314

bjr2@Ra.MsState.Edu (Brian J. Roland) writes:

>Has anyone tried running the MajicMac ST/STe emulator on a Power Mac?
>A catalogue I have describes the emulator as fully functional with all
>68030 based Macs...but says nothing about Power Macs that use the new
>RISC processor. If it works...please let me know cuz I'd like to pick that
>little gem up for my Power Mac.

>Brian

Sorry Brian, but the answer is "no". In a few months there will also be a
version for the PowerMac. (MagicMac uses direct 68040 access, and is
therefore incomatible. The RISC processor EMULATES the 68040)

Greetings, mss@xs4all.nl

3997. Re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: naina@technet.sg
Message-ID: <3quv9r$3q@raffles.technet.sg>
Source record: 164315

CALLUM LERWICK (CALLUM.LERWICK@flight.org) wrote:
: In message #945, DOUG LITTLE writes:
:
: > Remember the Dragon-32?
: >
: > :)

: I've heard of it, the proccessor it uses has an assembily opcode called
: "SEX", other than that I know nothing about it... I don't belive it ever
: made it over here to the US...
: ---------------------------- -//- ----------------------------
: Internet: CALLUM.LERWICK@flight.org
: | note: the views expressed by this user are strictly his/her own.|
: | the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
: ---------------------------- -//- ----------------------------

The Dragon 32 was very much similiar to the Tandy CoCo, using the same
6809 cpu.

3998. Re: Psygnosis Games.. - R E A D -

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-0506952225270001@tdw.vip.best.com>
Source record: 164316

In article <3qtmsr$rko@hermes.louisville.edu>,
sebelt01@starbase.spd.louisville.edu (videogame) wrote:

> Is Psygnosis still in business? If so I need their e-mail address/phone..
> If not, is their software now free? If so, can someone send some to me
> (using msa, perhaps?) If not (free), would someone like to send me some
> using msa (and of course, erase your own copy).
>
> I particularly enjoyed playing Bratticas (sp?) on a friends 520. Will
> this software (and other Psygnosis games) run on a 1040STe? Even if no, I
> still have my old 520 handy!
>
> P L E A S E contact me if you have some Psygnosis games or info.\

YES! They are very much alive. Sony have either bought them out, or made a
substantial investment, and therefore they are developing what look like
some very cool games on the Sony Playstation.

I don't have any number or an address, but you can contact Psygnosis's
technical manager Jim Drewry at jdrewry@psygnosis.com

Regards,

Alex

--
Something wonderful IS happening!

TECNATION DIGITAL WORLD
236 Hamilton Avenue, Level 2
Palo Alto, California 94301, U.S.A.
Tel: (415) 327-4332 Fax: (415) 327-1910
http://www.tecnation.com

3999. The Eagle

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: Denesh.Bhabuta@adlib.centron.com
Message-ID: <ce1_9506060650@centron.com>
Source record: 164317

Hi EDWARD. You wrote to All:

EB> Does anyone know any places that sells the Eagle? I would like to
EB> get some information on it as well as the price.

Gasteiner are supposed to get stocks... you can contact them on:

+44 0181 345 6000

-Danny
danny@micros.hensa.ac.uk, dbhabuta@cix.compulink.co.uk,
Denesh.Bhabuta@adlib.centron.com, and more...

---
* Kivi 1.37a * Register Shareware ... you know it makes sense...
+--+
| Standard disclaimer: The views of this user are strictly their own |
| ===> Sent via CC-NET BBS [centron.com] +44-1473-273246 <=== |
+--+

4000. Re: MiNT and X troubles

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199506051809.a23695@iz.maus.de>
Source record: 164318

```
In <3qq77s$jf5@gti.gti.net>, azog@gti.gti.net (azog) wrote:

A>the server could not find the fonts directory.

Look into the /usr/lib directory - it shouldn't contain an 'x11' but
an 'X11' folder.
()()
cu... Ole (..)
-------Cut here---------------oOo-\/-oOo---------------Cut here------
#
# MINT.CNF
#
setenv HOSTNAME ST
setenv LOGNAME root

CON=u:\dev\console
PRN=u:\dev\console

cd u:\

setenv UNIXMODE /-ru
setenv PATH \usr\local\bin,\bin,.
setenv HOME \home\root

sln d:\bin u:\bin
sln d:\etc u:\etc
sln d:\lib u:\lib
sln d:\man u:\man
sln d:\pub u:\pub
sln d:\tmp u:\tmp
sln d:\usr u:\usr
sln d:\usr\home u:\home

exec \usr\local\bin\kbd
exec \usr\local\bin\pty
INIT=\usr\local\bin\xinit
```

4001. Re: BBS Programs...Octopus

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199506051822.a23696@iz.maus.de>
Source record: 164319

In <Pine.ULT.3.91.950603233319.9299H-100000@zeus.towson.edu>,
mmcgow1@zeus.towson.edu (Mark McGowan) wrote:

MM>What is Mag!C?

A multitasking operating system.

cu...Ole

Ole_Pahl@iz.maus.de (no messages >16kB!) AX.25: DK1LP@DB0RDB.#SLH.DEU.EU
Ole_Pahl@chicago.shnet.org

4002. Re: Atari S3M player?

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199506051827.a23697@iz.maus.de>
Source record: 164320

In <199506012208.a31530@a2w.maus.de>, Ian Taylor @ A2W (Ian Taylor) wrote:

IT>*Anyone know of an S3M mod player for the MSTE?*

Playing S3M MODs on a MSTE wouldn't be possible because it's too
slow. I think only a TT or Falcon030 offers enough performance,
but I have never seen a player for these machines anyway. :-(

cu...Ole

Ole_Pahl@iz.maus.de (no messages >16kB!) AX.25: DK1LP@DB0RDB.#SLH.DEU.EU
Ole_Pahl@chicago.shnet.org

4003. Re: Scanner driver for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: Gerhard_Huber@la.maus.de
Message-ID: <199506050634.a58828@la.maus.de>
Source record: 164321

Hallo,

we have scannerdrivers for the mustek paragon und the hp-scannjet. This work on SCSI-TT, SCSI-Falcon und ACSI with hostadapter.

Greetings
Gerhard

4004. FalconSpeed for sale!

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: h54118@sakura.kudpc.kyoto-u.ac.jp
Message-ID: <h54118.802365317@sakura>
Source record: 164322

Dear Falcon owners,

I have a Falcon Speed AT emulator for sale:

It has a 16 MHz 80286 CPU with a Norton factor up to 12 and
includes EGA/Vgamonochrome graphics emulation.
It runs Windows at 256 colors with a special driver (all included)
and reaches a quite satifactory speed in doing so!

It just plugs into the direct processor expansion slot of the Falcon -
all you have to do is remove a jumper blocking one of the rows of pins.
You can make one partition DOS bootable and the TOS partitions are fully
accessible for DOS too.

I used the emulator to port stuff written in PureC to TurboC, testing it
on the run and the same machine... Now however, I got a separate Pentium,
so I really don't need the Falcon Speed anymore...

I paid about DM 400.-- a couple of months ago (Deutsch Marks that is) -
offers are welcome; just drop me a mail.

Regards,

Christian Goltz
Kyoto, Japan

4005. Re: France Falcon Accelerators?

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2fd2ee30_Christian.Mittendorf@ostkupan.ct.se>
Source record: 164323

> From: michael grove <mgrove@owens.ridgecrest.ca.us>
>
Hej!

> have to carve the bird to install it? I also read something about
> Compo's Afterburner. Compo in the U.S. said that project was shelved.
Compo's Afterburner was now announced by GE-Soft in Germany, the makers of the Eagle. It's prized 1500,- DM and they also announced an 030 board for our bird. And at least they said that they work on an Afterburner for the ST series.

I don't know when and if these products will be available. But hopefully do they make it now.

mvh,
chris

(UUCP Dialup connection)

4006. Re: Atari history

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3qtl88$94c$1@mhadf.production.compuserve.com>
Source record: 164324

>>> Ironically, it may be the Tramiel's exit from the stage that may save Atari
>>> for us.

>>Amen..!!

> Have I missed something, or have the Tramiels (watch the punctuation lads!)
> left Atari?

Umm..no... unfortunately not. It was just someone opining that Atari leaving the computer scene leaves the market open for other third-party producers to take over with things like the C-Lab Falcon II and clones like the Medusa and Eagle.

The Tramiel family is still firmly "in control" at Atari.

(Incidentally, since the "exit" belongs to the Tramiels, the use of the posessive apostrophe in the first quoted line is correct, is it not..?)

BobR

4007. Re: Rolling Ronnie game

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3qtlno$94c$2@mhadf.production.compuserve.com>
Source record: 164325

> He really would like the whole game, but I can't seem to find it anywhere.
> Can anyone steer me in the right direction? We haven't got an Atari store
> here so I can't just order it.

It may be a long shot, but try calling Toad Computers in Maryland.. if it's
still available, they may have it. (410) 544-6943

BobR

4008. Re: Anybody Remember the old Lucasfilm games?

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: hohmuth@irs.inf.tu-dresden.de
Message-ID: <3qthof$6rt@irzr17.inf.tu-dresden.de>
Source record: 164359

In article <3qjn51$42n@ionews.io.org>, Eric March <diehl@bonk.io.org> wrote:

> Ballblazer (renamed to Masterblazer) was converted to the ST by Rainbow
> Arts, and I must say, it's quite bloody great. I ain't sellin' it though.
> :-)

I disagree; compared to Ballblazer, Masterblazer really sucks.

Too bad that I once exchanged my good ol' 130XE+goodies for a 9 needle
dot matrix printer.

:-)

Michael
--
Email: hohmuth@inf.tu-dresden.de
WWW: http://www.inf.tu-dresden.de/~mh1/

4009. Psygnosis Games.. - R E A D -

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: sebelt01@starbase.spd.louisville.edu
Message-ID: <3qtmsr$rko@hermes.louisville.edu>
Source record: 164360

Is Psygnosis still in business? If so I need their e-mail address/phone..
If not, is their software now free? If so, can someone send some to me
(using msa, perhaps?) If not (free), would someone like to send me some
using msa (and of course, erase your own copy).

I particularly enjoyed playing Bratticas (sp?) on a friends 520. Will
this software (and other Psygnosis games) run on a 1040STe? Even if no, I
still have my old 520 handy!

P L E A S E contact me if you have some Psygnosis games or info.

4010. Cubase Audio & Peavey SP/SX II

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: michaelk@pacifier.com
Message-ID: <3qtu8g$8u7@news.pacifier.com>
Source record: 164361

I have been unsucessful for over a year in trying to get Cubase Audio to record when I have my Peavey SP/SX II sampling unit in the SCSI chain. I know my termination & I.D.'s are correct. I believe after trying many combinations that the problem either resides with SP/SX or the my Hard Drive.

Within 4 measures after I begin to record everything stops and I get the Message: "HD SCSI Timeout check SCSI connections, ID's & Terminations". ICD Pro indicates the problem this way:
"M SENSE: $29 (8,0)" which means "Power on or reset or bus device reset occurred" with 8 being the ID for the 540meg.

My set-up:
is Atari-Falcon with 80 meg IDE to a Maxtor
230 meg SCSI to a Maxtor 540 meg fast SCSC II (this is the drive I use for hard-disc recording -- using 2 230meg partitions) to 105meg SyQuest to a Glyph cd-rom to the SP (BTW it is 25 pin) to finally the SX (25 pin) which has to be one end as it is perminately terminated.
The 540 meg performance specs are:
Model MXT-540SL
8.5ms avg read, 9.0ms avg write
256KB buffer
6300RPM
transfer rates to 10Mbytes/sec

Now having everything connected as above allows me to play back recorded material but NOT record, UNLESS I take the SP/SX II out of the SCSI chain then everything works fine. My SCSI cabling is no more than 8 feet in total length so that shouldn't be a problem. I've changed replace cabling.

I should mention when I have the SP/SX connected to the SyQuest drive or even with the full chain the SP/SX has no problems communicating via SCSI with the SyQuest.

Has anyone else got experience with the SP/SX and Cubase Audio -- how does it work? Or could my problem be thermal recalibration which only causes problems somehow with the SP/SX or maybe that drive cannot handle that many SCSI items?? I just don't know....(help).

--
---
pacifier.com - Vancouver's Public access Internet (206) 693-0325
telnet or dial the above and type "new" at the prompt to register

4011. Re: PAPYRUS PROBLEM

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3qtvtc$5v5@sphinx.Gsu.EDU>
Source record: 164362

Mr Craig P Drummond (ee11cd@surrey.ac.uk) wrote:
: Hi,

: I have a serious problem with Papyrus.

: The problem is that when fonts are displayed on screen or printed out, they
: are too large. i.e. 12pt Dutch Roman comes out about 14pt. And the screen
: display does not always reflect the printed version! I've had a similar
: problem with Kandinsky - this was solved using it's 'Screen settings' dialogue
: to change some of Speedo's settings, however Papyrus has no equivalent
: dialogue.

Yes it does; have you optimized your screen output for Signum- or
GEM-fonts? For vector fonts, you also have to use the GEM-setting. The
"Signum" -setting may be default (can't remember though..) - so if you
haven't changed it, the WYSIWYG (otherwise good in Papyrus) doesn't work..
It might have been the "compatibility" -dialogue box, where you can set
this.

: exams for my degree so I haven't used Papyrus for about 2 months. But I
: now have to write a report for my project and hand in 3 copies within 10-days!
: So, as you can probably appreciate, I'm most annoyed!!!

I know the situation - I had to create and print a HUGE project (about
150 pages w. lots of graphics) with Papyrus. With version 3.5x I had
some problems, but 3.64 worked great.

: The version of Papyrus I'm using is 3.58, and I'm using NVDI3.01

Haven't tried NVDI 3 yet...

: Thanks for any advice

Good Luck =-) !!

Tommi

4012. WTB: Lattice C, Other Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: sbostw1@umbc.edu
Message-ID: <3qu2f3$ig6@news.umbc.edu>
Source record: 164363

WANTED:

Lattice C
Any/all books on Atari/GEM C Programming

GAMES:
Starflight
Starflight II
(on the cover of the Amiga version it says 'ST Version' so I assume somebody out there must have this. Addicted to it!)

HARDWARE:

Syquest 44m or 88m Removable HD
AdSpeed 16MHz Accelerator (1040STf)

Please reply ASAP if you have any of the above items, reguardless of your location. A friend of mine is going to Sweden July 16th, so if you are Swedish and want to sell me something above, he can pick it up & pay for it then. He will be in a town called 'Shimrishamn' (spelling might be incorrect, my apologies).

4013. TRADE: Printer(s) for CD-ROM Drive <US>

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Jy0d9sQ.lmcclure@delphi.com>
Source record: 164364

Now that I have a laser printer in the house, my three dot matrix printers are sitting idle, so it is time to trade them for something I will use.

That something I am looking for is a SCSI CD-ROM drive. An external unit is preferred, and I single speed drives will be considered. The main criteria is that they work with an ICD AdSCSI+ host adapter on an STe, and hopefully with the SCSI controller on my Amiga as well.

Here is what I am offering in trade:

Printer Model	Approx. Cash Value
Panasonic 1091i	$75
Star NX-1000 Rainbow (color)	$80
Citizen GSX-140 (w/ color kit)	$175

Most of you are likely familiar with the Panasonic and Star models mentioned. The Citizen is a very nice 24-pin printer, with loads of features. If I were going to keep any of these printers, it would definitely be this one.

All these printers are in very good condition, and include original manuals and boxes (although the Star is missing the styrofoam packing blocks for some reason).

Unless someone offers me something like a Toshiba quad-speed external for all three printers, I will be offering the ones that don't get traded off at a later time for other goods.

Of course, I will always accept cash.

--
==========
Think having you car bird-bombed is bad? Just be glad dragons aren't real.
==========LMCCLURE@delphi.com==========

4014. Re: PAPYRUS PROBLEM

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3quf7k$o1@percy.cs.bham.ac.uk>
Source record: 164365

gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) writes:
>Mr Craig P Drummond (ee11cd@surrey.ac.uk) wrote:
>: The problem is that when fonts are displayed on screen or printed out, they
>: are too large. i.e. 12pt Dutch Roman comes out about 14pt. And the screen
>Yes it does; have you optimized your screen output for Signum- or
>GEM-fonts? For vector fonts, you also have to use the GEM-setting. The
>"Signum" -setting may be default (can't remember though..) - so if you
>
>: The version of Papyrus I'm using is 3.58, and I'm using NVDI3.01
>
>Haven't tried NVDI 3 yet...

It works very well with NVDI 3.02. Papyrus has some problems if you
use it with Screenblaster on a Falcon, as it appears that SB sets
peculiar pixel dimensions in *certain* video modes. Not high
resolutions, nor low resolutions, but *some* resolutions in between.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

4015. Re: PAPYRUS PROBLEM

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGART.DE
Message-ID: <3quh0d$91t@info4.rus.uni-stuttgart.de>
Source record: 164366

In <3qtd52$fk0@info-server.surrey.ac.uk> ee11cd@surrey.ac.uk writes:

> Hi,
>
> I have a serious problem with Papyrus.
>
> The problem is that when fonts are displayed on screen or printed out, they
> are too large. i.e. 12pt Dutch Roman comes out about 14pt. And the screen
It seems you are using a bitmap font. Try to use a vector font family.

Regards,
Gerd

(If you REALLY want to use bitmap fonts you have to know that GDOS bitmap fonts
and Signum bitmap fonts assume different screen resolutions. You can set up
papyrus to display one of these correctly but not both. Choose (the right) one.)

gerd@theo2.physik.uni-stuttgart.de G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

4016. Partition Copy

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: Bob Brown <bob@earthlight.co.nz>
Message-ID: <Pine.SUN.3.91.950605211456.16871A-100000@earthlight.co.nz>
Source record: 164367

[Refer: My E drive is poked]

Hi there,
I'm still trying to reclaim my E drive from the clutches of
evil. I picked up a program called Partition Copy
(wuarchive.wustl.edu:/systems/atari/umich.edu/Diskutils/partcopy.lzh)
which is meant to copy one partition to another. Unfortunately, it seems
to be a quick hack and i'm not sure what to supply for the parameters.

My hard drive (Megafile 60) is split into 4 partitions, C (10MB), D
(30MB), E (10MB) and F (10MB). If I can copy the entire contents (image)
of F to E, maybe I can reclaim my space ...

Here's the prompts the program provides.

Enter source SCSI device:
Enter source SCSI unit:
Enter starting sector:
Enter destination SCSI device:
Enter destination SCSI unit:
Enter starting sector:
Enter length:

Now, when I supply 0 for all the parameters (except 1 for the length), I
get told this,

SOURCE: device 0 lun 0 sector 0
DEST: device 0 lun 0 sector 0
copy length 1

Now for the questions: Has anyone used this program before?
What the heck is a lun?

Thanks in advance ...

Bob Brown, \|/ ____ \|/ bob@earthlight.co.nz
9 Severn St, @~/ ,. \~@ Don't Panic, rb1@mercury.tekotago.ac.nz
Mosgiel, Otago, /_(__/)_\ and don't forget Bob Brown@3:770/540
NEW ZEALAND __U_/ your towel! +64 3 4895575 (voice)

4017. Re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3qujb4$idm@inca01.inca.co.nz>
Source record: 164368

Doug Little (dlittle@nest.demon.co.uk) wrote:
[snip]
> ... People are
> going to end up spending as much on their computers as they do on their
> cars!

...and that's a bad thing? ;-)

4018. Re: PAPYRUS PROBLEM

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3qulpo$7qq@whitbeck.ncl.ac.uk>
Source record: 164369

In article <3quf7k$o1@percy.cs.bham.ac.uk>, C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
|> It works very well with NVDI 3.02. Papyrus has some problems if you
|> use it with Screenblaster on a Falcon, as it appears that SB sets
|> peculiar pixel dimensions in *certain* video modes. Not high
|> resolutions, nor low resolutions, but *some* resolutions in between.

Don't use ScreenBlaster, use FalconScreen. FS is more compatible
(it even works with MiNT-X!!!). It was supposed to go comercial, but I've
not heard from the author in over a year, so I don't know what happened?

Craig.

__ _
| \ | | / | Watch this space - something wonderful
|_/ A T A \/| N C E R T A I N / is happening on 'Distant Earth' ?
------------------------------- o ---------------------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

4019. Re: Chimera... A few questions...

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3qun0f$qe6@epsilon.qmw.ac.uk>
Source record: 164370

On schrist@io.org, Stephen M. Christian (schrist@io.org) typed away:
: Good Question. They files have been sent to Hensa. My understanding is
: they're testing the programs and updating the "light" docs. (So that they
: have a full understanding - for the questions that will probably arise.)

In a couple of weeks, when I get back from the Swedish show, they will
be up on HENSA. Look out for them around the 20th of this month. I
know you can't wait that long, but please be patient. I now have with
me some things to add to the docs, and a UK keyboard map file.. these
will be added to the archive.. I am ATM quite busy preparing for the
Swedish show too... and all this has to be done in my spare time..

Regards
Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

4020. STe system for sale

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: dshorr@draper.com
Message-ID: <1995Jun5.110814.15347@draper.com>
Source record: 164371

I have the following STe system for sale:

Atari 1040STe with 4 MEG of RAM and ICD's AdSpeed STe 16MHz accelerator
Atari Megafile 30 hard disk drive
Atari SC1224 color monitor
Atari SM124 mono monitor
Atari SMM804 dot matrix printer
Spectre 128 Mac emulator cartridge with ROM chips and v3.0 software
Supra 2400 baud modem
Amiga/Atari mouse
Commodore Amiga A10 speakers
CodeHead Utilities, CodeKeys, EdHak, HotWire, Interlink, Lookit/Popit,
Multidesk Deluxe, SpeedoGDOS, and Warp 9

Will sell entire system for $600 OBO.

Dave
dshorr@draper.com

4021. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3qurm7$pul@macondo.dmu.ac.uk>
Source record: 164372

```
richcsst@crash.cts.com (Richard John Kelsch) wrote:
>Alan Parker (se2ap@dmu.ac.uk) wrote:
>: I just got this demo and after managing to find enough room on my
>: hard disk I ran it. OK, it's fairly impressive and the music is
>: great, but then it locks up on the green tunnel with people doing
>: handstands. I know it's not a memory problem as I boot with nothing
>: else loaded. So it's a disk speed problem. My disk is quite fragmented
>: but even so I don't think there is any excuse for the demo locking up.
>: As a coder I know that it would not be difficult to make sure it never
>: crashes even if it couldn't get the data quick enough. It would just have
>: to go out of sync to the music. Later on it might be able to resync. I
>: suppose it could be a corrupted download but it dearchived perfectly so
>: I suspect the disk is the problem.
>
>I had the same problem. The demo hates SCSI drives. Copy your demo to
>the IDE and it works fine. The speed isn't an issue as my SCSI does 1.8
>meg a second and my IDE only 680K. I almost deleted the demo thinking it
>was lame, but a little critter in my head said "try the IDE" and loe and
>behold it worked! If you do not have an IDE drive, then you're screwed.

I do have an IDE drive! 170mb internal drive, can't remember who the
manufacturer is. My drive is quite fragmented, but I've tried it on four
different partitions in the hope that one wasn't too fragmented and it
didn't work. I think it must be my drive is just too slow and there's
nothing I can do about it, except get a new drive :-(

Alan.

--
/--------------------------------------------\
| From: Alan Parker |
| E-mail: se2ap@dmu.ac.uk |
| WWW: http://www.cms.dmu.ac.uk/~se2ap/ |
| System: Falcon030 4mb/170mb FPU |
\--------------------------------------------/
```

4022. [Q] [Falcon] Where can I get Epidemic Demo?

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3quspf$pul@macondo.dmu.ac.uk>
Source record: 164373

Hi,

I would like to get a copy of the Epidemic Demo by EKO. I know there is a copy going around, but it's corrupted. Does anyone know where an uncorrupted version is????

Thanks.

Alan.

--
/--\
| From: Alan Parker |
| E-mail: se2ap@dmu.ac.uk |
| WWW: http://www.cms.dmu.ac.uk/~se2ap/ |
| System: Falcon030 4mb/170mb FPU |
\--/

4023. Re: FaST Club & Imagecopy

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: vctec@westminster.ac.uk
Message-ID: <D9pKH0.F51@westminster.ac.uk>
Source record: 164374

Marco Greppi (greppi@monviso.alpcom.it) wrote:
: We are in June and nothing has happened.
: Has someone already got in troubles with the people at FaST Club?
: I'll appreciate any comment.
: Thank YOu.

ST Club are quite good when it comes to sending out orders... or at
least they are with sending me stuff...

You can try emailing them on stclub@cix.compulink.co.uk.

Regards
Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
danny@micros.hensa.ac.uk; dbhabuta@cix.compulink.co.uk, vctec@wmin.ac.uk,
HENSA Mode: pddanny, syspds, postmaster, pdnews @micros.hensa.ac.uk

----->>>>>THIS MESSAGE FROM vctec@wmin.ac.uk<<<<<-----

4024. Re: FS: Atari Hardware & Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: rodwells@delphi.com
Message-ID: <Zc1c9IW.rodwells@delphi.com>
Source record: 164375

HI CHRIS

do you still have the MegaSTE? if so, would you take $300.00 for it..

rod wells

4025. Dead Keys (Was Lost My Control Key???)

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: st39@bton.ac.uk
Message-ID: <D9p3I6.Ezr@bton.ac.uk>
Source record: 164376

Terrance R Redding (p003445b@pbfreenet.seflin.lib.fl.us) wrote:
: My Mega STe seems to have lost its control key. That means I can't use
: pine for on-line messages. Is there a way to fix the Mega STe and get
: the control key to function again?

The same sort of thing has happened to me, but with the space bar
instead. That means I can't use my Atari for much really :/ Is there a
way to fix these problems (I have cleaned the keyboard etc...) - or a
cheap place that sells keyboards?
--

Stephen Ticehurst /\
s.ticehurst@bton.ac.uk \/ Atari STe + Mag!x + Ease = a happy user!
=-=-=-

4026. Re: FaST Club & Imagecopy

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: st39@bton.ac.uk
Message-ID: <D9p5AE.Gw5@bton.ac.uk>
Source record: 164377

Spencer Davies (Spencer.Davies@mettav.exnet.com) wrote:
: Out of the ether, the following was mentioned by Marco...:

: MG> I ordere (with advanced payment...) some stuff from FaST Club in
: MG> March. We are in June and nothing has happened.
: MG> Has someone already got in troubles with the people at FaST Club?
: MG> I'll appreciate any comment.
: I've never had any problems with FaST Club.

: Why not try mailing them at stclub@cix.compulink.co.uk

Better still, have you tried phoning or writting to them??????
--

Stephen Ticehurst /\
s.ticehurst@bton.ac.uk \/ Atari STe + Mag!x + Ease = a happy user!
=-=-=-

4027. Re: About LaTeX (was: Re: My newish PM61

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950605.172301.10@powerslv.demon.co.uk>
Source record: 164378

In message <3qnaq6$jkm@newshost.uni-koblenz.de> Christoph Oberle wrote:

> Right, but which graphics software allows you to import
> and export EPS-files on the ATARI? AFAIK only Arabesque II,
> and this is no cheap peace of software.

Doesn't CVG2EPS do this? It did last time I looked (OK - to an
intermediate format, but plenty of software can use .CVGs)

--
Cheers __
| /\ |\ |
\/ \/ | \|

4028. Re: FaST Club & Imagecopy

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Jun5.112235.312@genrad.co.uk>
Source record: 164379

In article <3qpdu2$c90@galileo.polito.it>,
greppi@monviso.alpcom.it (Marco Greppi) writes:

>I ordere (with advanced payment...) some stuff from FaST Club in March.
>We are in June and nothing has happened.
>Has someone already got in troubles with the people at FaST Club?
>I'll appreciate any comment.

I ordered Imagecopy from FaST Tuesday last week with a cheque and
received it on Friday, so I think you're order must have just been mislaid.

Paul

4029. Re: UNITERM manual needed!

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950605184449.18604A-100000@sigge>
Source record: 164380

On 1 Jun 1995, Lee Johnson wrote:

>
> Hi...
>
> So, i want to use UNITERM, because i require VT100 mode..
> I have the program, but can't find any files for the manual...
> Can someone explain to me how to get ahold of this, where to connect to?

Uniterm files can be found all over the place,

but for starters you could press the "Help button", this will leed you to
a screen full of command listings and a Gem-Menubar. If you shop around here
for a while I suppose you'll find the vt100 settings.
Press 'Q' to get back to the terminal..

<Alt-Capslock> toggles <Alt> between "Metakey" and "Alternate" modes.

Hint:
All your defaults should be saved in files called "uniterm.*"
(The program will provide the extenders)

Hope you get your manual soon :)

// Jens M Andreasen

4030. Re: New C-lab Falcons, anyone have details?

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: Rod McCall <rmccall>
Message-ID: <3qutp7$q5s@dux.dundee.ac.uk>
Source record: 164381

If C-Lab do relase a 299 machine then I hope that it ISNT the dreaded 1 meg model!!!

Basically they'll have to either try and fiddle 2 or 4 meg in for this price.

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

4031. Compton CDs on ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <3qvmfi$b8@NNTP.MsState.Edu>
Source record: 164382

I've read somewhere that there is a program available on Genie that allows ST and FAlcon users access to Compton M.O.S.T. format CD ROMS. Is that the same system I frequently see long infomercials about...with the neat interactive games and learning programs? If so...is it the same on the ST or are you only allowed still graphic and text interfaces? Finally, if someone like myself, who isn't on Genie and doesn't intend on doing so wanted to check out this program...where could I find it?

Thanks...
Any tid bits of information on using CD ROM with an ST would be appreciated.
Brian

4032. Will MajicMac run on Power Mac?

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <3qvmos$b8@NNTP.MsState.Edu>
Source record: 164383

Has anyone tried running the MajicMac ST/STe emulator on a Power Mac?
A catalogue I have describes the emulator as fully functional with all
68030 based Macs...but says nothing about Power Macs that use the new
RISC processor. If it works...please let me know cuz I'd like to pick that
little gem up for my Power Mac.

Brian

4033. WANTED: Remote FS Editor

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: Matti_S._Koskimies@net-mac2.edvz.uni-linz.ac.at
Message-ID: <2275866.ensmtp@net-mac2.edvz.uni-linz.ac.at>
Source record: 164384

Please answer to this message via Email to mkosk@freenet.hut.fi !!

I need a FullScreen Editor for my BBS... it should meet the following
requirements:

1) It should work remotely, naturally, and preferably with VT52 or ANSI or
both

2)It should be able to take the filename as a parameter from the command line

3) There should be a possibility to restrict the user from loading in any
other files into the editor

4) It should also be possible to enter the amount of characters per line in
the command line, before the line is wrapped.
So, if you know of such an editor, please (pretty please) tell me where I can
get hold of it... I'd really appreciate it!! :)

Thanks for your help!

Matti Koskimies
mkosk@freenet.hut.fi

4034. Re: Anybody Remember the old Lucasfilm games?

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: diehl@r-node.io.org
Message-ID: <3qu6il$66n@ionews.io.org>
Source record: 164385

Michael Hohmuth (hohmuth@irs.inf.tu-dresden.de) wrote:

: I disagree; compared to Ballblazer, Masterblazer really sucks.

Are you kidding? The graphics are enhanced, there's more to it (in terms of things to do outside of the actual game) and it plays just as well. What's to complain about? Nothing here... the gameplay is identical to the 8-bit version. (And I've played _both_ versions to death and beyond)

: Too bad that I once exchanged my good ol' 130XE+goodies for a 9 needle
: dot matrix printer.

: :-)

I want another 8-bit. I miss some of those old games that never got done on the ST... Alley Cat, Spelunker, Alternate Reality (The ST version if this stunk) and so on... *sigh*

: Michael
: --
: Email: hohmuth@inf.tu-dresden.de
: WWW: http://www.inf.tu-dresden.de/~mh1/

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

4035. Re: Psygnosis Games.. - R E A D -

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3qucle$d60@golem.wcc.govt.nz>
Source record: 164386

In article <3qtmsr$rko@hermes.louisville.edu>, sebelt01@starbase.spd.louisville.edu (videogame) writes:
>
> Is Psygnosis still in business? If so I need their e-mail address/phone..
>If not, is their software now free? If so, can someone send some to me
>(using msa, perhaps?) If not (free), would someone like to send me some
>using msa (and of course, erase your own copy).
>
> I particularly enjoyed playing Bratticas (sp?) on a friends 520. Will
>this software (and other Psygnosis games) run on a 1040STe? Even if no, I
>still have my old 520 handy!

For one thing you can't MSA a copy protected disk and its illegal over there..

But you can copy all you like here as long as no money is invoved, we even have software hire shops here...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4036. Re: Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3qudl5$5ga@whitbeck.ncl.ac.uk>
Source record: 164387

In article <802147194.0@mettav.exnet>, Graham.Irvine@mettav.exnet.com (Graham Irvine) writes:
|> HLW> v.3. Version 3 has a lot of new features and it may very well become
|> HLW> THE operating system for Atari computers.

Hmm. MagiC is very good, but not THE operating system....

|> HLW> It has all the features of MultiTOS v.1.08b (plus more), and it's a

I think all is a bit of an overstatement. It has some, but not all.

|> HLW> lot faster and more stable.

That, at least is true. But it has to be said that if you can get your mits on AES4.1, then you'll find that multiTOS isn't really bad at all, it's just that the released version sucks. AES4.1 is a very nice enviroment - still not as fast as MagiC, but it makes fewer compromises as it runs over MiNT.

|> Does it support Loadable File systems (minix) ? Networking facilities and
|> installable device drivers ?

It does, but from what I hear, they aren't MiNT compatible - MiNT has a C level interface to devices & filesystems, MagiC has an assembler level interface. This makes the MagiC system go faster, but also makes things a little harder to write (what - and MiNT devices were easy to write in the first place?)
This means that minixFS needed re-writing for it, and there is not mint-net compatible TCP/IP at all.

I'm waiting for the MiNT compatible version of Geneva myself......
(esp. as MagiC still doesn't run on a Falcon) - or even MiNA if Martin Oseika ever finishes it.

Craig.
(running AES4.1, using GEM based FTP, feeling smug)

```
__ _
| \ | | / | Watch this space - something wonderful
|_/ A T A \/| N C E R T A I N / is happening on 'Distant Earth' ?
------------------------------- o ---------------------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

4037. Re: MiNT and X troubles

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3qudvb$5ga@whitbeck.ncl.ac.uk>
Source record: 164388

In article <3qteg5$jia@gti.gti.net>, azog@gti.gti.net (azog) writes:
|>
|> Ok, as above, twm starts. I press the launch mouse button, and
|> choose to start an xterm; the hard drive accesses and my cursor
|> turns into the wait icon, but that's the end of it. It never
|> starts an xterm. Nor will it start any of the other programs on
|> the menu.
|>
|> Now, does twm need to run as it's own process (twm &), or can
|> it just be invoked via .xinitrc as twm? Or do I need to exec twm
|> (or exec twm &)? I tried out one or the other, but forget what
|> "real" X needs...
|>

This is a problem with twm (on all platforms). You must not start twm
as the first process after X, or it just won't work reliably. What you
should do is

xvt &
twm

And don't use bash - it's to big, use Ash. Xvt is a low resource usage
Xterm replacement.

Another tip - junk twm altogether and use Fvwm. It looks like OSF Motif,
gives you multiple virtual scrolling desktops, button bars, icon managers,
loads of other goodies and still uses less memory than twm.

- like, I can run Fvwm, GoodStuff & Chimera on a 4Meg machine at 864*638

Craig.

-- _
| \ | | / | Watch this space - something wonderful
|_/ A T A \/| N C E R T A I N / is happening on 'Distant Earth' ?
------------------------------ o ---------------------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

4038. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: sos@sos.shn.com
Message-ID: <FFFWCIBCUP@sos.shn.com>
Source record: 164389
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3qt7fl$8g7@golem.wcc.govt.nz> steve wells wrote:

>] > Sorry for my bad english, but what's a POM?????
>]
>] A 'Pom', as in 'pommie' is usually used to refer to someone from England,
>] normally in a derisive or down-putting way as in "Whinging Pom" (probably
>] originated due to an English tourist/immigrant who complained about
>] everything) or "Pommie B'stard".
>
>It's taken from the letters POHM which is short for "Prisoner Of Her
>Majesty" which was on all the prison clothing they had to wear.

:-)
Thanks. I prefer to write 'island monkeys' for the english people....
:-)))))

SOS

--
Forgot a smiley somewhere? Sorry. :-) :-)) :-(:-}
PGP key available on request.
--
*** UPOINT 'medium' ***

4039. Re: Speech synthesizer (for falcon or compatible)

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: mcandrew.d.w%wec@dialcom.tymnet.com
Message-ID: <1995Jun5.125924.15650@tron.bwi.wec.com>
Source record: 164390

In article <3qt781$8g7@golem.wcc.govt.nz>, wells_s@kosmos.wcc.govt.nz says...
>
>] I have dwnloaded the spesch.tos program form archive.umich.edu , but it
>] sounds awful: you can't understand a whole sentence.
>] But i have also dled a little program called SMOOTHTALKER. This one
>] sounds really great, but it keeps on crashing on my falcon030. Does anyone
>] know of a newer version of this program, or even a special falcon030
>] speech sythesizer. After all, the falcon has great sound capabilities.
>] I think it's a great application, if people can understand what's said.
>
>Smooth-talker only worked on pre-TOS 1.6 machines. Pity, as it gave
>pretty good speech.
>
>WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
>Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

What about Backwards?? Wouldn't that help out, perhaps?? (You know, the software that makes the Falcon more compatible to those written before TOS version 4.0x.)

4040. Re: New C-lab Falcons, anyone have details?

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3qvq3v$jnm@news.iesd.auc.dk>
Source record: 164391

In article <3qutp7$q5s@dux.dundee.ac.uk>, Rod McCall <rmccall> writes:
> If C-Lab do relase a 299 machine then I hope that it ISNT the dreaded 1 meg
> model!!!
>
> Basically they'll have to either try and fiddle 2 or 4 meg in for this
> price.
>
> Rod

Agreed. A one megabyte Falcon isn't much worth.

Keep Cool and Flying...

ChainXOR...

4041. Re: Wanted

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: keiths@pavilion.co.uk
Message-ID: <3r0062$ohh@fitzherbert.pavilion.co.uk>
Source record: 164392

slc.dennis.bishop@muskrat.hi.net (Slc.dennis Bishop) wrote:

>I have a user in S.Calif. that wants to do programming on a 1meg ST,
>so I am looking for GFA BASIC / C / or any of the other programming
>laganges for use on the ST. Please reply if you have anything. I am
>on a fixed income, so the price needs to be low.

>
Think that Sozobon is the best C compiler for small STs as it is
freeand not too big. If he wants to later he could get the GNU C but
that will mean a memory upgrade.

If he wants Sozobon then get the Heat and Serve version. It is easier
to set up than the old and has a few improvements in it. If you have
no luck getting it then I could send it to you. There is a sort of
Basic on the free discs that came with the Atari, but I could never
get the hang of it!

Keith
100:1011/12.0
2:254/108.12

4042. Help :HP Scanjet Plus

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: Rod McCall <rmccall@mcs.dundee.ac.uk>
Message-ID: <1995Jun5.220251.17500@zippy.dct.ac.uk>
Source record: 164393

I presume this is a colour flatbed scanner?+

Is there a driver for the ST/Falcon? (I have a falcon).

Finally what is the quality of the scans like?

Rod

4043. Re: Anyone use PC emulators?

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D9q3JM.CKF@cix.compulink.co.uk>
Source record: 164394

In message <Pine.ULT.3.91.950524211417.4428A-100000@mars>,
jens-and@dsv.su.se said:

> For C you can use standard ANSI packages, they are the same on all
> platforms (ehrm, almost..), for Pascal I suppose you mean the "turbo"

I regularly help out a near neighbour with his C and C++ problems. He uses
Turbo C(++). Although I have 3 ANSI C compilers and 1 C++ compiler
installed over various Atari and PC systems - I generally come unstuck.

Basically his interpretation of ANSI C (and his lecturer's for that matter)
include a *lot* of Borland specific stuff. Its all pretty obvious - but
its a pain to have to hack the code to make it compile - especially as it
either has compile time or run time errors anyway!

We generally end up using his system - even though it seems less rigorous
than the GCC compiler I favour.

Roland.

@CiX

4044. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: Rod McCall <rmccall>
Message-ID: <3qusf4$q5s@dux.dundee.ac.uk>
Source record: 164395

I tried the Humans demo today, is it RGB only?

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

4045. Our Respects to Hendrik Mylius

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3qva8r$k3t@epsilon.qmw.ac.uk>
Source record: 164396

It is with great sadness that Chris and I bring you the bad news of
Hendrik Mylius's death.

I myself only found out about this on Friday 3 June, from Manfred
Ssykor. No exact date is known, but it is thought to be around 2 - 3
weeks ago. I think this is about when he stopped posting on Usenet.

Very few details are known about his death.

The posting is being made as a mark of respect to Hendrik, who was very
active in here. I can't think of one person who didn't like him. He was
very helpful and friendly.

I never personally met him, but we had become good friends over the
net. He even posted on csas that he considered me to be his friend...

I don't know what else to say... I still feel empty when I think about
it. I'll miss him. :-(I'm sure many people will too.

You are all invited to pay your respects to him, here, in this thread.

Good bye Hendrik

Denesh Bhabuta
Work: danny@micros.hensa.ac.uk
Cix: dbhabuta@cix

Although I only knew Hen for the relatively short time whilst he was on
the Internet, I feel as though I have lost a good friend. I can only echo
what Danny said about him being a helpful and friendly guy.

We were always having a laugh and a joke about things through email and
I regret that I missed the chance to meet him in real life.

Goodbye Hen.

--Chris

Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

4046. kivi

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: richard.good@almac.co.uk
Message-ID: <8AAB4CD.02D300CC9E.uuout@almac.co.uk>
Source record: 164397

Hi danny,
Can you send me some info on the latest version of Kivi and where to dl from and how to register. I tried ftp to hensa but was unable to make sense of the directorys and file locations.

I have read a number of articles from you in ST applications, what about an article around accessing hensa for us who are new to the internet and FTP. IE: what files should i dl first to get an updated index and file locations?

Its great to find some one activly supporting Atari.
Cheers Richard

*Richard.And .His..2.5meg...STE. *
point of origin Kinross.

EMAIL Richard.Good@almac.co.uk

4047. WTB:Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <h+4d9IX.ckormos@delphi.com>
Source record: 164398

I would like to buy Loom and Fool's Errand for the ST.
Must include all the boxed papers.
E-mail me here if you want to get rid of it.

4048. Re: For sale: Spectre GCR

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: guard10@delphi.com
Message-ID: <p+6cd0Q.guard10@delphi.com>
Source record: 164399

Jeff Apolis <japolis@boulder.earthnet.net> writes:

> Spectre GCR 3.0 complete, unregistered, with roms, system software and a
>big bunch of disks of utilities and programs to get you
>started........$100 obo
>

Jeff, I am intested in your GCR. Let me know if it is still available?

4049. Re: ACSI, 'CCC Learning Station' -- help, please...

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: naina@technet.sg
Message-ID: <3quvst$3q@raffles.technet.sg>
Source record: 164400

Allen D Householder (adhst2+@pitt.edu) wrote:
: I just acquired a couple of 1040STfm's, and they came with monitor stands
: which are labeled 'CCC Learning Station'. Apparently they were from a
: middle school down south somewhere. On the underside of these stands is
: a box, about 6" x 8" or so, labeled as:

: ACSI Model II
: PCB Rev

: There is an 8-bit DIP switch and three female sockets which accept Atari
: HD cables (one on the same side as the DIP, two on the other).

: Does anybody know what these are, and what I can do with them?

: Could this be some kind of file server system?
: --
: See ya,
: Allen

: - Allen Householder --- adhst2+@pitt.edu -- http://www.pitt.edu/~adhst2 -

The CCC learning system was a turnkey educational multimedia system that
uses the ST as a front end to a mini-based server. The courseware runs on
the ST, which is downloaded from the mini-server. I believe they use the
cart port to interface the St to the server. The system also comes with a
central controller ST for the teacher to monitor the students progress
and has the ability to remote control the other STs from the main ST.
Sort of like the now-defunct Plato learning system.

Try to see if you can also buy the server and the associated software and
coursware. This is a rare find, IMHO.

4050. Re: Germans buying up Obsolete Computer Systems..

Newsgroup: comp.sys.atari.st
Date: 1995-06-05 00:00:00 UTC
From: naina@technet.sg
Message-ID: <3qv03m$3q@raffles.technet.sg>
Source record: 164401

Harald Schoenfeld (mppi76@cd4680fs.rrze.uni-erlangen.de) wrote:
: >In <3nl0tn$f4b@golem.wcc.govt.nz> Roger Sheppard.. wrote:
: >>*** Escom now has Amiga ***
: >>
: >>Well after all this stuff with the Germans and the Falcon,Medusa Eagle
: >>thing they now have the Amiga...
: >>
: >>Does this meen that Germans don't know how to make and develope Computers..???

: No, it just means, Germans are less addicted to Microsoft products than
: Americans...
: --
: Harald Schoenfeld (IRC Nick: Equinoxe) | Lifeforms,
: Harald.Schoenfeld@rzmail.uni-erlangen.de | tiny little Lifeforms

It also means that the Germans know innovative technology when they see
one. They don't follow lemming-like after the Gatesmeister either.

4051. ZIP Drive & External CD ROM

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: dhbutler@stat.mps.ohio-state.edu
Message-ID: <3r32jt$qgm@osustat.mps.ohio-state.edu>
Source record: 164152

I have a ZIP drive and Media Vision CD Rom (both SCSI) wihich I use on my Macintosh PowerBook, and would like to use them on my ST as well. Apparently my ICD hard-drive driver is too old to properly support these devices. I checked GEnie and the Umich archives without any luck in an attempt to find the newer versions. Can someone please point me in the correct direction?

Thanks much,
-->
|-! -David Butler- dhbutler@osustat.mps.ohio-state.edu

||| // -Kaleidoscope woman
/ | \ \// in rhinestoned levi's jeans
dancing in the sunset
sketching day's last scene- - Willie Phoenix -

4052. Re: BBS Programs...Octopus

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FFGRAGUUUP@dksoft.ping.dk>
Source record: 164153

In <Pine.ULT.3.91.950603232749.9299G-100000@zeus.towson.edu> Mark McGowan wrote:

>I'd really appreciate it if you could do that for me.

Someone did send it a few messages back, so i guess you wont need me.
The name of the BBS is Dataline. Talk to the sysop. He is very friendly.

>
>>
>> As far as i know Qbbs has been updated and should now work on the Falcon.
>> But i fear you have to call out side your country for this BBS.
>
>Maybe I didn't get the latest version...I don't know. I went into the
>editing program and when I attempted to exit after modifying things, I'd
>get a couple of bombs and be thrown back out to GEM.
>

I stopped using Qbbs about half a year ago. But i know alot have changed
since that.
I'm now using Octopus.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

4053. Re: Our Respects to Hendrik Mylius

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: erichall@io.org
Message-ID: <3r34hf$4l8@ionews.io.org>
Source record: 164154

I'm stunned! Not so much by the announcement of Hendrik's passing, but more by my reaction to it. I _feel_ it and it saddens me greatly and I'm desperately trying to figure out why.....

I didn't _know_ Hendrik. Well, not in any sense that makes any sense! I mean I've never met him face to face, I've never spoken to him on the phone or even exchanged private Email with him. I didn't know his age, his race, his marital status, his political leanings, or his interests aside from the topic of this newsgroup, all the things that we generally use to pigeonhole people so we can say with some confidence "I _knew_ him".

BUT.... in some other, indescribable, and very unsettling way, I did indeed _know_ him, as he was a very visible member of a _family_ that I've spent part of my day with every day for the last 22 months, since I got my account on the net.

I'm truly going to miss him!

Eric

4054. Re: Falcon bombs with HD disks

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3r37oe$1pm@cxc1.cl.msu.edu>
Source record: 164155

cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

>I've a Falcon with TOS 4.02 and have found a rather nasty little bug.
>Get a ***PC*** formatted high density disk, slam it in drive A: and try
>to copy a FOLDER full of files onto it.
>On my system it gives me 2 bombs everytime. Even when using programs
>like Kobold. Only happens with PC formatted disks, not with disks
>formatted with the Desktop. Also tried it on a TOS 4.01 and 4.92 and
>same error, 2 bombs.

Same thing happens on my TOS 4.02 machine at work when attempting to work
with disks formatted with DOS 6.x, yet formatting the disks on the Falcon
and taking them to the same PC works fine.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

4055. Re: TOPLINK/Gasteiner

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: Peter_Missel@ll.maus.de
Message-ID: <199506061931.a283@ll.maus.de>
Source record: 164156

>I don't think they make it, I'm pretty sure it's manufactured in
>Germany. Anyone know exactly *who* makes it ??????

The TOPLINK adaptors are made by GE-Soft, Germany, also making the Eagle TT
clone.

bye, Peter

4056. Re: Our Respects to Hendrik Mylius

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: alpldbia@hydra.zrz.TU-Berlin.DE
Message-ID: <3r14u2$ln6@brachio.zrz.TU-Berlin.DE>
Source record: 164157

In article <3qva8r$k3t@epsilon.qmw.ac.uk>,
D.Bhabuta <efac001@alpha.qmw.ac.uk> wrote:

>I don't know what else to say... I still feel empty when I think about
>it. I'll miss him. :-(I'm sure many people will too.

That's exactly the way I felt when I read about Hendrik's death on Mausnet.
I didn't know him personally either but he tried to help everybody whenever
he could.

Sad, Andre
--
Andre Leistner -- Materials Science/Polymer Physics student
UseNet: alpldbia@w255zrz.zrz.tu-berlin.de MausNet: Andre Leistner @ B

4057. S.Lai is missing!

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: janip@mail.freenet.hut.fi
Message-ID: <3r06ef$o0v@freenet.hut.fi>
Source record: 164158

I need to get in touch with S.Lai as soon as possible!

Creator/Aggression. (creator@xgw.fi)

--
Creator / Aggression
----
janip@freenet.hut.fi

4058. Re: So what's new on the ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fd40736_Tom.Thomason@fpc.ct.se>
Source record: 164159

On 04 Jun 95, Roger Sheppard.. shot this through the ether to All ...

>> what new commercial software and hardware has become available? What's
>> to be expected in the future? Thanks!
RS>
RS> Well Mark I hope you are good at reading lots of numbers but this is
RS> what thier
RS> is.....0000000000000000000000000000000000000000000000000000000000000000
RS> 000..

Which only goes to show the level of your painfully obvious ignorance!

Tom

(UUCP Dialup connection)

4059. Wanted

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: slc.dennis.bishop@muskrat.hi.net
Message-ID: <9506071355093726@muskrat.hi.net>
Source record: 164160

KS> Think that Sozobon is the best C compiler for small STs as it
KS> is freeand not too big.

Anything I can get for him would be of a help, I'm not a programmer myself, I used to try with the old 8-bit Atari Basic and would lose it in there. Would you know of a good book about C? I understand that a programer uses something like ST Writer to make the file and then compile it? I'm in the dark about a lot of this.

I thank you very much. My address is:

Dennis Bishop
85-373 Plantation Rd.#5
Waianae,Hi.96792

... Mr Garibaldi, it's a big universe.
___ Mountain Reader II - #Demo 001

4060. Re: PAPYRUS PROBLEM

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: Volker_Ricke@hh2.maus.de
Message-ID: <199506061734.a11162@hh2.maus.de>
Source record: 164161

Hi Craig,

MCPD>The problem is that when fonts are displayed on screen or printed
MCPD>out, they are too large. i.e. 12pt Dutch Roman comes out about 14pt.

Witch printer driver are you using?
The papyrus author, Christian Nieber, may be reached under
chris@buran.fb10.tu-berlin.de, but he's got low time because papyrus 4 is under
development.

bye, Volker

4061. Re: Atari S3M player?

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199506062221.a32320@a2w.maus.de>
Source record: 164162

Ole Pahl (Ole Pahl @ IZ) wrote on 05.06.95:

>Playing S3M MODs on a MSTE wouldn't be possible because it's too slow.
I have tried a player called octalyse for the STE. My MSTE can play
its 8 track octalyse format mods, apparently it will also run on an
8MHz STE.

Do 8 track S3M modules need so much CPU power?

Ian_Taylor@a2w.maus.de Sorry no email over 16KB :(

4062. re: demos of dextrous and thought!

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1716dlittle@nest.demon.co.uk>
Source record: 164163

General! We have intercepted a coded Imperial message from the Dilworth
Patton system!
PDP> From: darmok@leland.Stanford.EDU (Philips Dilworth Patton)
PDP> Anyone know where I can find them? (DEXtrous is a desktop
PDP> replacement for Falc)...

Phone Titan on 0121-693-6669

Doug.

[illegible]
[illegible] Black Scorpion Software Developments [illegible] Falcon030 & Jaguar [illegible]
[illegible]
[illegible] Doug Little [illegible] Neil Stewart [illegible] Nick Hesketh [illegible] Dave Encill [illegible]
[illegible]

--

4063. Re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3r1h9l$m6r@dux.dundee.ac.uk>
Source record: 164252

Gaven Miller (gmiller@inca.co.nz) wrote:
: Doug Little (dlittle@nest.demon.co.uk) wrote:
: [snip]
: > ... People are
: > going to end up spending as much on their computers as they do on their
: > cars!

: ...and that's a bad thing? ;-)

Call me a sexist old fart, but I've yet to see a woman impressed by
a fast CPU. You can say "come and see my big red sports car",
however "come and see my 68030, with MMU" doesn't seem to carry the
same sex appeal.

Rod
--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

4064. Re: New C-lab Falcons, anyone have details?

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3r1he8$m6r@dux.dundee.ac.uk>
Source record: 164253

L J Greenhalgh (ma2ljg@bath.ac.uk) wrote:
: >> If C-Lab do relase a 299 machine then I hope that it ISNT the dreaded 1 meg
: >> model!!!
: >>
: >> Basically they'll have to either try and fiddle 2 or 4 meg in for this
: >> price.
: >>
: >> Rod

: Here's my suggestions for an ultra cheap Falcon.

: 2meg minimum.

: Redesign the casing, the Atari casing is hideous, and seems to
: me to be designed to bring on premature RSI.

: Make the casing black

: Remove cartridge port/TV ariel port to save costs.
: Remove SCSI-II interface to cut costs, IDE only.

: SIMMS instead of the stupid Atari system. Typical Atari,
: puts SIMMS in the STE, everyone loves them, then reverts
: to its own system for the Falcon. System should be able
: to support 2,4,8 and 14 meg configurations.

: 32KHz 030.

: 299 UKPS

: avaliable yesterday.

Available yesterday?

but yes all you have said is essentially true. It would be able to
compete with the Amiga more easily.

Oh yes and get them to include MiNT 1.12 and AES 4.1. The performance
of the machine improves no end.

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

4065. FaST Club & Imagecopy

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: sven.bornemark@p56.dada.ct.se
Message-ID: <ftn_2.200.136.56$fidonet.org_2fd3a434_Sven.Bornemark@p56.dada.ct.se>
Source record: 164254

Hi Marco,

> I ordered (with advanced payment...) some stuff from FaST Club in
> March. We are in June and nothing has happened.
> Has someone already got in troubles with the people at FaST Club?
> I'll appreciate any comment.

I sell Atari software in Sweden, and I've dealt with FaST Club for almost a year now.

FaST Club is, in my opinion, a very reliable business partner. What I order on a Monday usually arrives here before Friday the same week. Last summer I once got a message saying "Sorry for not delivering immediately, but we're short of staff during July".

I got the stuff ten days after my order.

Something obviously went wrong with your order, Marco. Call Paul Glover on +44-1159 45 52 50 and tell him your story. I'm convinced he'll set things straight immediately, and with an excuse attached.

If not, write me an email about it.

Yours sincerely

-Sven-
Sven Bornemark Musik
Lergodsv 79, S-238 40 OXIE, Sweden. +46-40 54 54 54
sven@dada.ct.se | 2:200/136.56 | 90:1102/116.56
Hot software from the cold north

(UUCP Dialup connection)

4066. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Jun6.140053.1960@cathy.ijs.si>
Source record: 164255

All this talk about how great the demo is, and nobody bothered to mention
it doesn't work on VGA. I carted megabytes of this stuff home (had to clear
space on my HD so it would fit, too), and there in the readme file it says
RGB only!

gah.
--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

4067. Re: Papyrus and RTF

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3r1k76$7ee@percy.cs.bham.ac.uk>
Source record: 164256

pite@linnea-grind.stacken.kth.se (Tomas Nilsson) writes:
>Oh, and then there is the problem with the Swedish characters - how can I
>easily convert special characters between different ASCII-standards.

RTF doesn't encode using ASCII, it uses either Mac or ANSI encodings
(set at the beginning of the RTF file). I've transferred RTF files
with accents and umlauts in from Papyrus into WordPerfect 6 on a PC,
so I assume it works.

The only things that don't seem to work in Papyrus 3.66 are importing
tables and graphics in RTF.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

4068. ATARI STe 1040

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: karaoglu@bus.netas.com.tr
Message-ID: <karaoglu-060695171231@193.140.187.79>
Source record: 164257

I am looking for a HD for ATARI STe 1040 or a control card which can be

interfacing any HD.

e-mail:karaoglu@bus.netas.com.tr

4069. Re: Q:How do I upgrade the me

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3r1ppm$q24@m1.cs.man.ac.uk>
Source record: 164258

In article <327_9506040105@flight.org>, CALLUM.LERWICK@flight.org (CALLUM LERWICK) writes:
>Blitter chip standard, improved keyboard (no more of that "mushy"
>feeling), etc...

I didn't know that about the e... So how come my Falcons keyboard is
just as bad as my TOS 1.0 fm?

Anthony
--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap
---

4070. Long Island AtariMeet!

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199506070457.AA052951045@relay1.geis.com>
Source record: 164259
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

June 6, 1995

Fellow Atarians!

Get a pencil and mark your calendars! Grab a phone and call your friends! On June 17th, 1995, NEAR*US will be having an AtariMeet on Long Island!

What's an AtariMeet? Well, it's a get-together with other Atarians from around the NorthEast. It's informal with guest speakers, demos, and Atari goodies to buy, sell & trade. It's where to meet people interested in Atari computers and related products. It's a place to make friends with common interests. It's a place to share information, tips and techniques. Best of all, attendance is FREE!

Our main speaker will be from Wizztronics. Wizztronics continues to support the Atari community with many products like CartMaster, Compatibility Plus, Deka 2 Keyboard interface, and the Falcon Rack. They have brand new products including the Barracuda 040 Accelerator for the Falcon 030 and are continuing work on a several new and exciting projects. This is your chance to find out all the latest, right from the source!

At this time, several other notable Atari developers/vendors have expressed real interest in attending. They represent both 8-bit and ST areas. Some have not committed as of this date, but Nir Dary of OHAUG has shipped his PAL-upgraded 130XE to Ben Poehland in Pennsylvania. Barring unforseen mail snafus, Ben plans to demonstrate this latest 8-bit upgrade which reportedly permits North American 8-bits to run European PAL software without compromising the ability to run NTSC software as well.

There will be tables available for vendors, developers & users wishing to sell and trade Atari related items. Reservations for tables are required, and a small donation is requested to help offset costs. If you are interested in reserving a table, please contact me ASAP!

If you are a vendor or developer of any Atari related products and would like to address the group and/or demo your products, there is time to make your plans right up to the day of the AtariMeet! We want to meet you and will be keeping this AtariMeet as informal as practical to accommodate all interested parties.

During the last 8 months, NEAR*US meetings have drawn Atarians from Connecticut, Massachusetts, New Jersey, New York, and

Pennsylvania. Atarians using many different platforms and with varied backgrounds and skill levels found many common interests, but all with a need for support! Finding support is what NEAR*US is about!

Jonathan C. Mordosky
NEAR*US Interim Chairman

If you need further information, would like to reserve a vender table, or represent a Atari supporting company and would like to address NEAR*US, please feel free to contact me at the following:

on GEnie: J.C.MORDOSKY
on the Internet J.C.MORDOSKY@genie.geis.com
on the IAN & NEAR*US Nets: Jonathan Mordosky
on ACUTE BBS (610) 261-0620: Feedback to SysOp
via US Mail: Jonathan C. Mordosky
P.O. Box 796
Whitehall, PA 18052-0796

What is NEAR*US?

NEAR*US is an association of 8/16/32/64 bit Atari users. It is in a continuing process of reformation. It is non-profit and self-funded. It is not affiliated with Atari Corporation, its subsidiaries or any commercial enterprise. We do not support piracy either directly or implied, or the use of computers for any illegal activity. A short history and more information about past meetings can be found on GEnie and many BBSes.

NEAR*US AtariMeet

Saturday, June 17, 1995 - 12:00 AM to 5:00 PM

Admission is FREE!

Plainview-Old Bethpage Library
999 Old Country Road
Plainview, New York USA

The Plainview-Old Bethpage Library is located in the middle of western Long Island in New York. It is located on a major roadway and is easily accessible from major highways.

Directions from the Long Island Expressway:

Take the Long Island Expressway to Seaford Oyster Bay Expressway (Rt. 135). Take the Expressway south to Exit 10 (Old Country Road). Travel east on Old Country Road about four (4) blocks, the library is on the right. It is a large library with a parking lot in front. Across the street is a large shopping area. The meeting rooms are in the basement.

Directions from the Southern State Parkway:

Take the Southern State Parkway to Exit 28AN (not 28N), the Seaford Oyster Expressway. Take the Expressway north to Exit 10 (Old Country Road). Travel east on Old Country Road about four (4) blocks, the library is on the right. It is a large library with a parking lot in front. Across the street is a large shopping area. The meeting rooms are in the basement.

---------=====>>>>> S E E Y O U T H E R E ! ! <<<<<=====---------

---

4071. Re: CD player for NEC drives?

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: elym@holly.ACNS.ColoState.EDU
Message-ID: <3r1r8h$1947@holly.ACNS.ColoState.EDU>
Source record: 164260

Kim Andersen (kim@dksoft.ping.dk) wrote:
: Sorry Roger.. I never thought anyone would use the basic ExtenDos version
: only 8-)

I already ordered the upgrade. Thanks for the help everybody.

Ely Morgan

4072. Obsession on the Amiga

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3r1s54$29r@bs33n.staffs.ac.uk>
Source record: 164261

Saw an interesting snippet in an Amiga rag this month, basically Unique Developments are converting Obsession to the A1200 and its going to have an extra table and 256 colours. So... where the heck is the Falcon version huh? :-(

RiCH

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4073. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3r1s9i$29r@bs33n.staffs.ac.uk>
Source record: 164262

Matija Grabnar (matija@sirius.ijs.si) wrote:
: All this talk about how great the demo is, and nobody bothered to mention
: it doesn't work on VGA. I carted megabytes of this stuff home (had to clear
: space on my HD so it would fit, too), and there in the readme file it says
: RGB only!

: gah.

If you had read my original post I stated quite clearly that it was RGB only.
All good demos are. VGA's just can't hack it.

RiCH

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4074. FS: Mega 4 ST system with accessories

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: Alan Shen <alansh@terraport.net>
Message-ID: <3r0ktq$4r4@capetown.terraport.net>
Source record: 164263

I have the following system for sale:

Atari Mega 4 ST w/TOS 1.4
Internal 120 MB SCSI HD (ICD Micro Host Adapter)
Spectre GCR Mac Emulator
SC1224 RGB monitor
SM124 mono monitor (swivel base)
Genius mono hand scanner
2 joysticks
original Atari mouse
TONS of software including full versions of Pagestream, Wordflair,
Arabesque, NeoDesk, etc. Lots of games too.

Cost: $600 (Canadian dollars)

I'm not sure what the current exchange rate is, but it's probably around
the $400 range in US$.

I prefer to sell as a whole, but offers will be accepted on components.
Please reply via email. Thanks.

-Alan
--
////==================----
// Alan Shen
// alansh@terraport.net

4075. Re: Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FFFWCCCDUP@zaphot.augusta.de>
Source record: 164264

In <3qudl5$5ga@whitbeck.ncl.ac.uk> "Craig. Graham" wrote:

[...]
>That, at least is true. But it has to be said that if you can get your
>mits on AES4.1, then you'll find that multiTOS isn't really bad at all,
>it's just that the released version sucks. AES4.1 is a very nice enviroment
>- still not as fast as MagiC, but it makes fewer compromises as it runs
>over MiNT.
[...]

But AES 4.1 is not available to the public! But MagiC!3.

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

4076. Re: Falcon Pc Emulators

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3r0vqi$iu5@sphinx.Gsu.EDU>
Source record: 164265

Doug Byfield (Doug.Byfield@miramax.ship.net) wrote:
: EB> Have you ever heard of the new TOS computer called the Eagle?

: The June issue of Atari World has a cover story on the Eagle, by
: GE-Soft. A run down of the specs:
: ******
: -Medium Tower case
: -68030 @32 Mhz (free upgrade to a 32/64Mhz 68040 when available).
: -32 bit bus
: -6882 FPU
: -320 Mb SCSII Hard Drive.(Up to 4 drives can be fitted internally.)
: -Super Nova Mach 64 graphics card with 2 megs of VRAM
: (capable of 1280 x 1024 256 colours, 800x600 24 bit colour.)
: -Ports:ACSI,SCSII,2 modem ports,2 serial ports,Lan,parallel,MIDI,
: VME,Rom cartridge, TT keyboard port, PC keyboard port, ST mouse
: -Memory: up to 14 megs ST ram, 256 megs TT fast ram.
: -Bus System: 8 Eagle expansion buses.
: -Tos 3.06
: -One Year Warranty

: As well, the 040 upgrade should double the speed of the 030. Running
: video in 256 colour mode is just as fast as running in 2 colour
: mode(mono). For the future, an 060 board is planned. A Falcon sound
: system and DSP board are also being worked on.

What can I say? Exactly what I need. And as it is a tradition here to
think negatively of all Atari hardware-stuff, it's easy to imagine that
in 24 hours at least someone will post here a message like this:
"It's too expensive, it isn't available in my local PC store, Macs have
already Power-PCs, bla bla bla..." ;-)

But as I said: exactly what I need. I used the (even more powerful..)
Medusa T-40 last year in Germany, and fell in love immediately. Eagle
sounds almost better, though.. It's cheaper, already as a basic version
twice as fast as a TT (German ST-Computer magazine's measurements) - and
well designed. Good luck, GE-Soft =-) !!!

Tommi

4077. Re: Will MajicMac run on Power Mac?

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3r10q6$2i3@percy.cs.bham.ac.uk>
Source record: 164266

bjr2@Ra.MsState.Edu (Brian J. Roland) writes:
>Has anyone tried running the MajicMac ST/STe emulator on a Power Mac?
>A catalogue I have describes the emulator as fully functional with all
>68030 based Macs...but says nothing about Power Macs that use the new
>RISC processor. If it works...please let me know cuz I'd like to pick that
>little gem up for my Power Mac.

The short answer is no.

This is because MagiCMac uses the PMMU in 680x0 Macs to create a
virtual memory map for Atari programs (ie it fakes Atari memory
locations). A PowerMac version of MagiCMac would need to include an
emulator for the PMMU code, and this emulation (apparently) would
result in MagiCMac for PowerMac running no faster than on 68040s.

I still think 2B should port it, however.

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

4078. Re: Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3r122i$2np@percy.cs.bham.ac.uk>
Source record: 164267

aw@zaphot.augusta.de (Arno Welzel) writes:
>But AES 4.1 is not available to the public! But MagiC!3.

MagiC!3 isn't available to the public in England. :-(

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

4079. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: Rod McCall <rmccall>
Message-ID: <3r1sn2$5i7@dux.dundee.ac.uk>
Source record: 164268

matija@sirius.ijs.si (Matija Grabnar) wrote:
>All this talk about how great the demo is, and nobody bothered to mention
>it doesn't work on VGA. I carted megabytes of this stuff home (had to clear
>space on my HD so it would fit, too), and there in the readme file it says
>RGB only!
>
>gah.
>--
>"My name is Not Important. Not to friends.But you can call me mister Important"
> - Not J. Important
>Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
>Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

You certainly not the first, and certainly wont be the last :)

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

4080. Re: MiNT and X troubles

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3r1um9$6fv@gti.gti.net>
Source record: 164269

Craig. Graham (Craig.Graham@ncl.ac.uk) wrote:
: In article <3qteg5$jia@gti.gti.net>, azog@gti.gti.net (azog) writes:
: |>

: Another tip - junk twm altogether and use Fvwm. It looks like OSF Motif,
: gives you multiple virtual scrolling desktops, button bars, icon managers,
: loads of other goodies and still uses less memory than twm.

Actually, I would rather use fvwm. I run that on my Linux (P90) and
like it very much. Is there a precompiled version of fvwm I can
find? Looked in the ~Mint/X11 directory and saw 9wm... in any
event, for now, to tweak things I'll use twm.

I got further along since then. That's usually the case: I post a
question, then go back to the problem, and usually fix it :-(
So, what happens now is that everything sorta starts fine, but
whenever I try to start an xterm, I get

error 15 errno 32 invalid handle

Here is error.h from the source of xterm:

#define ERROR_TIOCGETP 15 /* spawn: ioctl() failed on TIOCGETP */

#define ERROR_PTYS 32 /* get_pty: not enough ptys */

Dunno which number is which. Seeing that one may be get_pty, I
started about 10 pty's, but still no luck... I changed by shell
from bash to tcsh, since that seems to be more popular (when Iget
things working I'll go back to bash!). If I can find the xterm clone
I'll get that soon, maybe that'll fix me up

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

4081. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: mdg@ukc.ac.uk
Message-ID: <877@stork.ukc.ac.uk>
Source record: 164270

In article <3r1s9i$29r@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
:>Matija Grabnar (matija@sirius.ijs.si) wrote:
:>: All this talk about how great the demo is, and nobody bothered to mention
:>: it doesn't work on VGA. I carted megabytes of this stuff home (had to clear
:>: space on my HD so it would fit, too), and there in the readme file it says
:>: RGB only!
:>
:>: gah.
:>
:>If you had read my original post I stated quite clearly that it was RGB only.
:>All good demos are. VGA's just can't hack it.

"VGA's just can't hack it" - this is rubbish, there is no good reason apart
from coder laziness why demos shouldn't work on VGA - I should know I've been
very lazy myself in the past!

Don't give me any excuses like 'oh its 60hz' etc, the Falcon video hardware
can easily be made to run at 50hz on a VGA and 99.9% of monitors would have
no problems with this. The only other excuse is the 10% loss of memory bandwidth with VGA
which means you get 10 less dots on the demoscreen ;-)

>RiCH

Griff
--

4082. Re: Germans buying up Obsolete Computer Systems..

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: nggilber@cca.rockwell.com
Message-ID: <D9r8xK.Hx1@lazrus.cca.rockwell.com>
Source record: 164271

In article <3qv03m$3q@raffles.technet.sg>, naina@technet.sg (Naina Jahangir) writes:
> Harald Schoenfeld (mppi76@cd4680fs.rrze.uni-erlangen.de) wrote:
> : >In <3nl0tn$f4b@golem.wcc.govt.nz> Roger Sheppard.. wrote:
> : >>*** Escom now has Amiga ***
> : >>
> : >>Well after all this stuff with the Germans and the Falcon,Medusa Eagle
> : >>thing they now have the Amiga...
> : >>
> : >>Does this meen that Germans don't know how to make and develope
> : >>Computers..???
> : No, it just means, Germans are less addicted to Microsoft products than
> : Americans...

Escom sells the inferior "Clone" too.

> : --
> : Harald Schoenfeld (IRC Nick: Equinoxe) | Lifeforms,
> : Harald.Schoenfeld@rzmail.uni-erlangen.de | tiny little Lifeforms
>
> It also means that the Germans know innovative technology when they see
> one. They don't follow lemming-like after the Gatesmeister either.

"Gatesmeister". I like it, I like it.

The Amiga has the *best* OS and it is the *Only* home computer
that will do true multitasking. I know. I have one.
I can and do have 4 or 5 programs up at once plus about 10 or 11
small utility programs that always load and are running.
All on about 3 megs with a bunch to spare. (I have 6 Megs)
When I get on line I have running:

A Terminal program,
DiskMaster II (Dir management prog)
Final Copy II (fine Word processor)
Power Snap
Quite often a DataBase program.

All while on-line via the Terminal program.
while I'm down-loading a file I can do other things instead
of having to wait. For example. If the HD partition is getting full
(while downloading) I can go in and delete or move unwanted
files to make room for the downloaded file.

The Amiga lives and will soon be in production once again.
A new Power-PC based Amiga is the next-gen to come.

Amiga has it's roots in Atari. Atari could have had Amiga (around 1984)
but didn't take it up. They invested money into it's development
but blew the chance to own it and they realy did want to.
Too bad for them. %:^)

I like my Atari and I like my Amiga. I have owned a PC, I have owned
a Mac. I didn't keep them. I'll keep my Atari and I'll keep my Amiga.

NG

4083. Re: Our Respects to Hendrik Mylius

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: hutchinson@lanl.gov
Message-ID: <3r1vto$3h1@newshost.lanl.gov>
Source record: 164272

> It is with great sadness that Chris and I bring you the bad news of
> Hendrik Mylius's death.

This is extremely sad and shocking news, indeed.

Hendrik and I exchanged a lot of mail, information and good old gossip across the net over the last year or so. He was knowledgeable about not only computers, but people as well. As a close net-friend and frequent -intelligent- contributor to this newsgroup, he will be sorely missed.

I would very much like to have the address of his surviving family or a friend of the family to which I could write and express my sympathies.
If you can help put me in touch with them, please email me.

-Hutch- @ Fair Dinkum Tech

4084. Re: Magazines

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3r20ko$ai3@dux.dundee.ac.uk>
Source record: 164273

Matthias Hildebrandt (uugly@mcl.ucsb.edu) wrote:
: --
: -Matthias

This was a truely challenging article, I pondered for many an hour on
its hidden meaning :-)

What exactly were you saying or did you want to know?

Rod
--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

4085. re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Jun6.141459.315@genrad.co.uk>
Source record: 164274

In article <19950530.184214.28@powerslv.demon.co.uk>,
jon@powerslv.demon.co.uk (Jon Kale) writes:

> And my contribution to the strange 8-bits
>collection:
>
> --snip--
>
> Texas Instruments TI99/4a

The TI99 had a TI9900 processor which was (AFAIK) the first single
chip 16 bit processor (although it was about as powerful as a 8080!)
~~~~
> Newbury NewBrain

I remember this one. It was my first homebuilt computer! They did a
6809 upgrade version with Electronics and Computer Monthly magazine (or
something like that). It was quite a machine with 64k RAM, and stunning
graphics - 256x192 at 16 colours, mixed text/graphics at 1 million pixels
per second drawing rate (used a Thomson CSF 9365 graphics processor). That's
not much worse than the ST is it?

Paul
~~~~

4086. re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Jun6.145905.316@genrad.co.uk>
Source record: 164275

In article <1687dlittle@nest.demon.co.uk>,
dlittle@nest.demon.co.uk (Doug Little) writes:

>Computers were fun then - but now it's just getting rediculous. People are
>going to end up spending as much on their computers as they do on their
>cars!
>
>Doug.

You're right there, Doug. If I had thought that my Falcon would end
up costing the best part of 1200 quid before I started building it up, I would
have replaced my aging Ford Sierra, and would still be typing on the 50 quid
Dragon 32. :-)

Paul

4087. re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Jun6.150859.317@genrad.co.uk>
Source record: 164276

In article <51f_9505291526@flight.org>,
CALLUM.LERWICK@flight.org (CALLUM LERWICK) writes:

>I've heard of it, the proccessor it uses has an assembily opcode called
>"SEX", other than that I know nothing about it... I don't belive it ever
>made it over here to the US...

It was the mnemonic ASL that always made me chuckle sadly to myself!

Paul

4088. Falcon for sale

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: terry fishlock <terry@teco.demon.co.uk>
Message-ID: <3r24c4$cvr@imp.demon.co.uk>
Source record: 164277

I have a 4 meg falcon with 120 meg hard disk for sale offers around ï¿½400 sterling pleas email me if interested

4089. Re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506061754.AA00641@ilmen.lanl.gov>
Source record: 164278

In a previous article, rmccall@mcs.dundee.ac.uk (Rod McCall) wrote:

Call me a sexist old fart, but I've yet to see a woman impressed by
a fast CPU. You can say "come and see my big red sports car",
however "come and see my 68030, with MMU" doesn't seem to carry the
same sex appeal.

OK, you're a sexist old fart. But hey, it takes one to know one. :)

But seriously, I've yet to see a _woman_ impressed by a fast CPU -or-
a "big red sports car." Airhead girls, yes, but not women. Then again,
it all depends on what you are really after, right? :)

-Hutch- @ Fair Dinkum Tech

4090. adscsi st for sale

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: terry fishlock <terry@teco.demon.co.uk>
Message-ID: <3r271u$gc8@imp.demon.co.uk>
Source record: 164279

I have a adscsi plus (includes rt clock) for sale for ï¿½30
also a bare 20 meg scsi seagate drive for ï¿½20

these to clear
email me if interested

Terry

4091. Re: ATARI STe 1040

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: sebelt01@starbase.spd.louisville.edu
Message-ID: <3r273j$fkm@hermes.louisville.edu>
Source record: 164280

ME TOO. Really, I need to know WHAT I can plug into the hard drive port.
I also need to know what flavor of SIMMS I need to upgrade from 1 to 2 megs
on this 1040 STe.

And, I want some old psygnosis games!!

Shawn

4092. Re: FaST Club & Imagecopy

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D9rMA2.9rH@cix.compulink.co.uk>
Source record: 164281

In response to greppi@monviso.alpcom.it's message:
> Hello there!
> I ordere (with advanced payment...) some stuff from FaST Club in March.
> We are in June and nothing has happened.
> Has someone already got in troubles with the people at FaST Club? I'll
> appreciate any comment.
> Thank YOu.

Hi Marco,

FaST Club are still alive and kicking - I've ordered from them in the last
few months with no problem.

They're now available by EMail at:

stclub@cix.compulink.co.uk

They log on at least a couple of times a week, so maybe you can confirm
that they got your order.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/143.0@nest.ftn #

4093. SCSI HD installation

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: robert@absence.demon.co.uk
Message-ID: <3r29nf$j93@imp.demon.co.uk>
Source record: 164282

I work in a further education college where we have an Atari Mega 4 ST running Sound Tools. We are trying to install a 1Gb connor SCSI hard drive. We have all the relevant hardware including a SCSI interface box, we have partitioned the drive and put the programme files on it, and the program runs BUT, whenever we try and save anything on either of the two partitions we get a disk full message. Anyone got any ideas? We have utilities to format and partition the hard drive but they don't seem to work either.

thanks in anticipation for any help

robert meek

robert@absence.demon.co.uk

4094. Re: Our Respects to Hendrik Mylius

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950606195413.20842A-100000@sigge>
Source record: 164283

Bye Hen, your spirit lives on amongst us..

// Jens M Andreasen

4095. Re: Dead Keys (Was Lost My Control Key???)

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: ab164@yfn.ysu.edu
Message-ID: <3r2b9f$bb2@news.ysu.edu>
Source record: 164284

>The same sort of thing has happened to me, but with the space bar
>instead. That means I can't use my Atari for much really :/ Is there a
>way to fix these problems (I have cleaned the keyboard etc...) - or a
>cheap place that sells keyboards?

You can try disassembling the keyboard and swapping the silicon rubber
cup that actually makes the contact with one from the RETURN key. I'm
not positive, but I think it has 2 of the contact cups under it. Otherwise
your best bet is BEST electronics in California.
phone 408-243-6950 voice
408-243-8274 fax
They can set you up with just about anything you need!

--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

4096. Re: PAL/NTSC on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D9roM2.G7r@cix.compulink.co.uk>
Source record: 164285

In message <3qt2rs$pjb@news.rim.or.jp>, tks@st.rim.or.jp said:

> Does anybody know if there are any difference on circuit board
>between US and UK Falcons?

R104 and R105 are not installed in UK and other PAL Falcons, not sure of
any other differences.

Barry wilsontjb@cix.compulink.co.uk

4097. Re: FaST Club & Imagecopy

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: cgood@cix.compulink.co.uk
Message-ID: <D9rpG1.IE8@cix.compulink.co.uk>
Source record: 164286

In message <1995Jun3.210603.17374@zippy.dct.ac.uk>, mwallis@mcs.dundee.ac.uk said:

FaSt Club/Imagecopy

Email Paul Glover at stclub@cix.compulink.co.uk

Imagecopy 4 out end of the month - order now!

Chris

4098. Re: Anyone use PC emulators?

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950606200338.20842B-100000@sigge>
Source record: 164287

On Mon, 5 Jun 1995, Roland Givan wrote:

> In message <Pine.ULT.3.91.950524211417.4428A-100000@mars>,
> jens-and@dsv.su.se said:
>
> > For C you can use standard ANSI packages, they are the same on all
> > platforms (ehrm, almost..), for Pascal I suppose you mean the "turbo"
>
> I regularly help out a near neighbour with his C and C++ problems. He uses
> Turbo C(++). <snip>

> Basically his interpretation of ANSI C (and his lecturer's for that matter)
> include a *lot* of Borland specific stuff. <snip snippelisnip>

Hmm

An "interpretation" of ANSI C couldn't include Borland specific stuff, nor could it include Lattice or GNU specific stuff. That means *no* graphics, no windows or AES and no segmentation demanding small or huge memory models. (and no fancy C++ comments // :-)

For short all the system specific stuff goes down the drain and has to be rebuild. Use all of your nonstandard system calls here if you must.

But functions can be build portable. The heavy math that you don't want to do again. The neural nets that prooves the correctnes of the heavy math... Make sure that these parts are written in clean ANSI

There are also ways to buffer away differences giving different systemcalls an identical interface (..yes I know, you knew that)

But still there are interpretations of the standard where the standard is a bit unclear.

My impression is that compilers differ not so much because they can't compile ANSI C correctly, but more because they give meaning to expressions that should have been left undefined (and therefore give warnings).

I read comp.std.c sometimes and allthough I find their discussions a bit on the wild side there are gems to be picked up. I'm sure they will be happy to sort out what is ANSI, ISO or NOT, Give me a hint if you mail them...

Since knowing what your compiler should have done (but didn't) won't help you much I can only recommend you not to write too artistically blurred expressions, but straightforwardly conforming to what "most compilers in the world couldn't misunderstand" :-)

```
// Jens M Andreasen
```

4099. Demos of DEXtrous and Thought!

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3r2cm0$ihp@elaine35.Stanford.EDU>
Source record: 164288

Anyone know where I can find them? (DEXtrous is a desktop replacement
for Falc)...
thanx

4100. Faerghail (Puzzles solved?)

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: zap@eskimo.com
Message-ID: <D9rqC3.JtG@eskimo.com>
Source record: 164289

```
--
Randall Dale Spreadborough <zap@eskimo.com>
PGP v2.6.2 Public Key Available by Request
```

4101. Re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: Rod McCall <rmccall>
Message-ID: <3r2gdt$l5n@dux.dundee.ac.uk>
Source record: 164290

hutch@ilmen.lanl.gov (Hutch) wrote:
>In a previous article, rmccall@mcs.dundee.ac.uk (Rod McCall) wrote:
>
>># Call me a sexist old fart, but I've yet to see a woman impressed by
>># a fast CPU. You can say "come and see my big red sports car",
>># however "come and see my 68030, with MMU" doesn't seem to carry the
>># same sex appeal.
>
>OK, you're a sexist old fart. But hey, it takes one to know one. :)
>
>But seriously, I've yet to see a _woman_ impressed by a fast CPU -or-
>a "big red sports car." Airhead girls, yes, but not women. Then again,
>it all depends on what you are really after, right? :)
>
>-Hutch- @ Fair Dinkum Tech

I prefer the over 70's they are usually more mature and in some cases
less animated :)

I've always found the line "come and see my floating point unit darlin, .."
Works quite well :)

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

4102. Re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: Rod McCall <rmccall>
Message-ID: <3r2gdo$l23@dux.dundee.ac.uk>
Source record: 164291

hutch@ilmen.lanl.gov (Hutch) wrote:
>In a previous article, rmccall@mcs.dundee.ac.uk (Rod McCall) wrote:
>
>># Call me a sexist old fart, but I've yet to see a woman impressed by
>># a fast CPU. You can say "come and see my big red sports car",
>># however "come and see my 68030, with MMU" doesn't seem to carry the
>># same sex appeal.
>
>OK, you're a sexist old fart. But hey, it takes one to know one. :)
>
>But seriously, I've yet to see a _woman_ impressed by a fast CPU -or-
>a "big red sports car." Airhead girls, yes, but not women. Then again,
>it all depends on what you are really after, right? :)
>
>-Hutch- @ Fair Dinkum Tech

I prefer the over 70's they are usually more mature and in some cases
less animated :)

I've always found the line "come and see my floating point unit darlin, .."
Works quite well :)

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

4103. Re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: Rod McCall <rmccall>
Message-ID: <3r2gvs$l23@dux.dundee.ac.uk>
Source record: 164292

I seem to have posted the last article twice, sorry..

Please if anyone writes a net browser for the Atari make it work better than
this PC crap.

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

4104. Request: Atari 520ST information

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: mdaymon@rainbow.rmii.com
Message-ID: <3r2hk5$qlb@natasha.rmii.com>
Source record: 164293

I looked on rtfm.mit.edu for a FAQ, but I found none. I bought an Atari 520ST with some sort of expansion module (RAM I think). The problem is, I have no cables whatsoever.

Any information on the hardware, pin assignments, power supply requirements, and pointers to Atari ST specific programming information would be greatly appriciated.

I would especially like a copy of the FAQ since I can't seem to find it myself.

--
+- Maxwell Daymon -+- mdaymon@rmii.com -+

4105. RE: SAD BUT TRUE

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <06061995.051606@empyr.dircon.co.uk>
Source record: 164294

> Out of the ether, the following was mentioned by Doug...:
>
> DL> The Dragon used the trusty 6809 (6809e in the TRS80-II) at a rather
> DL> low Mhz rating. Can't remember what, but it was very sad.
> Something like 1.2Mhz if I recall and the Dragon used a 6809e (at least thats
> what mine has printed ontop of the CPU).
>
> DL> The TRS80 was a Dragon clone!
> Hmmm, the TRS80 used a Z80 CPU!!!!
> I think you mean the Tandy CoCo which was compatible and the CoCo came out
> before the Dragon, both being designed by the same group of people.
>
> Spencer

Before this gets too off-topic, does anyone remember a thing called a
Compukit UK101 (or the Ohio Superboard which was the US equivalent).
I've still got mine (in bits admittedly !).
* ReJoinDer v 1.1a *

| Kevan@empyr.dircon.co.uk | FidoNet: 2:442/402 |
| --------------------
| Swansea, Wales, UK. No uuencoded stuff >50k please !|

VQWK 6.20 [Rev H - 04/04/94]

4106. Re: Speech synthesizer (for falcon or compatible)

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: lmuniz@vub.ac.be
Message-ID: <3r2gb4$8re@rc1.vub.ac.be>
Source record: 164295

Daniel W McAndrew (mcandrew.d.w%wec@dialcom.tymnet.com) wrote:
B
: What about Backwards?? Wouldn't that help out, perhaps?? (You know, the
: software that makes the Falcon more compatible to those written before
: TOS version 4.0x.)

with backwards, you only get a chance to realize how good this program
sounds, but sooner or later it will crash. Without backwards, it won't even
load.

Regards, luis.

4107. Re: Greek ST Users Wanted !!

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: tsoyran@prometheus.hol.gr
Message-ID: <3r2ll6$a80@prometheus.hol.gr>
Source record: 164296

jtace@prometheus.hol.gr (Jim Sourmelidis) wrote:

>Please if there are any other ST users who read this newsgroup
>and live in Greece, send me an e-mail.

>--

> ----------------------Friendly-----------------------
> Jim Sourmelidis * jtace@prometheus.hol.gr *
> -----------------Athens, Greece----------------------
> The important thing is never to stop questioning.....
> Albert Einstein
> --

>Okami Newsreader Version 0.26
I am also reading this group, also an atari (Mega ST4) user, also a PC
user but still using most the atari
tsoyran@prometheus.hol.gr
Tsourinakis Antonis

4108. Bulletin Boards in US?

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: blacwolf@cyberspace.com
Message-ID: <3r2lqo$3dt@wage.cyberspace.com>
Source record: 164297

```
are there any bulletin boards in the US? If so, please post or email me
- thanks in advance!!!
```

4109. Re: RE: SAD BUT TRUE

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: Rod McCall <rmccall>
Message-ID: <3r2nb6$mu6@dux.dundee.ac.uk>
Source record: 164298

>Before this gets too off-topic, does anyone remember a thing called a
>Compukit UK101 (or the Ohio Superboard which was the US equivalent).
>I've still got mine (in bits admittedly !).
>* ReJoinDer v 1.1a *
>

What about the Microtan 65? Does anyone have one? Also was memotech a british company?

Rod
--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

4110. Re: TOS.IMG

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D9ruM4.2w1@crash.cts.com>
Source record: 164299

Radoikovich Nenos (Radoikovich.Nenos@adlib.centron.com) wrote:
: Hello,

: I'm an Atari ST user that has to work with an Amiga at work (TV station)
: so I found an Atari ST emulator for Amiga but it needs a TOS.IMG (TOS
: image) file to work. Does anybody out there knows how can I get sych a
: file from my ST or else can I find it ready ? (I need a TOS 1.2 or 1.4
: image file prefrably 1.2)

Get "ROMSPEED" from an FTP sight. It has a nifty utility to dump your
ROMs to disk (TOS.IMG). You may then use it for your Amiga. If you do
not have TOS 1.2 or higher, then you must do as all others have done and
purchase a better version.

Rich

4111. Re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950606234940.27548A-100000@mars>
Source record: 164300

On 6 Jun 1995, Rod McCall wrote:

> I prefer the over 70's they are usually more mature and in some cases
> less animated :)
>
> I've always found the line "come and see my floating point unit darlin, .."
> Works quite well :)

I suppose any line will work on women *that* mature... That is if they
still can hear you. ("That nice young man is moving his lips, I wonder
what he's up to :-))

// Jens M Andreasen

4112. HSMODEM for Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950606201556.20996B-100000@moose.erie.net>
Source record: 164301

I have a friend who has been trying to use HSMODEM for the Falcon, but has had trouble using the SETTER program because he doesn't read german. Can the SCC.PRG program be used as is, or do the settings need to be changed for the Falcon? Is so, can someone send me a copy of SCC.PRG properly set up for the Falcon. Thanks!

4113. Desperately seeking HDX3.xx

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: Bob Brown <bob@earthlight.co.nz>
Message-ID: <Pine.SUN.3.91.950606000218.21398A-100000@earthlight.co.nz>
Source record: 164326

Hi There,

Do you have an Atari Hard disk with the HDX3.xx program on it? I've somehow erased my driver off my C drive and i've since lost my install disk. Last time I try to reclaim my E drive! <g> I've looked around all the umich mirrors for HDX3.xx, but i've only found HDX5.0 - 6.03, which doesn't seem to recognise that i've got a hard drive attached (although it does flash that little light on the front of it...)

Someone must be able to help me ... i've got a lot of sensitive data on this drive!

Trillions of thanks in advance,

Bob Brown, \|/ ____ \|/ bob@earthlight.co.nz
9 Severn St, @~/ ,. \~@ Don't Panic, rb1@mercury.tekotago.ac.nz
Mosgiel, Otago, /_(__/)_\ and don't forget Bob Brown@3:770/540
NEW ZEALAND __U_/ your towel! +64 3 4895575 (voice)

4114. Re: Desperately seeking HDX3.xx

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: Bob Brown <bob@earthlight.co.nz>
Message-ID: <Pine.SUN.3.91.950606013643.23438B-100000@earthlight.co.nz>
Source record: 164327

On Tue, 6 Jun 1995, Bob Brown wrote:

> disk. Last time I try to reclaim my E drive! <g> I've looked around all
> the umich mirrors for HDX3.xx, but i've only found HDX5.0 - 6.03, which
> doesn't seem to recognise that i've got a hard drive attached (although
> it does flash that little light on the front of it...)

After having located version 3.01, it fails to recognise my ENTIRE hard drive. I used a program to copy drive F's partition info to E, and now I can't even access C ...

I'm getting desperate here folks ... my finger is twitching above the 'Format' option, but i've got too much data to loose. I know the partition ID's have to be unique, and I think E and F now have the same partition ID. Is there a program that will allow me to edit this without having the HD driver loaded ('cos it wont load!)

sob The Joys of owning an Atari ST w/ a Hard Drive *sob*

I guess it's one way of learning by expierence to BACK UP YOUR HARD DISK OFTEN! Grrrgrgrrrrr ...

Bob Brown, ,,,, ? bob@earthlight.co.nz
9 Severn St, @~/ .. \/ OK, PANIC!, rb1@mercury.tekotago.ac.nz
Mosgiel, Otago, /_(__)_ and you'll forget Bob Brown@3:770/540
NEW ZEALAND \/__\/ @/ your towel! +64 3 4895575 (voice)

4115. WTB: TOS on ROM (Preferably in UK)

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: Richard Corner <rcorner@sable.ox.ac.uk>
Message-ID: <3r1mas$dbf@news.ox.ac.uk>
Source record: 164328
Cross-posted to: comp.sys.atari.st.tech,comp.emulators.misc,comp.sys.atari.st
Body handling: 1 inline base64-encoded payload block was not displayed

Does anyone know of a dealer which sells TOS on ROM separately? I am most interested in dealers in the UK, but would consider buying it from elsewhere. If not a dealer, does anyone have a TOS (preferably later than version 1.4) which they want to sell? Any help would be much appreciated.

Yours,
Richard Corner.

Richard Corner, Merton College, Oxford OX1 4JD, UK.
(E-mail: rcorner@sable.ox.ac.uk)

Version: 2.6.2i

[Inline base64-encoded payload not displayed]

=IgUv

4116. Re: WTB: TOS on ROM (Preferably in UK)

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3r1n7n$85d@percy.cs.bham.ac.uk>
Source record: 164329
Cross-posted to: comp.sys.atari.st.tech,comp.emulators.misc,comp.sys.atari.st

Richard Corner <rcorner@sable.ox.ac.uk> writes:
>Does anyone know of a dealer which sells TOS on ROM separately? I am most
>interested in dealers in the UK, but would consider buying it from
>elsewhere. If not a dealer, does anyone have a TOS (preferably later than
>version 1.4) which they want to sell? Any help would be much appreciated.

Try COMPO (email compo@cix.compulink.co.uk) or System Solutions (email
ssolutions@cix.compulink.co.uk)

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

4117. downloading

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: uugly@mcl.ucsb.edu
Message-ID: <3r11qa$r73@ucsbuxb.ucsb.edu>
Source record: 164330

```
--
-Matthias
```

4118. Magazines

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: uugly@mcl.ucsb.edu
Message-ID: <3r122k$r73@ucsbuxb.ucsb.edu>
Source record: 164331

--
-Matthias

4119. Downloading

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: uugly@mcl.ucsb.edu
Message-ID: <3r12h2$r73@ucsbuxb.ucsb.edu>
Source record: 164332

```
--
-Matthias
```

4120. FS: Falcon and Bits

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: jd3-evan@uwe.ac.uk
Message-ID: <1995Jun6.090600.11467@pat.uwe.ac.uk>
Source record: 164333

```
Atari Falcon

4 Meg Memory
213 Meg internal IDE
Tower case
Lattice C 5.6
Devpac assembler 3.1
Devpac DSP
Eagle 32 Accelerator board (expandable onboard to 32 Meg)
Includes MultiTos (not installed)
Separate keyboard
Trackerball and mouse

700 UKP o.n.o.

May consider splitting.

E-Mail or phone (01454) 884150 after 6pm for inquiries etc.
```

4121. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3r1797$19e@bs33n.staffs.ac.uk>
Source record: 164334

Richard John Kelsch (richcsst@crash.cts.com) wrote:
: I had the same problem. The demo hates SCSI drives. Copy your demo to
: the IDE and it works fine. The speed isn't an issue as my SCSI does 1.8
: meg a second and my IDE only 680K. I almost deleted the demo thinking it
: was lame, but a little critter in my head said "try the IDE" and loe and
: behold it worked! If you do not have an IDE drive, then you're screwed.

I don't know which version of the demo you are running but it works
flawlessly from my SCSI drive with NO errors at all and I've run it many
many times.

RiCH

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4122. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3r17ek$19e@bs33n.staffs.ac.uk>
Source record: 164335

Rod McCall (rmccall) wrote:
: I tried the Humans demo today, is it RGB only?

Yes, its nothing special either. Have you tried the Space Junk demo?
RGB too and another show of what -could- have been on the Falcon but
never happened. Hmmm having said that 16/32 are selling Humans on the
Falcon now... err... ignore me, its exam week, my brains melted :)

RiCH

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4123. Falcon bombs with HD disks

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3r17jt$19e@bs33n.staffs.ac.uk>
Source record: 164336

I've a Falcon with TOS 4.02 and have found a rather nasty little bug.
Get a ***PC*** formatted high density disk, slam it in drive A: and try
to copy a FOLDER full of files onto it.

On my system it gives me 2 bombs everytime. Even when using programs
like Kobold. Only happens with PC formatted disks, not with disks
formatted with the Desktop. Also tried it on a TOS 4.01 and 4.92 and
same error, 2 bombs.

Anyone know of a patch/reason for this?

RiCH

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4124. Re: So what's new on the ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3r07iu$rcb@ccshst05.cs.uoguelph.ca>
Source record: 164337

```
: Well Mark I hope you are good at reading lots of numbers but this is what thier
: is.....00000000000000000000000000000000000000000000000000000000000000000..:-)..

Wow ... look at this! I ask a question looking for an intelligent
answer and I get a slug with internet access responding.

>> Mark <<
```

4125. TWrite 4.09 - RTF-Export

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: aai.wien@magnet.at
Message-ID: <554864511.29847573@magnet.at>
Source record: 164338

Does anyone use Twrite 4.0 to export his files to RTF-formate? I own this programm, I mastered some problemes and I still face some other problems which I would like to discuss with others.

Erwin

4126. Re: Our Respects to Hendrik Mylius

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3r1a0f$chp@mserv1.dl.ac.uk>
Source record: 164339

It is with great sadness that Chris and I bring you the bad news of Hendrik Mylius's death.

I myself only found out about this on Friday 3 June, from Manfred Ssykor. No exact date is known, but it is thought to be around 2 - 3 weeks ago. I think this is about when he stopped posting on Usenet.

Very few details are known about his death.

The posting is being made as a mark of respect to Hendrik, who was very active in here. I can't think of one person who didn't like him. He was very helpful and friendly.

I never personally met him, but we had become good friends over the net. He even posted on csas that he considered me to be his friend...

I don't know what else to say... I still feel empty when I think about it. I'll miss him. :-(I'm sure many people will too.

You are all invited to pay your respects to him, here, in this thread.

Good bye Hendrik

Denesh Bhabuta
Work: danny@micros.hensa.ac.uk
Cix: dbhabuta@cix

Although I only knew Hen for the relatively short time whilst he was on the Internet, I feel as though I have lost a good friend. I can only echo what Danny said about him being a helpful and friendly guy.

We were always having a laugh and a joke about things through email and I regret that I missed the chance to meet him in real life.

Goodbye Hen.

--Chris

Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

This news came as a shock, I have been in contact with and enjoyed reading mail from Hendrik for some time now. He was always helpful, and informative and I had nothing but the highest regard for him. Like many people I write to on a regular basis I came to think of him as a friend and it was always a pleasure to read his posts.

I will miss him and feel this group will be a little emptier without his presence. I'm lost for words. I'll always remember and carry his words in my mind.

Goodbye Hendrik.

Mark Stephen Smith
msh@dl.ac.uk

4127. Papyrus and RTF

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: pite@linnea-grind.stacken.kth.se
Message-ID: <3r13ku$brm@news.kth.se>
Source record: 164340

Oh, and then there is the problem with the Swedish characters - how can I easily convert special characters between different ASCII-standards.

Any help on these subjects would be greatly appreciated.

--

Robert Jonsson - pite@stacken.kth.se

4128. Re: Falcon bombs with HD disks

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3r1bjv$540@epsilon.qmw.ac.uk>
Source record: 164341

On cm3hirjd@bs47c.staffs.ac.uk, Requiem (cm3hirjd@bs47c.staffs.ac.uk) typed away:
: I've a Falcon with TOS 4.02 and have found a rather nasty little bug.
: Get a ***PC*** formatted high density disk, slam it in drive A: and try
: to copy a FOLDER full of files onto it.

: On my system it gives me 2 bombs everytime. Even when using programs
: like Kobold. Only happens with PC formatted disks, not with disks
: formatted with the Desktop. Also tried it on a TOS 4.01 and 4.92 and
: same error, 2 bombs.

: Anyone know of a patch/reason for this?

I have TOS 4.04 and have not come across this problem...

--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

4129. Graphic artists needed

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3r1c18$1bu@bs33n.staffs.ac.uk>
Source record: 164342

I'm currently working on a new game for the ST and STE (it will be 'e' enhanced). I'm doing all the main graphics for it including much raytracing for the intro sequences but I can't do it all. Therefore is there anyone out there who is a dab-hand with a paint package and would like to help me with the graphics. Ideally you would be designing background scenery and sprites (of which I've already drawn over 200).

This is a commercial product to be properly boxed and distributed and advertised, you would be receiving a percentage of sales. Please either write to me at:- R.Davey, 10 Oak Drive, Portishead, Bristol, BS20 8QS or you can call me on (01275) 843241 or email me: richard.davey@cbbs.centron.com.

I'm also interested in hearing from *any* other graphic artists/musicians who work on actively on the Atari.

Richard
--
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4130. Re: New C-lab Falcons, anyone have details?

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: ma2ljg@bath.ac.uk
Message-ID: <D9r04E.8zq@bath.ac.uk>
Source record: 164343

```
>> If C-Lab do relase a 299 machine then I hope that it ISNT the dreaded 1 meg
>> model!!!
>>
>> Basically they'll have to either try and fiddle 2 or 4 meg in for this
>> price.
>>
>> Rod

Here's my suggestions for an ultra cheap Falcon.

2meg minimum.

Redesign the casing, the Atari casing is hideous, and seems to
me to be designed to bring on premature RSI.

Make the casing black

Remove cartridge port/TV ariel port to save costs.
Remove SCSI-II interface to cut costs, IDE only.

SIMMS instead of the stupid Atari system. Typical Atari,
puts SIMMS in the STE, everyone loves them, then reverts
to its own system for the Falcon. System should be able
to support 2,4,8 and 14 meg configurations.

32KHz 030.

299 UKPS

avaliable yesterday.

Les
```

4131. Re: Wanted

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: Alan Gauton <ag@spd.eee.strath.ac.uk>
Message-ID: <Pine.SOL.3.91.950606120504.23932A-100000@humpback>
Source record: 164344

On Mon, 5 Jun 1995, Keith Sunderland wrote:

> slc.dennis.bishop@muskrat.hi.net (Slc.dennis Bishop) wrote:
>
> >I have a user in S.Calif. that wants to do programming on a 1meg ST,
> >so I am looking for GFA BASIC / C / or any of the other programming
> >laganges for use on the ST. Please reply if you have anything. I am
> >on a fixed income, so the price needs to be low.
>
> >
> Think that Sozobon is the best C compiler for small STs as it is
> freeand not too big. If he wants to later he could get the GNU C but
> that will mean a memory upgrade.
>
> If he wants Sozobon then get the Heat and Serve version. It is easier
> to set up than the old and has a few improvements in it. If you have
> no luck getting it then I could send it to you. There is a sort of
> Basic on the free discs that came with the Atari, but I could never
> get the hang of it!
>

And if they want to learn GFA Basic, I seem to remember GFA 2.5 is now
available as shareware. And in the past, the GFA 3 interpreter has been
given away on cover disks in the UK. Maybe some kind person would send
you them.

AG

Alan Gauton | Tel +44-(0)141-552 4400 x.2686
Signal Processing Division | Fax +44-(0)141-552 2487
Dept. of Electronic and Electrical Eng. | E-Mail ag@spd.eee.strath.ac.uk
University of Strathclyde, Glasgow G1 1XQ.| http://www.eee.strath.ac.uk/~ag/

4132. Re: Trueimage/Truepaint question

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3r1cv2$1bu@bs33n.staffs.ac.uk>
Source record: 164345

lamarth@delphi.com wrote:
: Well, I'm wanting to be able to edit graphics files (at a pixel level) so it
: sounds like I'll wind up getting Apex. And from what I've seen of the demo,
: I won't be sorry :) It's paying the money that's going to be a problem...

Err I know this is not really 'ethical', but if you get a copy of DBA
Magazine issue 12 (on most good ftp sites, you know where) it has a
utility with it which sits on-top of the Apex demo and lets you save out
your pictures.

Having said this you REALLY ought to get the original.

RiCH

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4133. Re: Picture Conversions (help

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3r1d9g$1bu@bs33n.staffs.ac.uk>
Source record: 164346

CALLUM LERWICK (CALLUM.LERWICK@flight.org) wrote:
: In message #963, DAVE MUNSIE writes:
:
: > I am looking for a good all-in-one picture conversion program that will
: > run on a ST/STe. Here are the features I would need the most:
: > Load: GIF,TIFF,IFF,PCX, etc...
: > Save: GIF,IFF,PC1 etc...
: > It also needs to be able to convert the source pic to the dest pic using
: > a locked in palette, so I could define a 16 color palette and then conver
: > several pictures in one go using the same destination palette. Adjustable
: > dithering would be needed also. My primary target resolutions would be
: > 320x200x16 and 320x200x256. Please point me in the right direction be it
: > pd,sharware or commercial. Thank you..

Image Copy 3.5
Does all the above including adjustable dithering.
Does it *VERY* fast too (esp. on a Falcon).
Much better than GemView IMHO.

Don't quote me on locked palettes though, but considering how easy it
would be to write a program to batch convert a whole load of picture
palettes its not a big thing.

RiCH
--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4134. Re: Atari S3M player?

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3r1dc4$1bu@bs33n.staffs.ac.uk>
Source record: 164347

Ian Taylor (Ian_Taylor@a2w.maus.sub.org) wrote:
: Hio

: *Anyone know of an S3M mod player for the MSTE?*

For the STE??? Ummm I doubt if its possible.
But Graoumf Tracker on the Falcon gives the best playback (much better
than Digital or MegaTracker) if you have access to one of these machines.

RiCH

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4135. Re: The CD-Rom question

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3r1dg7$1bu@bs33n.staffs.ac.uk>
Source record: 164348

Steve Found (sf@itl.co.uk) wrote:

: It would be interesting to know just how many people who own Atari's
: have and use CD-Roms... And what they use them for....

Yup. Use it on my Falcon mainly for graphics/sounds compilations.
Stuff like the Hot Stuff CD's (nice FLI/FLC anims), modules, pictures,
clip art and fonts.

RiCH

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4136. Miscellaneous

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: slc.dennis.bishop@muskrat.hi.net
Message-ID: <9506060000003708@muskrat.hi.net>
Source record: 164349

I have a user on my BBS selling the following idems;

two 1040ST's

two sm124's

one sc1224

two 314 floppy drives

asking $500 or trade for ibm hardware.

... Mr Garibaldi, it's a big universe.
___ Mountain Reader II - #Demo 001

4137. Digital Arts (DA's) address & telephone required

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: dries@cs.kuleuven.ac.be
Message-ID: <3r1es4$b29@chaos.kulnet.kuleuven.ac.be>
Source record: 164350

Could anyone give me the telephone number, fax number, post address
or e-mail address from the Digital Arts headquarters (i.e. the guys
from DA's vector and DA's Layout) in Germany?

Thanks in advance,
Jan Dries
dries@cs.kuleuven.ac.be

4138. re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-06 00:00:00 UTC
From: CONRADUS@PLEARN.EDU.PL
Message-ID: <199506061209.HAA24595@mail.cs.utexas.edu>
Source record: 164351

Hello

>We've got one here, btw. And my contribution to the strange 8-bits
>collection:
>
> BBC model B (2 off)
> BBC Master, 6502 + Master 512 (80186) second processors
> Acorn Electron
> Acorn Atom
> Sinclair ZX81
> Sinclair Spectrum (48K version)
> Commodore VIC20 (+16K)
> Commodore 64
> Oric 1 (beep,beep,bang :)
> Jupiter Ace (didn't know there was anybody else with one
> in the UK :)
> Coleco Adam
> Atari 800
> Nascom 2
> Commodore PET (4K version)
> Commodore 8032 (plus double 5.25" dd)
> Texas Instruments TI99/4a
>
>and on the look out for more. Wanted (will pay p&p & small $$$):
>
> ZX80
> Newbury NewBrain
> Dragon 64 (*not* 64K CoCo)
> Acorn System 4 and/or 5
> any other groovy British 8-bits

Do you prefer British computers only? What about Atari series: 400, 1200,
1200XL, 600XL, 800XL, 65XE, 130XE, 800XE (sic!), 1400XL, 1450XLD, 65XEP
(portable!),...
Commodore: C-16, C-116, C+4...
Sinclair: ZX Spectrum+, ZX Spectrum +2, ZX Spectrum +3
Amstrad-Schneider: CPC 464, CPC 664, CPC 6128, PCW 1512...
Timex: 2048, 2068...

8-bit computers manufactured in Eastern Block:

- Elwro 800 Junior (Poland)
- Meritum, Meritum II (Poland)
- Bosman/8 (Poland)

- Mikrosha (Soviet Union)
- Elektronika K... (I don't remember what) (Soviet Union)

... and probably many many others... Your collection looks _very_ incomplete
:)))

Bye

Konrad

4139. Re: Terminal Programs -- recommendations?

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950607.160531.02@powerslv.demon.co.uk>
Source record: 164164
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <FFFWCIBCUP@sos.shn.com> Soeren Schnee wrote:

> In <3qt7fl$8g7@golem.wcc.govt.nz> steve wells wrote:
>
> >] > Sorry for my bad english, but what's a POM?????
> >]
> >] A 'Pom', as in 'pommie' is usually used to refer to someone from England,
> >] normally in a derisive or down-putting way as in "Whinging Pom" (probably
> >] originated due to an English tourist/immigrant who complained about
> >] everything) or "Pommie B'stard".
> >
> >It's taken from the letters POHM which is short for "Prisoner Of Her
> >Majesty" which was on all the prison clothing they had to wear.
>
> :-)
> Thanks. I prefer to write 'island monkeys' for the english people....
> :-)))))

Definitely untrue. I know we're not monkeys, 'cos up in Teesside, we used to
hang 'em (anyone from Hartlepool reading this?)

--
Cheers __
| /\ |\ |
\/ \/ | \|

4140. Re: ATARI STe 1040

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: pnf@dana.ucc.nau.edu
Message-ID: <3r3mrk$lat@ruby.ucc.nau.edu>
Source record: 164165

videogame (sebelt01@starbase.spd.louisville.edu) wrote:
: ME TOO. Really, I need to know WHAT I can plug into the hard drive port.
: I also need to know what flavor of SIMMS I need to upgrade from 1 to 2 megs
: on this 1040 STe.

: Shawn

--
Ditto---

-ARIK- at pnf@dana.ucc.nau.edu

4141. Re: New C-lab Falcons, anyone have details?

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3r3n4o$bi2@golem.wcc.govt.nz>
Source record: 164166

In article <D9r04E.8zq@bath.ac.uk>, ma2ljg@bath.ac.uk (L J Greenhalgh) writes:
>>> If C-Lab do relase a 299 machine then I hope that it ISNT the dreaded 1 meg
>>> model!!!
>>>
>>> Basically they'll have to either try and fiddle 2 or 4 meg in for this
>>> price.
>>>
>>> Rod
>
>Here's my suggestions for an ultra cheap Falcon.
>
>2meg minimum.
>
>Redesign the casing, the Atari casing is hideous, and seems to
>me to be designed to bring on premature RSI.

Its a Home computer much like the Amiga A1200..

>Make the casing black

Yes the NeXt was Black but that did not survive...

>Remove cartridge port/TV ariel port to save costs.
>Remove SCSI-II interface to cut costs, IDE only.

SCSI is the only way to go, you don't seem to know much
about SCSI at all..

>SIMMS instead of the stupid Atari system. Typical Atari,
>puts SIMMS in the STE, everyone loves them, then reverts
>to its own system for the Falcon. System should be able
>to support 2,4,8 and 14 meg configurations.

>32KHz 030.

>299 UKPS

Another load of Teenage drible or drivel....

As you know nothing about computers and marketing, I think it would be far
better if you left this kind of posting to the ones that do....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4142. Where's Xvt?

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: rjb@xs4all.nl
Message-ID: <3r3q9q$h6q@news.xs4all.nl>
Source record: 164167

Hi,

Where can I find Xvt. I read this is a low resource replacement for Xterm.

Thanks in advance,
Ronald

4143. Re: ATARI STe 1040

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: Alan Gauton <ag@spd.eee.strath.ac.uk>
Message-ID: <Pine.SOL.3.91.950607102143.7580A-100000@humpback>
Source record: 164168

On 7 Jun 1995, Peggy N. Ferrin wrote:

> videogame (sebelt01@starbase.spd.louisville.edu) wrote:
> : ME TOO. Really, I need to know WHAT I can plug into the hard drive port.
> : I also need to know what flavor of SIMMS I need to upgrade from 1 to 2 megs
> : on this 1040 STe.
>

To upgrade to 2Mb, you will need to take out the 4 256k SIMMS, and
replace them with 30pin 1Mb SIMMS. As far as I can remember the speed
isn't particularly important. However, if you're going to upgrade, why
not jump to 2.5Mb, and use a little software patch to get the extra .5Mb.
On the other hand, if you can afford it, I would recommend you jump
straight to 4Mb.

As for the hard drive port, it is actually a DMA port designed
specifically for Atari hard drives. Most people plug in a SCSI host
adapter, like ICD's Link, or and IDE adapter (not too common), at which
point you can use a normal external SCSI or IDE hard drive.

AG

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University of Strathclyde, Glasgow G1 1XQ.| http://www.eee.strath.ac.uk/~ag/

4144. Re: Papyrus and RTF

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: pite@linnea-grind.stacken.kth.se
Message-ID: <3r3qvh$spn@news.kth.se>
Source record: 164169

In article <3r1k76$7ee@percy.cs.bham.ac.uk> C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>pite@linnea-grind.stacken.kth.se (Tomas Nilsson) writes:
>>Oh, and then there is the problem with the Swedish characters - how can I
>>easily convert special characters between different ASCII-standards.
>
>RTF doesn't encode using ASCII, it uses either Mac or ANSI encodings
>(set at the beginning of the RTF file). I've transferred RTF files
>with accents and umlauts in from Papyrus into WordPerfect 6 on a PC,
>so I assume it works.
>
>The only things that don't seem to work in Papyrus 3.66 are importing
>tables and graphics in RTF.
>

Sorry, it looks like the first half of my letter got lost somewhere.
What I wanted to ask is if someone have transferred RTF files from Papyrus to
Word or Pagestream on a Macintosh. I tried to do that but Word 5 didn't
recognize it as a RTF file. Perhaps I should try to import it on WordPerfect
instead?

I have Papyrus 3.07 and it won't even import RTF files properly, so what I do
is import the RTF-file to the Papyrus 3.6 Demo and save it as a PAP file but
you can't save more than one-page RTF documents on the demo.

--

Robert Jonsson - pite@stacken.kth.se

4145. Re: SAD BUT TRUE

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-0706950911270001@ngalm099.gal.nt.com>
Source record: 164170

In article <06061995.051606@empyr.dircon.co.uk>, kevan@empyr.dircon.co.uk wrote:

> Before this gets too off-topic, does anyone remember a thing called a
> Compukit UK101 (or the Ohio Superboard which was the US equivalent).
> I've still got mine (in bits admittedly !).

Yes!, I almost bought one of these, they used to be advertised in
Practical Electronics (UK magazine). What was it - 4K memory?

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

4146. Re: New C-lab Falcons, anyone have details?

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3r3td6$c17@dux.dundee.ac.uk>
Source record: 164171

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <D9r04E.8zq@bath.ac.uk>, ma2ljg@bath.ac.uk (L J Greenhalgh) writes:
: >>> If C-Lab do relase a 299 machine then I hope that it ISNT the dreaded 1 meg
: >>> model!!!
: >>>
: >>> Basically they'll have to either try and fiddle 2 or 4 meg in for this
: >>> price.
: >>>
: >>> Rod
: >
: >Here's my suggestions for an ultra cheap Falcon.
: >
: >2meg minimum.
: >

I think the idea of 2meg *minimum* is essential though, as for SCSI,that
is almost essential these days. Also I doubt the cartridge port
costs more that about 60p to keep in the machine, and for the likes
of scanners is quite useful. However I do think that if C-lab intend
to market it they should include some sort of bundle, how about Apex
Lite (a striped down version of Apex, which you can upgrade if neccesary)!
If I saw that running I'd be well impressed! I'm sure that Apex would
have the same effect as bundling Delux Paint had for the Amiga.

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

4147. Re: Scanner driver for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3r3tn4$c17@dux.dundee.ac.uk>
Source record: 164172

Gerhard Huber (Gerhard_Huber@la.maus.de) wrote:
: Hallo,

: we have scannerdrivers for the mustek paragon und the hp-scannjet. This work on
: SCSI-TT, SCSI-Falcon und ACSI with hostadapter.

Are there any HP Scanjet plus drivers for the Falcon kicking about?

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

4148. Re: Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3r3unj$elp@news.iesd.auc.dk>
Source record: 164173

In article <3r30d0$31q@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) writes:
> : But AES 4.1 is not available to the public! But MagiC!3.
>
> At least, nobody admits it is... I strongly feel that AES 4.1 should
> become freely available, and (even more important) its sources should be
> available for further developement. If Atari itself won't do anything
> with 4.1, they have nothing to lose.
>
> Unless... C-Lab has some plans with 4.1 ? I wouldn't be surprised to
> find a new version of MTOS in future C-Lab Falcons =-) !
>
> Still, I believe that most people will find AES 4.1 beta, if they just
> want to.. It might not be legal - but I wouldn't call people who get that
> beta version somehow, criminals or ultimate sinners. It's a good MTOS -
> and much better than the original MultiTOS.
>
> TH

I agree fully in your statements. BUT AES 4.1 STILL needs some serious optimations here and there. The features are good indeed, but it's just too slow.
Some decent disk-/file handling routines would also be desirable, MultiTOS can't copy disk in the background without blocking the other tasks.

Keep Cool and Flying...

ChainXOR...

4149. Re: Atari S3M player?

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3r3v37$elp@news.iesd.auc.dk>
Source record: 164174

In article <199506051827.a23697@iz.maus.de>, Ole_Pahl@iz.maus.de (Ole Pahl) writes:
> In <199506012208.a31530@a2w.maus.de>, Ian Taylor @ A2W (Ian Taylor) wrote:
>
> IT>*Anyone know of an S3M mod player for the MSTE?*
>
> Playing S3M MODs on a MSTE wouldn't be possible because it's too
> slow. I think only a TT or Falcon030 offers enough performance,
> but I have never seen a player for these machines anyway. :-(
>
> cu...Ole

There are several for the Falcon. My favortite is MegaTracker, it supports
up to 32 channels in 50 Khz. The sound is superb! :-)
I have about a hundred S3M mods, mostly from my PC friends.

Keep Cool and FLying...

ChainXOR...

4150. Re: HSMODEM for Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <D9spKo.Ln0@crash.cts.com>
Source record: 164175

Dennis McGuire (mcguired@moose.erie.net) wrote:

: I have a friend who has been trying to use HSMODEM for the
: Falcon, but has had trouble using the SETTER program because he doesn't
: read german. Can the SCC.PRG program be used as is, or do the settings
: need to be changed for the Falcon? Is so, can someone send me a copy of
: SCC.PRG properly set up for the Falcon. Thanks!

Sure, the SCC.PRG can be used as-is. However, to use it to its fullest
you should have it set to replace baud rates, that is slow and unused
ones, with new faster ones (115200, 57600, and 38400 bps). If you have
read the docs and still have problems, then I will send you my version
and its settings. My Email address is in this message header.

Don't forget, in order for SCC.PRG to work it needs to have DRVIN.PRG
installed first (before it in the AUTO folder).

Rich

4151. Kobold 3.0!

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Jun7.121217.1962@cathy.ijs.si>
Source record: 164176

Lookie what I found in my mail a few days ago: an upgrade notice for Kobold.
Apparently a new version, 3.0 is out or due out soon. From the release
it looks like it supports minix partitions, and different fonts in the display.
The display can also be resized (my major complaint previously).
Good stuff! I'll let you know more when I get it.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

4152. Re: HSMODEM for Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Jun7.122606.1963@cathy.ijs.si>
Source record: 164177

In article <Pine.LNX.3.91.950606201556.20996B-100000@moose.erie.net>,
Dennis McGuire <mcguired@moose.erie.net> wrote:
> I have a friend who has been trying to use HSMODEM for the
>Falcon, but has had trouble using the SETTER program because he doesn't
>read german. Can the SCC.PRG program be used as is, or do the settings
>need to be changed for the Falcon? Is so, can someone send me a copy of
>SCC.PRG properly set up for the Falcon. Thanks!

I use Hsmoda6 on my Falcon (TOS 4.04, 4 MB) without any problems and
without any change in settings. Note that you need to load TWO programs,
and in the correct order. Sorry, I don't have my machine here so I can't
check which ones and what order, but I didn't change any settings from the
default.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

4153. Re: Papyrus and RTF

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-0706951217350001@ngalm099.gal.nt.com>
Source record: 164178

In article <3r3qvh$spn@news.kth.se>, pite@linnea-grind.stacken.kth.se
(Tomas Nilsson) wrote:

> What I wanted to ask is if someone have transferred RTF files from Papyrus to
> Word or Pagestream on a Macintosh. I tried to do that but Word 5 didn't
> recognize it as a RTF file. Perhaps I should try to import it on WordPerfect
> instead?

I have transferred RTF files from Marcel to Word 5.2 on a MAC with good
results. When you are loading the file into the MAC,make sure it does no
character translation (ie transfer it as a binary file).

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

4154. Re: Substation: Ordering?

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: miqco@sci.fi
Message-ID: <2fd57a94f01ee0@sci.fi>
Source record: 164179

Conan Ford (ford@freenet.calgary.ab.ca) wrote:

>Does anyone have ordering instructions for the game Substation? I have
>the demo (both those labelled European and US from Genie), but the text
>files do not indicate anything as to cost (although they do give a
>contact). Does anyone have this information.
>
>Thanks
>
Here is info that I have :

Substation

Scheduled Release Date : May 1st 1995
Price : 24.95GBP (UK)
26.95GBP (Europe)
29.95GBP (Rest of the World)

Available from : MERLIN
PO Box 77
Stroud
Glos
GL6 9YD
U.K.
Telephone : 01452 770133
Fax: 01452 770133

--
_/_| _| Veikko Vanamo
_/ InterNet E-Mail : _/ _| _/| _/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_>
/ VVANAMO@tays.fi (E-Mail only !)/ _| _/_| _/ Lahtomaenkatu 3 B 38
/ miqco@sci.fi (Use this one !!)/ _|_/ _|_/ 33580 Tampere
/_/ _|/ _|/ FINLAND

4155. Re: Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-0706951220440001@ngalm099.gal.nt.com>
Source record: 164180

In article <3r3unj$elp@news.iesd.auc.dk>, chainxor@kom.auc.dk wrote:

********** Comments about AES 4.1 deleted *********

> I agree fully in your statements. BUT AES 4.1 STILL needs some serious
> optimations here and there. The features are good indeed, but it's
> just too slow.
> Some decent disk-/file handling routines would also be desirable,
> MultiTOS can't copy disk in the background without blocking the other
> tasks.

There are some background disk copying utilities for MTOS on Umich, have
you tried these?

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

4156. Re: New C-lab Falcons, anyone have details?

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: ma2ljg@bath.ac.uk
Message-ID: <D9sv9p.81y@bath.ac.uk>
Source record: 164181

>>Here's my suggestions for an ultra cheap Falcon.
>>
>>2meg minimum.
>>
>>Redesign the casing, the Atari casing is hideous, and seems to
>>me to be designed to bring on premature RSI.
>
>Its a Home computer much like the Amiga A1200..
>

Doesn't mean you can't design a more ergonomic keyboard.

The Amiga casing is very similar but It has a far better
keydoard.

>>Make the casing black
>
>Yes the NeXt was Black but that did not survive...

But it was a very distinctive product,
Having a unique eye catching design is
a good way to make a piece of consumer
electronics stand out.

>>Remove cartridge port/TV ariel port to save costs.
>>Remove SCSI-II interface to cut costs, IDE only.
>
>SCSI is the only way to go, you don't seem to know much
>about SCSI at all..
>

I am well aware of the advantages of SCSI, thank you.
However it puts the cost up considerably, and for
people who are not into DTD it is by
no means essential. IDE drives are also considerably
cheaper at least in the UK.

>Another load of Teenage drible or drivel....
>

Haven't been a teenager for some years,

>
>
>As you know nothing about computers and marketing,

How can you call anyone ignorant Roger?

You're right up there with Peter Sinclair with
regards to low signal to noise ratios.

>I think it would be far
>better if you left this kind of posting to the ones that do....
>

You are an obnoxious cretin Roger,

Les

4157. KA9Q/NOS in a VT100 window?

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3r41pt$i8f@btmpjg.god.bel.alcatel.be>
Source record: 164182

Anyone know how to get KA9Q/NOS to run in a VT100 emulation window?
I'd like to be able to telnet to a BBS in the UK instead of having to
dial them up.

(Better still would be to run a comms programm over KA9Q, but I guess
I'm just dreaming :).
--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

4158. Hard disk drivers

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: m9174@abc.se
Message-ID: <3r40sp$88p@oden.abc.se>
Source record: 164183

I guess this subject has been discussed at least a zillion times
before.

Currently I use the ICD hard disk driver with my Falcon. Is this the
best driver, or are there any others worth looking at?

Carl.Lofgren@abc.se

---
* Kivi 1.37 *

4159. Re: 040 accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3r433u$i8f@btmpjg.god.bel.alcatel.be>
Source record: 164184

In article <FEUICCBUUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther)
writes:
| In <djs.800880162@gen-off-1> David Stevenson wrote:
| >guenther@cabal.shnet.org (Thorsten Guenther) writes:
| >
| >>In <djs.800618179@gen-off-1> David Stevenson wrote:
| >>>What the hell are you talking about?
| >
| >>WYSISWYG means 'what you see is what you get'.
| >Yes, I know that. I was querying the statement that it's only available
| >on Atari.
|
| You snipped the Postscript statement by me for _what_ reason, then?
|
| Because you can't stand the fact that Postscript is _not_ WYSIWYG?
|
| Thorsten
|

Or because the One True WYSIWYG program also runs under Windoze Empty?
--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

4160. Re: Papyrus and RTF

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3r44og$si9@dux.dundee.ac.uk>
Source record: 164185

```
: I have transferred RTF files from Marcel to Word 5.2 on a MAC with good
: results. When you are loading the file into the MAC,make sure it does no
: character translation (ie transfer it as a binary file).

I had difficulties with transfering RTF from Papyrus to Word, basically
I found that by using a font which was on both machines (Dutch 801)
there were NO difficulties.

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)
```

4161. Re: Our Respects to Hendrik Mylius

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Jun7.124348.1964@cathy.ijs.si>
Source record: 164186

When I first read the note about Hendrik's death, I hoped it was one of those
net.hoaxes. Then I saw Denny signed the message and my heart sank.
I didn't have much personal communication with Hendrik, but the one time
I did mail him he was friendly and helpful.

Goodbye Hendrik, we will all miss you. Rest in peace.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

4162. Re: Zip Drive Software?

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: mcandrew.d.w%wec@dialcom.tymnet.com
Message-ID: <1995Jun7.121259.16005@tron.bwi.wec.com>
Source record: 164187

```
In article <FESTCHDIUP@cabal.shnet.org>, guenther@cabal.shnet.org says...
>
>In <djs.800618068@gen-off-1> David Stevenson wrote:
>
>>guenther@cabal.shnet.org (Thorsten Guenther) writes:
>>
>>>As Julian Reschke stated in Mausnet, the drivers currently available
have
>>>to be enhanced to control these critters. We'll see who is first to
solve
>>>this problem.
>>Not according to HiSoft, who have actually _tried_ it out.
>
>Really? How did they remove the write protection? These ZIP drives
>resemble Flopticals in some respect.
>
>And who the hell you think Julian Reschke and Uwe Seimet are?
>
>Thorsten
>
>--
>- guenther@cabal.shnet.org (Thorsten G|nther) - _O
>------------------------------------------------------------- /
>- In the sky a mighty eagle doesn't care about what's illegal - \_
>- On it's wings the rainbow's light it's flying to eternity. - )
```

It is my understanding that ICD Incorporated has solved this problem. For the TT's and Falcon's all you would need is a software patch (aka, new driver). For the other's requiring use of the DMA/Host Adapters, you would need a modified DB25pin SCSI cable that supplies termination power to pin 25 for the ZIP drive to see. The ZIP drive also can only be configured to SCSI ID's 5 or 6 only (no other value). For further info, contact ICD directly. They have a GEnie account as ICD.

4163. Re: MiNT and X troubles

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.802528201@news.cwi.nl>
Source record: 164188

azog@gti.gti.net (azog) writes:

>So, what happens now is that everything sorta starts fine, but
>whenever I try to start an xterm, I get

>error 15 errno 32 invalid handle

>Here is error.h from the source of xterm:

>#define ERROR_TIOCGETP 15 /* spawn: ioctl() failed on TIOCGETP */

>#define ERROR_PTYS 32 /* get_pty: not enough ptys */

:-) A Turing machine would be more user friendly...

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

4164. Update to Atari Web Pages!

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3r47eu$o03@mserv1.dl.ac.uk>
Source record: 164189

```
Atari Web Pages Latest News
~~~~~ ~~~ ~~~~~ ~~~~~~ ~~~~

Version 1.0
~~~~~~~ ~~~

Date 6/6/95
~~~~ ~~~~~~

by

Mark Stephen Smith
~~~~ ~~~~~~~ ~~~~~

6th Update
~~~ ~~~~~~

================================================================================

Foreword
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Hello and welcome to the news item on the Atari Web pages. This document
will describe the Atari Web pages as provided by Mark Stephen Smith and will
inlcude a list of the latest updates for the month. Each month I hope to update
this text with the very latest additions and news on the Atari Web pages.

Hopefully these pages will provide an invaluable service to their users, but
they are still at an early stage and developing all the time. As such any
feedback and support you may have for these pages is more than welcome, it is
infact encouraged. The more input I get from its users the better, as then I
will know what is good and bad about these pages and can change them
approproately in the hope of increasing their value to their readers.

Now on with the show.

================================================================================

News and Changes
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Well since the original description a lot has happened. I'm now involved in
several projects, and submit work to several Internet and diskmag sources for
inclusion. I have also officially took over the maintenance of the Atari FTP
list from Hallvard Tangeraas of which there have been a couple of updates.

New items in this document since the last copy will be marked with **, updates
will be marked with a U. All new items are also listed below according to the
date they were added.
```

I apologise for the lateness of this update but my workload has been too large to take the time until now to do this. Please make a note of the sites new address and update any links or bookmarks to the Atari pages to the new address. Thank you!

The new items this month are:

2/6/95 -- Two Reviews of Checkered Flag added for the Jaguar
2/6/95 -- CAIN Newsletter Volume 2. No.4
2/6/95 -- HENSA Atari TOS Newsletter Volume 8. No.9. in HTML format
2/6/95 -- HENSA Atari TOS Newsletter Volume 8. No.9
23/5/95 -- Games Tips, Cheats and Solutions section added
23/5/95 -- Robinsons Requiems Tips
23/5/95 -- Iron Soldier All Weapons and Levels Available Cheat
23/5/95 -- Iron Soldier Unlimited Ammo Cheat
23/5/95 -- Comming Soon for the Jaguar Updated!
22/5/95 -- AEO Newsletter for Jaguar reporting on the E3 show in ZIP and text format
22/5/95 -- Falcon news section format altered so it links to Falcon Hensa newsletters rather than duplicating them here.
22/5/95 -- ST news section format altered so it links to TOS Hensa newsletters rather than duplicating them here.
22/5/95 -- Questions and Answers Q.3 answered, and Q.16 and Q.17 added
10/5/95 -- HENSA Atari TOS Newsletter Volume 8. No.8. update
10/5/95 -- Rod McCall's Falcon Pages link added
10/5/95 -- Bobby Tribble's Atari Link Directory Pages link added
10/5/95 -- Stuart Denman's (Author of Speed of Light) Pages link added
10/5/85 -- Promotional Video for Jaguar
10/5/95 -- Baldies CD Jaguar News
10/5/95 -- The Nordvic Atari Show 1995 Announcement
10/5/95 -- Fried Bits Coding Covention III Results
10/5/95 -- Freedom Fileselector Announcement
10/5/95 -- Substation News
10/5/95 -- Secret Level Codes for Hover Strike on the Jaguar
9/5/95 -- More Hover Strike reviews and comments for the Jaguar
9/5/95 -- Dragon : The Bruce Lee Story Review for the Jaguar
9/5/95 -- Small trick for Hover Strike on the Jaguar
9/5/95 -- Zool 2 cheat for the Jaguar
9/5/95 -- Jaguar FAQ update
9/5/95 -- Lynx FAQ update
4/5/95 -- Several Hover Strike reviews and comments for the Jaguar
3/5/95 -- Falcon Owners List by rod McCall
3/5/95 -- Falcon Developers List by Rod McCall
3/5/95 -- Falcon BBS List
2/5/95 -- 3 Demos each under 96K from the Fried Bits III Convention
2/5/95 -- Towers II: The Plight of the Stargazer Review by Mark Stephen Smith

==========

What are the Atari Web pages?
~~~~ ~~~ ~~~ ~~~~~ ~~~ ~~~~~
~~~~

These are a collection of pages covering all formats of the Atari. In these pages may be found the latest news, reviews, software for downloading, and various other information and links to other places of interest to Atari users.

I have tried to make the structure of these pages easy to follow and as intuitive as possible but there is still a lot of work to be done yet.

==========

How do I access them and what is the Web?
~~~ ~~ ~ ~~~~~~ ~~~~ ~~~ ~~~~ ~~ ~~~ ~~~

First of all I shall look at what the Web is or to use its full name the World Wide Web. The Web is new way of accessing the Internet, unlike previous methods where you were required to enter commands into the program you were using the Web uses a more user driven method of getting around the Internet. This method is much more graphical than former methods and as such is much easier to get to grips with.

When using a Web browser (the name given to a program used to access Web pages) the control method usually consists of a point and click operation. A Web page will consist of text and graphics which are sometimes highlighted in some way to indicate that they are selectable and link to more information or a particular piece of data.

Such a link is reffered to as a hyperlink. In fact the whole system is a variation on hypertext and uses a script to create each page. Each script is written to a HTML (HyperText Markup Language) standard which contains the main body of text in the page and a few command tags for the browser as to how to format the page and what to do with links, etc.

Web pages may contain text, graphics, sounds, and animations, although the later two are normally supported through external software. It is also possible using the Web to gain access to newsgroups, ftp sites, and gopher services all through the one program. As such this makes this a very powerful tool for Internet access, and coupled with its ease of use this has suddenly became the big thing in the recent Internet explosion into the media.

Browsers can handle all properly written HTML scripts but may vary in operation when scripts are incorrect or contain mistakes. Browsers can be divided into to distinct types, graphical and text only. Popular graphical browsers include NCSA's Mosaic and the recent new browser NetScape. On the text side Lynx is the most popular textual browser (NOTE: text browsers don't show any form of graphics).

To access the Web you must either use one of the above mentioned browsers on a machine such as a Sun, PC or Mactintosh, or if you want to access it via your Atari you will need a copy of the Lynx browser as unfortunately there aren't any graphical browsers YET for the Atari.

==========

Where do I find the Atari Web page?
~~~~~ ~~ ~ ~~~~ ~~~ ~~~~~ ~~~ ~~~~

From your Web browser choose to open URL and enter the following address:

http://www.mcc.ac.uk/~dlms/atari.html

If you can store a hotlist of addresses or something similar on your browser then it may be worth including this address for quick access in the future.

Once you've done that you should see my main page so I hope you enjoy it, and don't forget to write with your thoughts.

(*NOTE*: This is the new site for the Atari Web pages, take note of it!)

==========

U What you will find in the Web pages every month.
~~~~ ~~~ ~~~~ ~~~~ ~~ ~~~ ~~~ ~~~~~ ~~~~~ ~~~~~

From the main menu you have several links available to you, some under miscellaneous and others specific to a particular machine, or collection of machines. It is now possible to mail me directly from the Web pages, special thanks also to Frank Charlton for the new Atari Logo. First I will look at what will be in the Miscellaneous section.

****

Atari Related links, Documents, FAQ's and Newsletters
~~~~~ ~~~~~~~ ~~~~~ ~~~~~~~~~ ~~~~~ ~~~ ~~~~~~~~~~

First in the list are "Atari Related Links", these links are to other sources of Atari information or data (such as files, etc.).

There is a link to many of the major Atari holding FTP sites on the Internet. Links to several Web pages by different people on the Atari. This will grow as worthwhile sites come up. At the moment you can visit:

- HENSA to download Atari files (Moderated by Denesh Bhabuta)
- ZFC's Atari Pages by Annius V. Groenink. This has links to various Atari related places, along with talk of his own work on Edith and his new Drive U Project. Annius is also working on a version of the Mosaic browser for the Atari and the best of luck goes to him on that.
- Christer Gustavsson's Atari Gem Programmers Page. Very useful information for programmers grapling with Gem and the operating system. Also offers help via his questions answers page. Some links can be found to Atari related places.
- CAIN Atari Pages. CAIN is the Central Atari Information Network and they create a newsletter which is updately monthly on all things new to do with the Atari. There are also links available here.
- Martin Maisey's Atari Pages. Contains information (downloadable) on programs written by himself for the Atari. Again there are links to other Atari places.
- Toad Computers Pages. Stockiest and retailer of many Atari goods.
- ST Format Pages. Information and previews of ST Format issues.
- Volker Burggraf Atari Pages (German).
- Desert Star Software Home Page.
- ST Assembler Page
- BSM's Home Page

- ST Beer Mat Page
- The Organised Chaos Licenseware Home Page
- Index of /~jschlich/Jaguar/
- Lynx Pages
- Atari Lynx Page
- Atari Page by Frank Post (Partially German, partially English)
- MiNTOS Distribution and Information Page
- Julian's Atari Page
- Atari Ghostscript
- Atari Page by Robert Krenn
- Simon Gornall's Atari Pages
- Ben Halls Page (KSculpt + Calamus Information)
- "Data Uncertain" Software
- Kay's Home (MintNet)
- CNAM Atari Pages
- EMAGIC Users Page (Covers Atari)
- Helmut's Project contains Atari Links (English and German)
- Eero Tamminen's Atari Pages
- Atari Programmers Page
- Atari Users List
- Impulse Home Page (Demo Crew)
- NPG Home Page (Demo Crew)
- Atari Page by Dirk Klemmt
- Steve's Atari WWW Pages
- The Guitar Reference (For the Atari)
- Musings of an Amateur Hacker
- The Atari Home Page by Martijn Dekker
- Tecnation Sonovista (Falcon based computer)
- Cybercube WWW Page (Atari Products)
- Yak's Zoo
- Atari Jaguar 64-Bit Game Machine Stuff
- 8 Bit Atari Page by Ivo van Poorten
- Atari Jaguar Homepage by Christian Svensson (very good and kept up to date)
- Jaguar directory
**Stuart Denman's (Author of Speed of Light) Pages
**Rod McCall's Falcon Pages
**Bobby Tribble's Atari Link Directory Pages

Documents
~~~~~~~~~

Useful documents will appear in here. At the moment there is:

- Atari FTP List by Mark Stephen Smith (essential for the latest news on who provides Atari FTP sites).
- Atari TOS Desktop Survival Kit by Thomas J Hopper. An essential guide to getting the most out of your DESKTOP.INF and NEWSDESK.INF files.
- Recommended list of software for the Atari by Denesh Bhabuta. List compiled by Denesh for me of his best software for the Atari (updates coming soon). Mostly PD and Shareware, this list contains links to download most of the software mentioned.
~~~~~~~~~

- Information on picture formats by Dave Bagget. Lots of information on the format of different picture files for the Atari.
- Information on Viruses.

FAQ's (Frequently Asked Questions)
~~~~~ ~~~~~~~~~~ ~~~~~ ~~~~~~~~~

Useful FAQ's will appear here. At the moment there is:

- Atari ST SLIP FAQ. This is a guide to connecting your Atari to a network. All you want to know about networks and the Atari.
- Atari CD FAQ. Information on getting and using CD's on the Atari. Regular updates to this can be found in my pages.
- GDOS FAQ by Gerd Castan. Got a question on GDOS then this is the place to look.
- MiNTNet FAQ by Christer Gustavsson. Everything you wanted to know about MiNTNet.
- AtariNOS FAQ by Frank Charlton. Answered questions and information on NOS.

Newsletters
~~~~~~~~~~~

Although there may be more to come the following newsletters are updated promptly as I receive them. These have been re-organised to make it easier to keep track of. At the moment there is:

U CAIN Newsletter containing the latest Atari news.
U HENSA Newsletter containing the latest updates to the HENSA Atari archive.
**The HENSA newsletters are now available in HTML form also.
U AEO Newsletter containing the latest Atari news.

Newsgroups
~~~~~~~~~~

Atari related newsgroups. Send updates. The currently supported news are:

comp.binaries.atari.st
comp.sys.atari.advocacy
comp.sys.atari.announce
comp.sys.atari.st
comp.sys.atari.st.tech
comp.sys.atari.programmer
rec.games.video.atari
alt.games.lynx

****

U Questions and Answers
~~~~~~~~~ ~~~ ~~~~~~~

Submit your questions to here and get them included in this page. Answers are open to anyone who has something valid to say, and help is provided to me on Programming and Music questions by several knowledgeable sources. Please support this section, only by your interaction and questions will it survive.

All answers are included in this page for anyone else with the same question and answers are also sent back to the person who submitted the question for those without Web access.

If you feel you have an expertise in a particular area concerning the Atari and would be willing to answer questions on that area when and if I submitted them to you, then please let me know and you can join the team. Programming and Music are fairly well covered and I can cover Graphics programs, help with Technical questions would be appreciated.

****

Reviews
~~~~~~~

Here I hope to include reviews of Atari products both new an old. So far I have the following reviews:

- Kobold review by Andy Curtis (ST Format)
- Flash 2 review by Frank Charlton (ST Format)
- Edith Professional review by Frank Charlton (ST Format)
- MagiC review by Andy Curtis (ST Format)
- Stello v2 review by Mark Stephen Smith (Myself)
- Sportster Modem review by Frank Charlton (ST Format)
- Storm Tracker review by Andy Curtis (ST Format)
- Connect review by Frank Charlton (ST Format)
- Zero 5 review by Frank Charlton (ST Format)
- MIDI Grid review by Andy Curtis (ST Format)
**Towers II: The Plight of the Stargazer Review by Mark Stephen Smith

There are several reviews on the way by the above mentioned people aswell as some by myself. This section is now growing well now and Nick Peers from ST format recently expressed his interest in writing some reviews also.

Again if you feel you would like to submit reviews for inclusion then please write to me. Please note these pages don't include Lynx and Jaguar Reviews, as they are contained within their own pages.

****

News and Announcements Pages
~~~~ ~~~ ~~~~~~~~~~~~~ ~~~~~

Latest Atari news, and announcements from the Atari World. Currently contains the following:

**The Nordvic Atari Show 1995 Announcement
**Fried Bits Coding Covention III Results
**Freedom Fileselector Announcement
**Substation News
- Nova Graphics Board Announcement
- Sozobon C Announcment
- FTP site Announcment
- Fried Bits Eastern Coding Convention 3 Announcement

- Portfolio Club Announcement
- Towers II release Announcement
- Universal Virus Killer Book Announcement

****

**Games Tips, Cheats and Solutions
~~~~~ ~~~~ ~~~~~~ ~~~ ~~~~~~~~~

This is a new section introduced to help the Atari gaming community. It covers all Atari formats but is currently divided into the following areas:

Atari Computers
~~~~~ ~~~~~~~~~

Tips and cheats for all Atari computers. Cheats included are:

**Robinsons Requiems Tips

Atari Jaguar Console
~~~~~ ~~~~~~ ~~~~~~~

Tips and cheats for the Jaguar. Cheats included are:

**Iron Soldier All Weapons and Levels Available Cheat
**Iron Soldier Unlimited Ammo Cheat

Atari Lynx Console
~~~~~ ~~~~ ~~~~~~~

Tips and cheats for the Lynx. This section is currently empty.

Submission of game tips, cheats and solutions for any Atari format are welcomed and should be mailed to me.

****

Updates and Information on these Web Pages
~~~~~~~ ~~~ ~~~~~~~~~~ ~~ ~~~~~ ~~~ ~~~~~

All updates and news on the Atari Web pages goes in here. Previews of whats to come soon are included and new items or updates to the pages are listed according to date with the most recent being first. Most updates contain links to the new material for instant access.

Other things to be found in here are the number of accesses to the Atari pages. At the moment this is not supported.

****

This now concludes the Miscellaneous section. Now onto the Other Pages. These pages are specific to a particular machine, or collection of machines. These are going to go through some major changes and you can expect a fair number of changes to be made to these in the next month or so.

****
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Falcon Page
~~~~~~ ~~~~

This will contain information and files relevant to the Atari Falcon, currently this page is divided into the following areas:

News and Previews
~~~~ ~~~ ~~~~~~~~

In here expect to see any news or previews that come my way, whether they be small descriptions or full features with pictures. At the moment there is:

- Pinball Dreams and Llama Zap News.
- Apex News. This contains some information I got on Apex Media for the Falcon when I spoke to Douglas Little on the phone a few weeks back. Not very detailed unfortunately, but I'm waiting on my copy of Apex to give a full review so expect that to be rectified soon.
- Dextrous News. Small description of some of the features of Dextrous with a picture. Only at an early stage of development, if I hear more it will go in here.
- Towers II : Plight of the Stargazer. Pictures and description of this great looking Falcon only sequel to Towers. Expect the demo soon.
- Towers II : Plight of the Stargazer Update! The latest news on developments.

HENSA Atari Falcon letters are no longer duplicated and held in this area. Instead there is now a link from this page to the HENSA Atari Falcon Newsletter page.

Misc
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Miscellaneous information on the Falcon, including:

- Falcon Demo FAQ. List of Demos for the Falcon, including some form of information on each.
- Compatibility list of games with Falcon.
- Compatibility list of applications with Falcon.
- Falcon Specifications and Information compiled by Rod McCall.
**Falcon Owners List by rod McCall
**Falcon Developers List by Rod McCall
**Falcon BBS List

New Software
~~~ ~~~~~~~~

The latest Falcon/enhanced software available for download. Major revisions to be done with updates here. All files now list there size so you can see how large they are before downloading. At the moment the following software is included, with more to come:

**3 Demos each under 96K from the Fried Bits III Convention
- Apex Media Demo (Demo version of the animation and art package for the Falcon)
- Towers II (Shareware game)
- Super Bomber Man (freeware)
- Play MPEG v0.70 by M.D.Griffths (shareware)

- Speed of Light v3.8 (shareware picture viewer)
- Scape a planetary landsacpe generator.
- Digital Tracker demo of commercial version.
- Obsession 1 level demo.
- FOG issue 8 diskmagazine for Falcon.

Other software worth having
~~~~~ ~~~~~~~~ ~~~~~ ~~~~~~

Software worth using on the Falcon.

- Backward v2.52. For compatibility with the ST. Please send any versions
which are newer than this.
- MultiBlow. Configurable overscan utility.
- Starball. Excellent pinball game (Falcon enhanced).
- Berzerk. Excellent version of Berzerk (Faster on Falcon).
- FOG issue 7 diskmagazine for Falcon.
- FOG issue 6 diskmagazine for Falcon.

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Atari ST/STE/TT/Mega STE Page
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This will contain information and files relevant to all the above mentioned
Atari formats, currently this page is divided into the following areas:

News
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In here expect to see any news or previews that come my way, whether they are
small descriptions or full features with pictures. At the moment there is:

HENSA Atari TOS letters are no longer duplicated and held in this area. Instead
there is now a link from this page to the HENSA Atari TOS Newsletter page.

New Software
~~~ ~~~~~~~~

The latest (most recent versions) software available for download. Major
revisions to be done with updates. All files now list there size so you can see
how large they are before downloading. At the moment the following software is
included, with lots more to come:

- Speed of Light v3.8 (shareware picture viewer).
- ST Zip v2.6. Latest version of ST Zip.
- Obsession demo. 1 level of this great pinball game.

Other Software worth having
~~~~~ ~~~~~~~~ ~~~~~ ~~~~~~

Software worth having on the Atari.

- Utopus. Two player shootem' up (STE only).
- Ozone. Good platform/puzzler.
~~~~~

- Starball. Excellent pinball game.
- Berzerk. Excellent version of Berzerk.

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Lynx Page
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All the latest news and reviews on the lynx, along with cheats, etc. This page is divided in to the following areas:

News
~~~~

News on the Lynx and related material. At the moment there is:

- Lynx Summer Steal Deal Extended to the Fall. News of price reductions for a limited period.

Reviews
~~~~~~~

Reviews for just about every Lynx game ever released will appear in here. All reviews are by Robert Jung. At the moment the following reviews are included:

APB Awesome Golf Baseball Heroes
Batman Returns Basket Brawl Bill and Ted's
BlockOut BattleWheels Blue Lightning
California Games Checkered Flag Chip's Challenge
Crystal Mines II Dino Olympics Dirty Larry:Renegade Cop
Dracula the Undead Double Dragon Desert Strike
Electro Cop European Soccer Chal. Ultimate Chess Chal.
Gauntlet:3rd Encounter Gordo 106 Hard Driven'
Hockey Hydra Ishido : Way of Stones
Jimmy Conners' Tennis Joust Klax
Kungfood Lemmings Lynx Casino
Malibu Bikini Volleyball Ms.Pac-Man
NFL Football Ninja Gaiden
Ninja Gaiden III : The Ancient Shop of Doom

Other Lynx Stuff
~~~~~ ~~~~ ~~~~~

Other items of interest to Lynx owners. At the moment there is the following:

U Lynx FAQ
- Lynx Tips and Tricks

New Software Anouncement
~~~ ~~~~~~~~ ~~~~~~~~~~

Currently empty.

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Jaguar Page
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All the latest news and reviews on the lynx, along with cheats, etc. This page
is divided in to the following areas:

News and Previews
~~~~ ~~~ ~~~~~~~~

All the latest news and preview information I can find related to the Jaguar.

**Baldies CD Jaguar News
- ECTS News
- Hyper Image page linked to (Makers of Jaguar game Hover Hunter).
- Jaguar CD Specifications
- Rebellion Development News
- Sinister Developments News
- Sensible Soccer News
U Coming Soon!
- Hand Made Software News

Reviews
~~~~~~~

A collection of reviews from different sources, hopefully I will be contributing
more to this section myself. This page has been re-formatted thanks to
Holger Kipp. Reviews so far include:

Aliens vs Predator - by Eric S.Boltz
Aliens vs Predator - by Robert Jung
Brutal Sports Football - by Randy
Bubsy Bobcat (in Fractured Furry Tales) - by Robert Jung
Checkered Flag - by Robert Jung
** Checkered Flag - by Eric S. Boltz
** Checkered Flag - by Tom Georgoulias
Cannon Fodder - by Holger Kipp
Cybermorph - by Robert Jung
Doom - by Robert Jung
Dragon: The Bruce Lee Story - by ?????
** Dragon: The Bruce Lee Story - by Joe Cataudella
** Hover Strike - by Jermey Haines
** Hover Strike - by Larry Tipton
** Hover Strike - by Scott R. Marrison
** Hover Strike - by Andrew S. Wheat
** Hover Strike - by Robert Jung
** Hover Strike (Comments) - by Dr. Moze (Steve Marsh)
** Hover Strike (Comments) - by Kevin Haley
** Hover Strike (Comments) - by Robert Jung
** Hover Strike (Comments) - by Jonathan J. Hunt
** Hover Strike (Comments) - by Sal Manfredonia
** Hover Strike (Comments) - by Sal Manfredonia
Iron Soldier - by Robert Jung
Iron Soldier - by Holger Kipp
~~~~~~~

Raiden - by Robert Jung
Syndicate - by Holger Kipp
Tempest 2000 - by Robert Jung
Theme Park - by Holger Kipp
Theme Park - by Robert Jung
Trevor McFur in Cresent Galaxy - Jer Howitz
Val d'Isere Skiing and Snowboarding - by Robert Jung
Wolfenstein 3D - by Robert Jung
Wolfenstein 3D - by ?????

There are many more reviews to come.

Other Jaguar Stuff
~~~~~ ~~~~~~ ~~~~~

Miscellaneous information on the Jaguar. Information included presently is:

U Jaguar FAQ
- Raiden Tips
- Jaguar Game Cheats
- Kasumi Ninja FAQ
- Ultra Vortex FAQ update for Jaguar
- 50/60 Hz, games adjusting to resolutions list
- Jaguar Game Cheats
- More Raiden Tips
- Kasumi Ninja Moves List
**Secret Level Codes for Hover Strike on the Jaguar
**Small trick for Hover Strike on the Jaguar
**Zool 2 cheat for the Jaguar
**Promotional Video for Jaguar

Other Jaguar Pages
~~~~~ ~~~~~~ ~~~~~

Other pages specific to the Jaguar included in here. Currently there is:

- Atari Jaguar Homepage by Christian Svensson

There are others that will be included, some containing more recent news, but
the one above is the most organised and intuitive one I've came across.

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8 Bit Atari Page by Ivo van Poorten
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Not maintained by me these pages cover the 8 bit formats of Atari machines and
are very comprehensive. Nearly everything you could hope to find is contained
within these pages.

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What to expect in the future
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Some structural changes are likely to appear in the next months. I have introduced an announcements page where you can tell the World of anything you have to announce. Please send news of updates to your programs, Atari stuff for sale, and any other Atari announcements here (NOTE : Commercial companies should send information on products to be included in here and in the news sections).

This month saw the introduction of the games Cheats, Tips and Solutions area. Currently this is fairly empty but will grow, your support would be welcome. This section covers all Atari formats including the 8 bit machines and consoles. It is currently split into Atari computers, the Jaguar and the Lynx areas.

In the near future I will be adding a Portfolio section to cover the portable computer by Atari called the Portfolio. This area will be supported by Jan Sedlak of the Portfolio club.

There is an outside possibility of starting a programmers and/or MIDI section in these pages but this is as yet undecided. I will judge whether or not to do this based on the kind of response I have. I do not want to repeat any of the good work done in these fields however by other Web page writers such as Christer Gustavsson (Where is the response for these pages?)

More support is needed for the questions and answers pages, although initially successfull people just stopped posting their questions. Although the odd one is still coming and answers are still forthcoming. Please support this, it is of benefit to anyone who uses it.

The Jaguar section should have a lot more news, pictures and reviews in the future. I have tracked down a fair bit of news and am in contact with a few companies now and hope to get news from them on there products.

Both the ST and Falcon sections should contain much more news in the future, along with more of the best PD/Shareware, and PD/Shareware reviews. I should have several demos hopefully in the near future for games coming out on these formats.

The Lynx section is to continue to get reviews and I will update the news as and when I get it. Sorry about the lack of updates recently, more to come.

Expect more links to Atari related pages in the future. There will be more newsletters, documents, and updates to the FAQ's.

Expect further reviews from Andy and Frank, along with myself (watch out for the Speed of Light review). Hopefully I can include more screenshots, and do a few program tutorials. Nick Peers of ST Format and Holger Kipp have offered to support these pages with contributions in the future.

Please write with your ideas, critisms, comments, submissions (software, news, reviews, questions, etc), to me and don't forget that I am now the official maintainer of the Atari FTP list originally by Hallvard Tangeraas. All updates to this list should now be sent to me.

Thank you and see you with the updates to these pages next month!

++
+ Mark Stephen Smith : msh@dl.ac.uk or dlms@nessie.mcc.ac.uk +
+ Atari Web Pages : http://www.mcc.ac.uk/~dlms/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Member and writer for CAIN (Central Atari Information Network) +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

4165. Re: New C-lab Falcons, anyone have details?

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3r488p$i5t@prime.mdata.fi>
Source record: 164190

In article <3qqv8k$qjs@golem.wcc.govt.nz>,
Roger Sheppard.. <sheppard_r@kosmos.wcc.govt.nz> wrote:
>In article <D9Lo9E.3E9@bath.ac.uk>, ma2ljg@bath.ac.uk (L J Greenhalgh) writes:
>>Does anyone have any concrete info on the new Falcons
>>which C-lab are hoping to show at the Spotlight show?
>>
>>In interviews in Atari World C-lab have mentioned:
>
>Yes it looks like you would have to Rob a Bank to pay for them.
>the current C-Labs model is way way over priced at $3000us in fact
>AEO stated that is was some $1200us over priced...

Mr. (or is it Ms.?) SheepHeart:
The price of C-lab Falcon is 3000 DM, that means German Marks.
1 German mark is about 0.55 dollars. Some countries charge more,
but in today's world you can buy where-ever it's cheapest.
Digital Village sells C-lab Falcon mkII + CAF + FDI for 2000
english pounds.

That is an OK price for 16 -track digital audio/midi -system with
500Mb SCSI drive.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

4166. Re: GFA prog. question

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: Sim <py4sdh@bath.ac.uk>
Message-ID: <Pine.SUN.3.91.950607133049.29249A-100000@ss1.bath.ac.uk>
Source record: 164191

Newsgroups: comp.sys.atari.st
References: <3r30ck$1e2@nic.umass.edu>
Sender: py4sdh@bath.ac.uk
Distribution: world

In the referenced article, DJCHENG@frost.oit.umass.edu (Daniel J Cheng) writes:
>
>ences: <3omod7$3up@tweety.sna.com> <3op3pg$gm@horus.infinet.com>
<3oqn9s$8of@news.xs4all.nl>
<tanatoesD8DLEr.5J9@netcom.com>,<JC+8jL+.sirsmedley@delphi.com>
<3pr0fv$f15@rebecca.albany.edu> <3pstkt$iq9@ftp.amcc.com>
> Distribution:
>
> Ok, I don't know how I did it, but I know how I did it, but I managed
> to program a fighting game (like SF or MK) using GFA Basic 3.07. I'm
> planning to use other optimization techniques on the program later,
> but for now I have a problem:
>
> 1)My background is stored in a string like h$.
> 2) The characters are also stored in strings, dude$
> 3) I use a page flipping techique.
>
> Whenever the characters are drawn over the background, I use the
>PUT x,y,dude$,[mode] command.
>
> The problem is that I've tried all the modes and I still cannot
>achieve transparency while keeping the source pattern unchanged. The closest
>I was able to come was using mode 7, which gave me transparency, but the
>background under the character showed through.
> In other words, while I didn't have a big black square around my
>fighters, the fighters themselves had weird colors (I suppose from combining
>with the background).
> Can anyone help me?
>

This problem is usually caused because you haven't masked out the
background. If you just put the sprite on screen you'll get a big black
box around it. However if you just OR or XOR your sprite onto the screen
data you'll just fuck up the colors of the sprite.

So you cut a hole out of the background, that is the same shape as your
sprite, then you can OR your sprite onto the hole and bob's your relative.
How do you cut out the hole you ask, well you can either make the mask by
generatorating it from sprite data (OR the four bitplanes together and
NOT it) or you can draw it yourself in an art package in colour 15 (

this uses more memory, but you can put an outline around your sprite and add cheesy dithered shadows.

When you've got your sprite data, you then AND this with the screen and the OR your sprite data with the screen.

I would suggest that you store the background in a chunk of memory reserved from the OS using malloc, and then blit it onto the screen rather than using strings. Don't know about GFA but some Basics will shift the strings about during house cleaning operations, which will cause a major delay, usually at some point where you want it to run as fast as possible.

____ ____ _ _ _ Simon Hammett - py4sdh@bath.ac.uk _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
| http://www.bath.ac.uk/~py4sdh/index.html |

4167. Re: Germans buying up Obsolete Computer Systems..

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3r47jl$6bc@bs33n.staffs.ac.uk>
Source record: 164192

Neal G. Gilbertson (nggilber@cca.rockwell.com) wrote:

: The Amiga has the *best* OS and it is the *Only* home computer
: that will do true multitasking. I know. I have one.

Take a look at Windows 95 - true fully pre-emptive Multitasking on-par with the Amiga. Given the sheer amount of software for the PC market I know which I'd invest in. Oh and yes I have used W95, this isn't press release talk. Our University is a beta-test site for it (one of many I expect).

: A Terminal program,
: DiskMaster II (Dir management prog)
: Final Copy II (fine Word processor)
: Power Snap
: Quite often a DataBase program.

Although certainly not multi-tasking I can be running Stalker to be on-line, have the Freedom acc to do the file handling stuff (and yes it works WHILE downloading), have a database/address book on-line (readable while doing other stuff) and still throw a soundtracker module through the DSP and have room for my Tetris game as well. Agreed they don't multi-task so to speak but quite frankly if I can do all the things I need to at once, does it matter HOW the computer does it?

: The Amiga lives and will soon be in production once again.
: A new Power-PC based Amiga is the next-gen to come.

A RISC based Amiga would be interesting. It could also be the one machine that in a way kills off the Amiga market - how? Well put it like this. You have a box on your desk that can run all PC and most compliant Amiga applications (because lets face it, lots of games/demos are not going to work due to 'unofficial' hardware coding tricks needed to get the best out of the machine). This means you can effectively purchase either PC or Amiga software. Given the current range of PC software on comparison which are you more likely to buy? Imagine 3.0 on the PC is amazing, as is Lightwave. Would you buy an Amiga WP package or something a little more 'industry' standard like Word 6.0 ? Games like Subwar 2020 on the PC is much more superior to the Amiga version, so I guess if sense prevailed you'd buy the PC version instead because of better graphics (and who knows, maybe even better sound - maybe).

The end result is that you buy more PC software than Amiga software, why would a company bother producing two versions (one Amiga, one PC) when most RISC-Amiga-PC-compatible owners will buy the PC version anyway?

This is providing they do actually make a RISC based Amiga of course, the incompatibility problems would be incredible, sure some might say lets have a PC with Amiga hardware inside it - but why? Nothing on earth would use it.

: Amiga has it's roots in Atari. Atari could have had Amiga (around 1984)
: but didn't take it up. They invested money into it's development
: but blew the chance to own it and they realy did want to.
: Too bad for them. %:^)

In a way. Atari had a very nice run of success with the ST, they made millions from it, they were also first and it wasn't until the later years that Amiga overtook, it has been only recently that Atari developers are dropping away (ie about a year back) but the ST has still had a superb lifespan by most comparisons, Atari didn't do so bad. When it was out they marketted it well, they just didn't plan on making the machine 'future-proof'. Amiga are still around because of the user base they built up during this time also but development on the Amiga doesn't come close to the PC and with dropping prices it really isn't going to be long before PC's do truly dominate the market.

What everyone seems to forget is that owning an Atari or an Amiga is something special because they ARE different. Its like being a member of an elite club, you know what your machine can do and you know whats happeneing with it. There is a strange but special kind of bonding between the members of the Atari and Amiga community because although traditiional enemies - anything is better than PC domination. Atari and Amiga owners actually DO things with their computers, there must be millions and millions of PC owners who have these thousand pound machines (and the rest) but do nothing but consume. They take in the CD-Rom's, they play the games, fiddle with the occasional Windows App. But how many of them bother to get down and get dirty, coding their machine? Learning to design graphics, writing music, heck even editing a disk magazine? Answer: Not many. Why own a machine for the sake of owning it? Why not own something you know you can use and get enjoyment from.

: I like my Atari and I like my Amiga. I have owned a PC, I have owned
: a Mac. I didn't keep them. I'll keep my Atari and I'll keep my Amiga.

I own a Falcon, an A500 and a laptop PC. The laptop stays because it means I can write reviews of software while the software is running on my Falcon and I can also sit in bed and surf the 'net :) The Falcon stays because I find the graphics potential of it amazing (and I draw commercial graphics so I need it) and the Amiga I will upgrade to a A1200 because of the games and the whole Amiga 'scene'. To fall in-line with the rest of the 'normal' computing world I'd need to go and spend a few grand on a Pentium of some configuration. I'd rather not.

RiCH

PS - Its all mind-food really, you on, gorge yourself. I don't want flames they serve no purpose, follow this up if you have something valid to say please.

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_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4168. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3r4827$6bc@bs33n.staffs.ac.uk>
Source record: 164193

Martin Griffiths (mdg@ukc.ac.uk) wrote:
: "VGA's just can't hack it" - this is rubbish, there is no good reason apart
: from coder laziness why demos shouldn't work on VGA - I should know I've been
: very lazy myself in the past!

: Don't give me any excuses like 'oh its 60hz' etc, the Falcon video hardware
: can easily be made to run at 50hz on a VGA and 99.9% of monitors would have
: no problems with this. The only other excuse is the 10% loss of memory
:bandwidth with VGA which means you get 10 less dots on the demoscreen ;-)

Then tell me this :- Why don't the top demo crews like Lazer and EKO
make their demos work on a VGA? Indeed you are supposed to be a member
of Digital Chaos - their first demo also did not work on a VGA - are you
all lazy coders? I don't think so. Why does Pinball Dreams only work on
an RGB and not a VGA? How about Obsession.. same there too. Don't you
think they are made RGB only because of the fact that there are a lot of
VGA monitors that couldn't handle it? If a demo/game wanted to display a
true colour picture in 640x480 it wouldn't be able to on a VGA - if it
could then why can't you have those dimensions from the Desktop???

I know you have a very nice and powerful monitor, I only have a very
basic VGA (note the lack of 'S' infront of that) and an RGB. I'm sure
there are some monitors that could perform, but I know there are lots
that couldn't.

RiCH 'confused'

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_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4169. Free ticket to Spotlight Show

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3r48b6$6bc@bs33n.staffs.ac.uk>
Source record: 164194

Gasteiner kindly sent me a free ticket to the Spotlight Show this weekend. It looks like being a very nice show indeed, but I have exams this and next week so won't be able to make it. However if anyone would like the ticket I can post it off to you (UK only of course!). The show is THIS weekend 10th-12th. Call me with your address if you are interested, seems a shame to let it go to waste:- (01785) 663383 (After 8pm please).

Rich

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(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4170. Re: Demos of DEXtrous and Thought!

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3r48dn$6bc@bs33n.staffs.ac.uk>
Source record: 164195

Philips Dilworth Patton (darmok@leland.Stanford.EDU) wrote:
: Anyone know where I can find them? (DEXtrous is a desktop replacement
: for Falc)...
: thanx

Dextrous I believe isn't available yet (even in demo form).
Thought! however is, ST Format had it on a cover disk a fair few months
back (the demo version) so I guess that means lots of FTP sites should
carry it. Have a look-see.

RiCH

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_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4171. Automation Packer 2.3r depacker (LSD) DESPERATELY wanted !!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: fvkampen@cs.vu.nl
Message-ID: <D9t27B.16u.0.-s@cs.vu.nl>
Source record: 164196

HELP HELP HELP

I have a few old programs that I need to run, but
they are packed with the Automation 2.3r packer. They start with an
LSD! preamble. So I need a depacker for these files...
Can ANYONE help me???

Greetings

Florentijn van Kampen

--
+---+
| Florentijn van Kampen fvkampen@cs.vu.nl ppp24.pm.cs.vu.nl |
| http://www.cs.vu.nl/~fvkampen Bavo Music Lab. We Compose The Future... |
+---+

4172. Re: Our Respects to Hendrik Mylius

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506071354.AA01884@ilmen.lanl.gov>
Source record: 164197

Hendrik's personal home page is still up and running on the world wide web.
For those of you with web access, you might want to check in just as a way
of saying goodbye to a friend. His photo is posted there, as well.

Here's the URL:

http://hermann.teuto.de/personen/hendrik/indexe.html

-Hutch- @ Fair Dinkum Tech

4173. Re: Zip Drive Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506071404.AA01892@ilmen.lanl.gov>
Source record: 164198

In a previous message, Daniel McAndrew wrote:

> For further info, contact ICD directly. They have a GEnie account as ICD.

More precisely, Tom Harker of ICD can be reached at icdinc@genie.geis.com.

-Hutch- @ Fair Dinkum Tech

4174. Oasis and any PPP account

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3r41ui$bhb@epsilon.qmw.ac.uk>
Source record: 164199

Hi

A couple of weeks ago, someone posted on how to use OASIS and NOS
software with any PPP account. I did not have a chance to read this,
and the thing expired before I got some time. Please repost or tell me
how this is done.

Urgent...

Regards
Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

4175. Re: HSMODEM for Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3r42p8$bhb@epsilon.qmw.ac.uk>
Source record: 164200

On mcguired@moose.erie.net, Dennis McGuire (mcguired@moose.erie.net) typed away:
: read german. Can the SCC.PRG program be used as is, or do the settings
: need to be changed for the Falcon? Is so, can someone send me a copy of
: SCC.PRG properly set up for the Falcon. Thanks!

It can be used as is. No need to change any settings.

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

4176. Gnuplot for Atari

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: Srinivas Jammalamadaka <srinivas>
Message-ID: <3r4d2g$gau@sun168.rz.ruhr-uni-bochum.de>
Source record: 164201

Does someone know ftp-sites where a copy of gnuplot for Atari is available.
Thanks

4177. Falcon upgrade help

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: pe@cam-orl.co.uk
Message-ID: <3r4i57$chm@lyra.csx.cam.ac.uk>
Source record: 164202

Last week I posted (will I think I did) some questions about
upgrades for the Falcon (TT-Ram and Power Up2).

Since I didn't have chance to check the news groups till this
week I may have missed any replies.

If you did post something I can only appologise for missing
it and would you be kind enough to email me at the address
below (NOT the 'cam-orl' address in the header).

Otherwise could I repeat the questions :

Is there a simple, cheap, TT-Ram board for Falcon?
Who sells (in UK preferably)?
How much?
Will it fit in existing case?
Number of SIMMS slots?

Power Up2 (32Mhz processor upgrade)
What form does it take?
Is it worth it?
Will it effect any future upgrade?

Email me at rjelwell@pine.shu.ac.uk

Thanks.

Rich.

4178. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: mdg@ukc.ac.uk
Message-ID: <885@stork.ukc.ac.uk>
Source record: 164203

In article <3r4827$6bc@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
:>Martin Griffiths (mdg@ukc.ac.uk) wrote:
:>: "VGA's just can't hack it" - this is rubbish, there is no good reason apart
:>: from coder laziness why demos shouldn't work on VGA - I should know I've been
:>: very lazy myself in the past!
:>: Don't give me any excuses like 'oh its 60hz' etc, the Falcon video hardware
:>: can easily be made to run at 50hz on a VGA and 99.9% of monitors would have
:>: no problems with this. The only other excuse is the 10% loss of memory
:>:bandwidth with VGA which means you get 10 less dots on the demoscreen ;-)
:>
:>Then tell me this :- Why don't the top demo crews like Lazer and EKO
:>make their demos work on a VGA? Indeed you are supposed to be a member
:>of Digital Chaos - their first demo also did not work on a VGA - are you
:>all lazy coders? I don't think so. Why does Pinball Dreams only work on
:>an RGB and not a VGA? How about Obsession.. same there too. Don't you
>think they are made RGB only because of the fact that there are a lot of
>VGA monitors that couldn't handle it? If a demo/game wanted to display a
>true colour picture in 640x480 it wouldn't be able to on a VGA - if it
>could then why can't you have those dimensions from the Desktop???
>I know you have a very nice and powerful monitor, I only have a very
>basic VGA (note the lack of 'S' infront of that) and an RGB. I'm sure
>there are some monitors that could perform, but I know there are lots
>that couldn't.

1. Yes, 'Tat' (who coded the first 'Digital Chaos' Demo, was too lazy to
do a VGA version.
2. I had a 3 hour phone session with the programmer of the Falcon conversion
of pinball dreams and talked him through the code changes to make Pinball
Dreams run on VGAs - this included me working out the hardware register
values for the VIDEL screen modes etc.
3. Obsession (at least the demo did) on my VGA.
4. As far as 'Lazer' and 'EKO' are concerned, it would not take more than a
day or two's coding to do VGA versions of their demo - as for stuff about
TRUE Colour pictures, you could even skip the pictures or have a 256 colour
version - if this was done properly with a 2pass colour quantization
algorithm the difference in quality would be 0.1%.
5. I would suspect that you are in the minority having a 'VGA' monitor.
6. The DSP based MPEG player that I wrote supports VGA more fully than it does
RGB because my opinion is that most Falcon owners use the machine on a
(S)VGA monitor, certainly out of about 150 registered users only about 10%
are running on RGB.
7. I haven't seen any new Falcon demos in the last few months simply because
it is quite a lot of hassle to get a TV to my machine - I'll probably
download a few soon and have a 'demo afternoon' in front of the TV ;-).

>RiCH 'confused'

Griff
--

4179. Re: New C-lab Falcons, anyone have details?

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950607.161628.50@powerslv.demon.co.uk>
Source record: 164204

In message <D9r04E.8zq@bath.ac.uk> L J Greenhalgh wrote:

> >> If C-Lab do relase a 299 machine then I hope that it ISNT the dreaded 1 meg
> >> model!!!
> >>
> >> Basically they'll have to either try and fiddle 2 or 4 meg in for this
> >> price.
>
> Here's my suggestions for an ultra cheap Falcon.
>
> 2meg minimum.

Yup.

> Redesign the casing, the Atari casing is hideous, and seems to
> me to be designed to bring on premature RSI.

I find it useful - I've got a Spirit Folio mixer with the bottom edge resting
in the groove above the f-keys, raking away at about 60 degrees. Very handy.

> Make the casing black

Noooooooooo. Spinal Tap, anyone?

> Remove cartridge port/TV ariel port to save costs.
> Remove SCSI-II interface to cut costs, IDE only.

OK - can the TV port but keep the cart. port (essential for Cubase, Logic
et al.) Ditto w/ SCSI and IDE - IDE drives are only slightly cheaper
than SCSI and the ability to put a decent amount of hardware (hard drives,
removable drives, CD-ROMs, scanners, samplers etc) onto SCSI makes it *far*
more useful.

> SIMMS instead of the stupid Atari system. Typical Atari,
> puts SIMMS in the STE, everyone loves them, then reverts
> to its own system for the Falcon. System should be able
> to support 2,4,8 and 14 meg configurations.

Yup.

> 32KHz 030.

And keep the main board running at 16MHz w/ cache? Or upgrade the whole
thing?

> 299 UKPS

Yup.

--
Cheers __
| /\ |\ |
\/ \/ | \|

4180. Re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950607.160106.27@powerslv.demon.co.uk>
Source record: 164205

In message <3r1h9l$m6r@dux.dundee.ac.uk> Rod McCall wrote:

> Gaven Miller (gmiller@inca.co.nz) wrote:
> : Doug Little (dlittle@nest.demon.co.uk) wrote:
> : [snip]
> : > ... People are
> : > going to end up spending as much on their computers as they do on their
> : > cars!
>
> : ...and that's a bad thing? ;-)
>
>
> Call me a sexist old fart, but I've yet to see a woman impressed by
> a fast CPU. You can say "come and see my big red sports car",
> however "come and see my 68030, with MMU" doesn't seem to carry the
> same sex appeal.

To which I would respond - you're obviously trying to score w/ the wrong women (tho' any computer-unfriendly woman would have a hard time of it in our household anyway :). And would you really want to impress a potential girlfriend by boasting about your big red penis substitute^H^H^H^Hsportscar anyway?

--
Cheers __
| /\ |\ |
\/ \/ | \|

4181. Re: Our Respects to Hendrik Mylius

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3r2lcf$s9v$1@perth.DIALix.oz.au>
Source record: 164206

D.Bhabuta (efac001@alpha.qmw.ac.uk) wrote:

: It is with great sadness that Chris and I bring you the bad news of
: Hendrik Mylius's death.
:
: Very few details are known about his death.
:
: The posting is being made as a mark of respect to Hendrik, who was very
: active in here. I can't think of one person who didn't like him. He was
: very helpful and friendly.
:
: I never personally met him, but we had become good friends over the
: net. He even posted on csas that he considered me to be his friend...
:
: You are all invited to pay your respects to him, here, in this thread.
:
: Good bye Hendrik

: Denesh Bhabuta

How come the good always go 1st ??? I'll miss Hendr!k, he helped me no end..
and like most, considered him a friend.. May memory of him live on...

TTFN Hendrik

Peter Feszczur 8-(
--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

4182. Re: Our Respects to Hendrik Mylius

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D9s0y9.7EA@cix.compulink.co.uk>
Source record: 164207

In response to efac001@alpha.qmw.ac.uk's message:
> It is with great sadness that Chris and I bring you the bad news of
> Hendrik Mylius's death.
> [...]
> He was very helpful and friendly.
> Good bye Hendrik
>
> Denesh Bhabuta

He certainly was to me too. Usually the first person to mail me when I had a question needing to be answered or when some fresh news had come to light.

When Chris told me it was the worst shock I've had since appearing here. I hope there isn't another one like it.

> We were always having a laugh and a joke about things through email
> and I regret that I missed the chance to meet him in real life.
>
> Goodbye Hen.
>
> --Chris

That's how I'll remember him too. B^{<

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/143.0@nest.ftn #

4183. Re: Psygnosis Games.. - R E A D -

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <3r2o1i$5nn@irz201.inf.tu-dresden.de>
Source record: 164208

```
In article <alex-0506952225270001@tdw.vip.best.com>, alex@tecnation.com
(Alex) writes:
>In article <3qtmsr$rko@hermes.louisville.edu>,
>sebelt01@starbase.spd.louisville.edu (videogame) wrote:
>
>> Is Psygnosis still in business? If so I need their e-mail
>address/phone..
>> If not, is their software now free? If so, can someone send some to me
>> (using msa, perhaps?) If not (free), would someone like to send me
>some
>> using msa (and of course, erase your own copy).
>>
>
>YES! They are very much alive. Sony have either bought them out, or made
>a
>substantial investment, and therefore they are developing what look like
>some very cool games on the Sony Playstation.
Psygnosis (and DMA design for that matter) was bought by Sony a while ago
and is now wholly owned by them. They make PC- and PSX-games only
nowadays.
Matthias
--
.----------------------+-----------------------------------------------,
| Matthias Rauhut > mail: mr2@irz.inf.tu-dresden.de /
| Maintainer of > WWW: http://www.inf.tu-dresden.de/~mr2 /
| The > IRC: st-guru /
| Patches Scrolls > real life:huh? /
+----------------------+----------------------------------------+
| finger god@earth.com : No such user /
`-------------------------------------------------------------------'
```

4184. Re: Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3r30d0$31q@sphinx.Gsu.EDU>
Source record: 164209

: But AES 4.1 is not available to the public! But MagiC!3.

At least, nobody admits it is... I strongly feel that AES 4.1 should become freely available, and (even more important) its sources should be available for further developement. If Atari itself won't do anything with 4.1, they have nothing to lose.

Unless... C-Lab has some plans with 4.1 ? I wouldn't be surprised to find a new version of MTOS in future C-Lab Falcons =-) !

Still, I believe that most people will find AES 4.1 beta, if they just want to.. It might not be legal - but I wouldn't call people who get that beta version somehow, criminals or ultimate sinners. It's a good MTOS - and much better than the original MultiTOS.

TH

4185. GFA prog. question

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: DJCHENG@frost.oit.umass.edu
Message-ID: <3r30ck$1e2@nic.umass.edu>
Source record: 164210

ences: <3omod7$3up@tweety.sna.com> <3op3pg$gm@horus.infinet.com>
<3oqn9s$8of@news.xs4all.nl>
<tanatoesD8DLEr.5J9@netcom.com>,<JC+8jL+.sirsmedley@delphi.com>
<3pr0fv$f15@rebecca.albany.edu> <3pstkt$iq9@ftp.amcc.com>
Distribution:

Ok, I don't know how I did it, but I know how I did it, but I managed
to program a fighting game (like SF or MK) using GFA Basic 3.07. I'm
planning to use other optimization techniques on the program later, but for
now I have a problem:

1)My background is stored in a string like h$.
2) The characters are also stored in strings, dude$
3) I use a page flipping techique.

Whenever the characters are drawn over the background, I use the
PUT x,y,dude$,[mode] command.

The problem is that I've tried all the modes and I still cannot
achieve transparency while keeping the source pattern unchanged. The closest
I was able to come was using mode 7, which gave me transparency, but the
background under the character showed through.
In other words, while I didn't have a big black square around my
fighters, the fighters themselves had weird colors (I suppose from combining
with the background).
Can anyone help me?

This is my first game-type program using GFA. The game so far runs
at a moderate speed, and I'm sure I could speed it up once I learn more about
the language and techniques, but I can't get past this problem.

-Thanks in advance,

Dan.

P.s. Well, maybe I should go over to C or assembler, which I'm sure some
of you would suggest, but I'm still trying to figure out Basic!

4186. What is Mint?

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: novotnyp@ERE.UMontreal.CA
Message-ID: <novotnyp.802492813@mistral.ERE.UMontreal.CA>
Source record: 164211

Could someone please tell me what Mint is. I see it mentioned everywhere.
Is it PD sw. I have tried to get into the Atari archive Ftp Ohio without
any luck. Always comes unable to access. Any advice on this.

Z

4187. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: sxp17@po.CWRU.Edu
Message-ID: <3r3ad7$f4p@usenet.INS.CWRU.Edu>
Source record: 164212

In a previous article, cm3hirjd@bs47c.staffs.ac.uk (Requiem) says:

>Matija Grabnar (matija@sirius.ijs.si) wrote:
>: All this talk about how great the demo is, and nobody bothered to mention
>: it doesn't work on VGA. I carted megabytes of this stuff home (had to clear
>: space on my HD so it would fit, too), and there in the readme file it says
>: RGB only!
>
>: gah.
>
>If you had read my original post I stated quite clearly that it was RGB only.
>All good demos are. VGA's just can't hack it.

Just spend a few dollars for a TV/Videogame interface and cable ($7 US?),
connect your Falcon to your TV, and try again, ja?

--
Sanjay Parker sxp17@po.cwru.edu Case Western Reserve University
~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Atari Falcon 4/540e Atari Mega 4/32e Keyboardist Extraordinaire!
~~~~~~~~~~~~ ~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~

4188. TRADE: Printer(s) for CD-ROM Drive [U.S.]

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <hA5-lYu.lmcclure@delphi.com>
Source record: 164213

Now that I have a laser printer in the house, my three dot matrix
printers are sitting idle, so it is time to trade them for something
I will use.

That something I am looking for is a SCSI CD-ROM drive. An external unit
is preferred, and single speed drives will be considered. The main
criteria is that they work with an ICD AdSCSI+ host adapter on an STe,
and hopefully with the SCSI controller on my Amiga as well.

Here is what I am offering in trade:

```
Printer Model Approx. Cash Value
--------------- --------------------
Panasonic 1091i $75
Star NX-1000 Rainbow (color) $80
Citizen GSX-140 (w/ color kit) $175
```

Most of you are likely familiar with the Panasonic and Star models
mentioned. The Citizen is a very nice 24-pin printer, with loads of
features. If I were going to keep any of these printers, it would
definitely be this one.

All these printers are in very good condition, and include original
manuals and boxes (although the Star is missing the styrofoam packing
blocks for some reason).

Unless someone offers me something like a Toshiba quad-speed external
for all three printers, I will be offering the ones that don't get
traded off at a later time for other goods.

Of course, I will always accept cash.

```
--
================================================================================
Think having you car bird-bombed is bad? Just be glad dragons aren't real.
===============LMCCLURE@delphi.com=============================================
```

4189. Re: Will MajicMac run on Power Mac?

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: Robert Johnstone <jonstone@ainet.com>
Message-ID: <D9sDtp.MJs@ainet.com>
Source record: 164214

mss@xs4all.nl (mss) wrote:
>bjr2@Ra.MsState.Edu (Brian J. Roland) writes:
>
>>Has anyone tried running the MajicMac ST/STe emulator on a Power Mac?
>>A catalogue I have describes the emulator as fully functional with all
>>68030 based Macs...but says nothing about Power Macs that use the new
>>RISC processor. If it works...please let me know cuz I'd like to pick that
>>little gem up for my Power Mac.
>
>>Brian
>
>Sorry Brian, but the answer is "no". In a few months there will also be a
>version for the PowerMac. (MagicMac uses direct 68040 access, and is
>therefore incomatible. The RISC processor EMULATES the 68040)
>
>Greetings, mss@xs4all.nl
>

The PPC emulates the 68020. The MagicMac is looking for at least a 68030

Robert Johnstone
Modesto, California

4190. Atari in PC Tower case

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <802543870_OASIS_@yeadontt.demon.co.uk>
Source record: 164215
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi, my friend and I are just about to mount a TT and a Falcon in PC
tower cases.

If any one has done the same thing or has any similar expereinces I
would be grateful for details or tips to make the whole job go smoothly!!!

Thanks in advance!!!

--

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The Home Of _/_/_/_/ _/_/_/_/ _/_/_/_/ _/ _/_/_/_/
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============ Phil Yeadon ===== phil@yeadontt.demon.co.uk ============

4191. Re: Obsession on the Amiga

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2fd60f74_Christian.Andersson@tnogobl.ct.se>
Source record: 164216

> Saw an interesting snippet in an Amiga rag this month, basically Unique
> Developments are converting Obsession to the A1200 and its going to have
> an extra table and 256 colours. So... where the heck is the Falcon
> version huh? :-(

The Falcon-Version will come After the Amiga and the PC-Version so that they
can make the Falcon-Version teh best! :) unfourtunally we will have to wait
longer for it too :(

/Chris./ (*FireSTorm Falcon Center*)
GEM-WWW-Browser in 95!

(UUCP Dialup connection)

4192. Atari in Paris?

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: fvdakker@sterbbs.nl
Message-ID: <7879-277089601@sterbbs.nl>
Source record: 164217

wilsontjb@cix.compulink.co.uk wrote:

IN>In message <3qcdu2$pbr@turing.fwi.uva.nl>, mdekker@fwi.uva.nl
IN>said: >looking for a cheap portfolio.
IN>
IN>Did you try ACN there in Holland?
IN>
IN>They were selling Portfolios cheap at ProTOS in Hennef.

Watch out with buying portfolio's or other stuff from ACN! They
sometimes don't give you the right things. Especially with the
portfolio's!
I could well be they send you one with a German or French keyboard
instead an English one.

Greetings,

Frits.
Frits van den Akker, JFA Software, E-mail: fvdakker@sterbbs.nl
MajorNet: Program@STR Fido: Frits van den Akker@2:2802/221

--
|[From]==|
| Worldgroup Information Services Europe, WISE: +31 (0)1880 - 40035 |
| Electronic European Clubhouse! Friends, Fun, Facts, Fiction & Files |
| 36 CD-Roms online: Atari, Macintosh, Amiga, MS-DOS, OS/2 Windows |

4193. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3r4khp$io6@news.iesd.auc.dk>
Source record: 164218

Obsession works on VGA in 50 Hz - doesn't it ???

The demoversion does.....

Keep Cool and Flying....

ChainXOR...

4194. Atari Computer System For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: zoerp@slip.net
Message-ID: <zoerp-0706950948580001@sfsp85.slip.net>
Source record: 164219
Cross-posted to: comp.sys.atari.st,comp.sys.atari.advocacy

Complete Atari Computer System possibly for sale depending on offers.
Please make best offer on entire system or individual component(s). Even
if not interested in buying, please email me with suggestion for fair
market value. Thanks.

Atari Mega ST2 with 4 MB RAM (2 out of the box & 2 added)

Spectre GCR cartridge with authentic Mac ROM chips (emulate Mac Plus/read
& write Mac disks)

48 MB Seagate external Hard Drive (in ICD FAST casing)

Atari SM124 High-Resolution Monochrome Monitor

VideoKey (converts RGB to composite color)

GTS-100 3-1/2" Floppy Disk Drive

Panasonic KX-P1080i dot-matrix printer

Applications: MS Write, 1st Word Plus, Degas Elite

13 games

--
Randy Parker
zoerp@slip.net
"Vay con huevos..."

4195. Educational & business software

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: "PC 5, East Bham College, Learning Resources" <mpc5@ebham.ac.uk>
Message-ID: <3r4sbq$tfu@mailserver.ebham.ac.uk>
Source record: 164220

I've been asked to give a talk to parents at a local primary school.
One of the topics they've asked me to talk about is how parents can
use their childrens' home computers for educational or business use.
Some of them have Atari STs. Can anyone give me any information that
they would find useful.

Thanks,

Paul Brown
East Birmingham College,
England

pbrown@ebham.ac.uk

4196. Re: MiNT and X troubles

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3r4qr1$hm4@turing.fwi.uva.nl>
Source record: 164221

avg@cwi.nl (Annius Groenink) wrote:

:azog@gti.gti.net (azog) writes:
:
:>So, what happens now is that everything sorta starts fine, but
:>whenever I try to start an xterm, I get
:
:>error 15 errno 32 invalid handle
:
:>Here is error.h from the source of xterm:
:
:>#define ERROR_TIOCGETP 15 /* spawn: ioctl() failed on TIOCGETP */
:
:>#define ERROR_PTYS 32 /* get_pty: not enough ptys */
:
:
::-) A Turing machine would be more user friendly...

I knew you would reply to this message, annius ;-)
you love MiNT don't you?

:-)

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

4197. Re: Scanner driver for Falcon?

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: jason@whatnext.demon.co.uk
Message-ID: <3r4s9c$k5d@imp.demon.co.uk>
Source record: 164222

lamarth@delphi.com wrote:

>- I THINK it was at ftp.uni-muenster.de. If you don't find it there let
>- me know and I'll see if I can't relocate it.

I couldn't find the site you mention but found EP_GDPS3, via an
Archie search, on Hensa.

Thanks.

=====================================
What Next! Media Services
Design, Typesetting, Artwork & Printing
=====================================

4198. Re: Wanted

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: dsb@cs.duke.edu
Message-ID: <3r4up1$a9g@duke.cs.duke.edu>
Source record: 164223

From the Holy Book of <3r0062$ohh@fitzherbert.pavilion.co.uk>
as spake by keiths@pavilion.co.uk (Keith Sunderland) :

>If he wants Sozobon then get the Heat and Serve version. It is easier
>to set up than the old and has a few improvements in it. [...]

Ack! No, please _don't_ get the Heat `n Serve version; it hasn't been
updated in several years, it has a pile of known bugs, and it doesn't
support external symbols longer than 7 characters.

If you want Sozobon, get SozobonX. It has an updated GEMfast library,
it does IEEE floating point, and most importantly, the maintainer is
still around. You can get SozobonX at:

ftp.fu-berlin.de:/pub/atari/programming/sozobon

-sbigham
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).

4199. Re: SCSI HD installation

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3r515o$itk@golem.wcc.govt.nz>
Source record: 164224

In article <3r29nf$j93@imp.demon.co.uk>, robert@absence.demon.co.uk (robert) writes:
>I work in a further education college where we have an Atari Mega 4 ST
>running Sound Tools. We are trying to install a 1Gb connor SCSI hard
>drive. We have all the relevant hardware including a SCSI interface
>box, we have partitioned the drive and put the programme files on it,
>and the program runs BUT, whenever we try and save anything on either
>of the two partitions we get a disk full message. Anyone got any
>ideas? We have utilities to format and partition the hard drive but
>they don't seem to work either.

You don't state the Host Adapter thatyou are using or the Host software,
Conner are a problem drive, Atari users would not reccomend them...

You can fit a Internal HD in the Megs ST range, it has all the connections,
I use a 240 meg Quantum in ime using ICD software with a ICD Micro host
adapter...

To me this is the ONLY was to go with these machines....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4200. Re: Our Respects to Hendrik Mylius

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D9tKtK.K54@cix.compulink.co.uk>
Source record: 164225

In message <3qva8r$k3t@epsilon.qmw.ac.uk>, efac001@alpha.qmw.ac.uk said:

>It is with great sadness that Chris and I bring you the bad news of
>Hendrik Mylius's death.

I'm deeply saddened by this news.

I too knew Hendrik only over the net, thought we nearly bumped into each other at ProTOS. However I found him to be knowledgeable friendly, humourous, and helpful.

In fact it was due to informative posts, such as his, that I am here in csas.

```
>--
>/Hendr!K/
> ''~``
> ( o o )
>+------------------.oooO--(_)--Oooo.------------------+
>| Hendrik Mylius InterNet: neptune@galaxy.teuto.de |
>| Phone/Facsimile: .oooO Maus: Hendrik Mylius @ PB2 |
>| +49-5221-855545 ( ) Oooo. PGP-key available |
>+---------------------\ (----( )--------------------+
> \_) ) /
> (_/
>
```

RIP Hendrik

Barry wilsontjb@cix.compulink.co.uk

4201. FIDO POINT SOFTWARE ???

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <06071995.221720@empyr.dircon.co.uk>
Source record: 164226

Hi, The BBS I use is now offering the option for users to become Points off the network. The sysop says I will need some 'Pointing Software' for my ST in order to use this facility.

Does anyone know what I should be looking for ? Is there any shareware stuff like this out there ?

Many thanks in advance,

Kev.

ReJoinDer v1.1c

```
-------------------------------------------------------------
| Kevan@empyr.dircon.co.uk | FidoNet: 2:442/402 |
| --------------------
| Swansea, Wales, UK. No uuencoded stuff >50k please !|
-------------------------------------------------------------
VQWK 6.20 [Rev H - 04/04/94]
```

4202. Re: HSMODEM for Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: petefagc@w213zrz.zrz.TU-Berlin.DE
Message-ID: <1995Jun7.164944@w213zrz.zrz.TU-Berlin.DE>
Source record: 164227

To the person with no name,

You can use SCC.PRG as is.

Ciao from Berlin.--
****
Peter Kellogg Phone/Fax: 49 30 622 5371
Mail: kellogg@ftsu09.ee.tu-berlin.de
OR
petefagc@w206zrz.zrz.tu-berlin.de
****

4203. Re: HSMODEM for Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: petefagc@w213zrz.zrz.TU-Berlin.DE
Message-ID: <1995Jun7.165227@w213zrz.zrz.TU-Berlin.DE>
Source record: 164228

Make sure you have DRVIN.PRG physically located *before* SCC.PRG!--
****

Peter Kellogg Phone/Fax: 49 30 622 5371
Mail: kellogg@ftsu09.ee.tu-berlin.de
OR
petefagc@w206zrz.zrz.tu-berlin.de
****

4204. Re: Lost My Control Key???

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3r56pp$o9u@status.gen.nz>
Source record: 164229

Terrance R Redding (p003445b@pbfreenet.seflin.lib.fl.us) wrote:
: My Mega STe seems to have lost its control key. That means I can't use
: pine for on-line messages. Is there a way to fix the Mega STe and get
: the control key to function again?
:
: Thanks for the help. Regards, Terry
:
:
: --
: Director Corporate Computer Training
: Post Office Box 24708
: Palm Beach Atlantic College
: West Palm Beach, Florida 33416-4708
:
: Terrence R Redding
: p003445b@pbfreenet.seflin.lib.fl.us
:

4205. Re: Our Respects to Hendrik Mylius

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: petefagc@w213zrz.zrz.TU-Berlin.DE
Message-ID: <1995Jun7.165408@w213zrz.zrz.TU-Berlin.DE>
Source record: 164230

Bye Hendr!k!

You certainly have been and still are a great person. I never met you, but your postings and articles revealed the truly outstanding character of yours.

4206. Re: Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3r57tf$p55@sphinx.Gsu.EDU>
Source record: 164231

```
: I agree fully in your statements. BUT AES 4.1 STILL needs some serious
: optimations here and there. The features are good indeed, but it's
: just too slow.
: Some decent disk-/file handling routines would also be desirable,
: MultiTOS can't copy disk in the background without blocking the other
: tasks.
```

AES 4.1 probably could still be accelerated - but the basic Falcon technology (16 Mhz 68030) sets some limitations to that. MTOS has been written with C, and it won't be easy to make a pre-emptive multitasking OS to run much faster than MiNT/AES 4.1 does without using assembler. And that would bring its own problems.. Just compare AES 4.1 to 68040 Macs with System 7 - or some PCs with 486 and Windows. It's a miracle what we can get out from a humble 68030-16 and 4 megs of RAM =-) !

MTOS, btw, can copy disks as a background task - but one has to install a new copier program to replace MTOS's own routines. Haven's tried it much, but is't supposed to work.

Greetings,
TH

4207. Re: Papyrus and RTF

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3r582s$p55@sphinx.Gsu.EDU>
Source record: 164232

Tomas Nilsson (pite@linnea-grind.stacken.kth.se) wrote:

: Sorry, it looks like the first half of my letter got lost somewhere.
: What I wanted to ask is if someone have transferred RTF files from Papyrus to
: Word or Pagestream on a Macintosh. I tried to do that but Word 5 didn't
: recognize it as a RTF file. Perhaps I should try to import it on WordPerfect
: instead?

WP 6.0 for DOS at least is able to read Papyrus 3.6x's RTF files without
serious problems - and I tested the same to work also vice versa.

TH

4208. Re: Substation: Ordering?

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: popemerlin@delphi.com
Message-ID: <58z9t4j.popemerlin@delphi.com>
Source record: 164233

Conan Ford <ford@freenet.calgary.ab.ca> writes:

>Does anyone have ordering instructions for the game Substation? I have

Hi,

in
the U.K. The cost in the U.K. is GBP24.95, for Europe it's GBP26.95
and the rest of the world GBP29.95 all prices include postage and
packaging.

Merlin accept Visa and Mastercard as well as Delta (but not Switch cards)
and you can order from them via e-mail. Their address is
POPEMERLIN@DELPHI.COM. Don't forget to include name, address, card
number and expiry date.

Hope this helps.

TTFN.

Phin

4209. Re: Desperately seeking HDX3.xx

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: cordes@ac.dal.ca
Message-ID: <1995Jun7.173146.38873@ac.dal.ca>
Source record: 164234

In article <Pine.SUN.3.91.950606000218.21398A-100000@earthlight.co.nz>, Bob Brown
<bob@earthlight.co.nz> writes:
> Hi There,
>
> Do you have an Atari Hard disk with the HDX3.xx program on it? I've
> somehow erased my driver off my C drive and i've since lost my install
> disk. Last time I try to reclaim my E drive! <g> I've looked around all
> the umich mirrors for HDX3.xx, but i've only found HDX5.0 - 6.03, which
> doesn't seem to recognise that i've got a hard drive attached (although
> it does flash that little light on the front of it...)
>
> Someone must be able to help me ... i've got a lot of sensitive data on
> this drive!
>
> Trillions of thanks in advance,

I found a floppy with v3.5. It contains HDX, HINSTALL and AHDI. If
you want it zipped etc and mailed to you, contact me by email.
John

4210. FOR SALE: ST Hardware (1040, MegaST, monitors, etc.)

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: csmith@pinot.callamer.com
Message-ID: <3r5cqh$u39@pinot.callamer.com>
Source record: 164235

I'm clearing out a bit of the unused hardware around here. Make me an offer:

(3) 1040 ST's

(2) Mega ST 2's (one with a JRI Genlock)

(4) SM124 monitors

(2) SC1224 monitors

(1) Supra HD (have to check the specs on this one..)

-Chris

4211. Re: Will MajicMac run on Power Mac?

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: t94patsa@ida.liu.se
Message-ID: <D9t9uF.9AK@ida.liu.se>
Source record: 164236

bjr2@Ra.MsState.Edu (Brian J. Roland) writes:

>Has anyone tried running the MajicMac ST/STe emulator on a Power Mac?
>A catalogue I have describes the emulator as fully functional with all
>68030 based Macs...but says nothing about Power Macs that use the new
>RISC processor. If it works...please let me know cuz I'd like to pick that
>little gem up for my Power Mac.

I've been told it will run on PowerMac in the future but running mostly in
68K emulation mode it will be slower than running it on a 68K Mac.

>Brian

/patrik
--

Patrik Sanfridsson Linkoping Institute of Technology, Sweden
t94patsa@und.ida.liu.se URL: http://www-und.ida.liu.se/~t94patsa/

4212. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95158.185651STIRRE31@MAINE.MAINE.EDU>
Source record: 164237

```
Griff,
Speaking of the MPEG player, do you have any future upgrades
planned?
-scott tirrell
```

4213. Re: Q:How do I upgrade the me

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FFHLEHBTUP@zaphot.augusta.de>
Source record: 164238

In <327_9506040105@flight.org> CALLUM LERWICK wrote:

[...]
>Nope, the "e" in STe stands for Enhanced, a 1040STe would have greatly
>improved sound and somewhat better graphics that your 520ST, it also uses
>SIMMs for easy upgrading of memory, has an improved version of GEM,
>Blitter chip standard, improved keyboard (no more of that "mushy"
>feeling), etc...

Sorry - i have an 1040STe - and the keyboard is exactly the same "mushy"
one! There is no difference :(

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

4214. Re: Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FFHLEHBWUP@zaphot.augusta.de>
Source record: 164239

In <3r122i$2np@percy.cs.bham.ac.uk> Chris Ridd wrote:

>aw@zaphot.augusta.de (Arno Welzel) writes:
>>But AES 4.1 is not available to the public! But MagiC!3.
>
>MagiC!3 isn't available to the public in England. :-(

Hum? Why not? In Germany MagiC!3 is available since a few months
from Application Systems Heidelberg and i saw some reports about
MagiC!3 in english mags.

Ok - maybe there is no english distributor yet - but MagiC!3 is
already released - and AES 4.1 will IMHO NEVER be released anywhere.

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

4215. Re: GFA prog. question

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3r46nu$flv@m1.cs.man.ac.uk>
Source record: 164240

In article <3r30ck$1e2@nic.umass.edu>, DJCHENG@frost.oit.umass.edu (Daniel J Cheng) writes:
> In other words, while I didn't have a big black square around my
>fighters, the fighters themselves had weird colors (I suppose from combining
>with the background).
> Can anyone help me?

I haven't really used GFA, but it sounds like you haven`t got a mask. What you want is another copy of the sprite, where anthing that should be transparent is all 1's (ie colour 15, I guess...) and the rest should be 0's (colour 0). put this in a string in the way that you are with the main sprite (dude_mask)

Combine this mask with the background with a logical AND (ie put x,y,dude_mask,[md]). This should leave the background intact, but where the sprite should be, a blank piece of screen... Then put the sprite itself in, using an OR (sounds like mode 7).

Hope this helps...

Anthony (cannot read news from 9th June, until Sept.)

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap
---

4216. Re: Free ticket to Spotlight Show

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: gio@wcl-rs.bham.ac.uk
Message-ID: <3r4jai$14n@sun4.bham.ac.uk>
Source record: 164241

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: Gasteiner kindly sent me a free ticket to the Spotlight Show this weekend.
: It looks like being a very nice show indeed, but I have exams this and
: next week so won't be able to make it. However if anyone would like the
: ticket I can post it off to you (UK only of course!). The show is THIS
: weekend 10th-12th. Call me with your address if you are interested, seems a
: shame to let it go to waste:- (01785) 663383 (After 8pm please).

I have one going spare too...

Phone 0121 272 1734 (answerphone/wife) or e-mail me.

Be seeing you...

```
/----o-------------------------\
| /~\|/~\ | Giovanni Ciampa |
| \O/\\O/ | gio@wcl.bham.ac.uk |
| / \ |--------------------|
| \_/ | I am but a figment |
| \___/ | of my own deranged |
| \_/ | imagination |
\---------+--------------------/
```

4217. Re: Our Respects to Hendrik Mylius

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <D9tsuy.M43@sci.kun.nl>
Source record: 164242

In <3r34hf$4l8@ionews.io.org> erichall@io.org (Eric Hall) writes:

>I'm stunned! Not so much by the announcement of Hendrik's passing, but
>more by my reaction to it. I _feel_ it and it saddens me greatly and I'm
>desperately trying to figure out why.....

>I didn't _know_ Hendrik. Well, not in any sense that makes any sense! I
>mean I've never met him face to face, I've never spoken to him on the
>phone or even exchanged private Email with him. I didn't know his age,
>his race, his marital status, his political leanings, or his interests
>aside from the topic of this newsgroup, all the things that we generally
>use to pigeonhole people so we can say with some confidence "I _knew_
>him".

>BUT.... in some other, indescribable, and very unsettling way, I did
>indeed _know_ him, as he was a very visible member of a _family_ that
>I've spent part of my day with every day for the last 22 months, since I
>got my account on the net.

>I'm truly going to miss him!

I can only second that. Strange, in a way. I hope everybody will
forgive me for the high quote-rate in this post, but I couldn't find
better words myself.

Strange place in times, this net...

Regards, Hendrik!

--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

4218. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net>
Message-ID: <Pine.SUN.3.91.950607181820.2711A-100000@nic.cerf.net>
Source record: 164243

> 1. Yes, 'Tat' (who coded the first 'Digital Chaos' Demo, was too lazy to
> do a VGA version.

I don't understand -- what's the difference between a VGA and an RGB
monitor? Isn't RGB supposed to be more flexable? And what coding
diffrences need to be considered?

Ben Allfree
shadow@iris.yolo.com

4219. SLM804 Printer Circuit Diagram

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950607231054.2966B-100000@moose.erie.net>
Source record: 164244

Our user group has an Atari SLM804 laser printer which has quit working. It was helped along by a non-electronics friendly user who decided that blowing fuses can be cured by using a higher amperage fuse!

Anyway, the internal fuse had been blowing. Now there are a couple of fried components that I need to replace. They are marked as follows on the circuit board: Q103, R113, C115, C116, C117 and C111. They appear to be power supply type components (C111 and C117 are electrolytic capacitors). If anyone has cicuit diagrams or other means of identifying these components, I would greatly appreciate the information!

Advice from anyone who has repaired SLM804's is also welcome!

4220. Star NX2420 Printer

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950607231711.2966C-100000@moose.erie.net>
Source record: 164245

I'm trying to help a friend get his new Star 2420 Rainbow printer
working with a 1040 ST. It is supposed to be comaptible with an Epson
LQ-860, but the standard LQ driver for Pagestream results in some skipped
lines in the printout. The GEM screen dump shows similar results. Does
the Star NX2420 require a custom printer driver?

4221. Cable Adapter

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: denefaa@master.ceat.okstate.edu
Message-ID: <3r4eb3$1rjd@bubba.ucc.okstate.edu>
Source record: 164246

Can anyone direct me to where I can buy an adaptor to use with my Atari Monochrome Monitor with my IBM PC. Is there such an adaptor and how much?

4222. Re: MiNT and X troubles

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Jun7.175506.1966@cathy.ijs.si>
Source record: 164247

In article <avg.802528201@news.cwi.nl>, Annius Groenink <avg@cwi.nl> wrote:
>azog@gti.gti.net (azog) writes:
>:-) A Turing machine would be more user friendly...
Beleive me, I wrote tens of programs for various Turing machines, and
Atari's are still far friendlier.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

4223. Re: New C-lab Falcons, anyone have details?

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FFHACBVQ@ttgk.nextjk.stuyts.nl>
Source record: 164248

In <3qutp7$q5s@dux.dundee.ac.uk> Rod McCall wrote :

>If C-Lab do relase a 299 machine then I hope that it ISNT the dreaded 1 meg
>model!!!
>
>Basically they'll have to either try and fiddle 2 or 4 meg in for this
>price.

Well, now we have a harddisk war going, maybe the next thing is a RAM war... I surely hope so. I think RAM prizes are just way off. Compare the prize of one stupid SIMM (4 Mb only 3 chips, a 2-layer PCB of just a few sq.cm.) against the price of a complete motherboard (lots of sq.cm. multilayer and highly integrated custom chips, PC thats is..) and you'll notice it's about the same.... Someone is definetely making huge profits there...

Let's hope for the best and maybe C-lab will produce a usable (=fast) Atari compatible machine for a fair price.

Gert

--

-- --
Atari TT-Point
-- --

4224. Re: For Sale: Original Ly

Newsgroup: comp.sys.atari.st
Date: 1995-06-07 00:00:00 UTC
From: gary.ratliff@starnetbbs.com
Message-ID: <9506080556517007@starnetbbs.com>
Source record: 164249

LIBAUBT1@NIC.CERF.NET
WROTE:

LI>until they fix my Lynx for a fair price, I won't buy one. I wish someone
LI>would make a gadget so I could play my Lynx games on my Falcon (or even
LI>STe, I guess!). That would be great.

yES SOMETHIG SIMILAR TO THE super game gear which allows one to play the
game gear games on a snes system would be beneficial.

Perhaps all the effort to get the jab market going and this also for the
pc platform Atari will realize that their fortue in in the hands of the
gropwing gamster market. While other computer companies at the prices
they wish to charge have us in the hands of the gangster market.

gary

* OLX 2.1 TD * Cross Lee Iacocca and Count Dracula: AUTOEXEC.BAT

4225. MicroPhone Pro 2.0

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506081811.AA03526@ilmen.lanl.gov>
Source record: 164052

MicroPhone Pro 2.0 for sale. Like new, complete in the box with all docs.
This is the latest version with Internet support, TCP/IP, Fax, email, etc.
Retails for $199, mail order for $149, I'll sell for $75 shipped.

Cashiers check, money order, Visa or M/C accepted.

-Hutch-

4226. Gemulator 4.0 now available from dealers

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <3r7es5$c18@news1.halcyon.com>
Source record: 164053

Although it is not scheduled to ship until June 30, we are now making the Gemulator 4.0 Atari ST/STE Emulator for Windows available in beta form. Various Atari dealers across the U.S., Canada, and England, will begin shipping the Gemulator 4.0 cards, TOS 2.06 ROMs, and the beta software early next week. We are doing this to get as much testing as possible of Gemulator 4.0 on all the various different operating systems that it runs on (Windows 3.1, Windows For Workgroups, OS/2 Warp, Windows 95 beta 3, current Windows 95 betas, etc).

If you have already received one of our 6 page Gemulator 4.0 flyers in the mail, most of the dealers listed in the flyer will be making the beta available, including Toad, B & C, ATY, 16/32, System Solutions, FaST Club, Scarborough Computers, and others. You can browse a list of dealers on our web page.

If you've been considering getting Gemulator, now is the perfect time to get the hardware and TOS ROMs in place, as the beta is available at a discounted price compared to the full price that kicks in on June 30.

If you currently own Gemulator 3.0 and are interested in trying the beta to let us know if it has any problems booting on your system, you can download the current beta directly from our web page or ftp it.

If you want to see what Gemulator 4.0 looks like running on Windows 3.1 and Windows 95, you can download screen dumps from our web page or see them in the 6 page flyer.

To access the Branch Always web page, the URL is http://www.halcyon.com/brasoft/ and the ftp site is ftp.halcyon.com/pub/local/brasoft.

To order the flyer by snail mail, write or email your address to us.

- Darek

--
==========
Darek Mihocka, email:brasoft@halcyon.com http://www.halcyon.com/brasoft/
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 Compuserve:73657,2714 AOL:brasoft

4227. Re: Germans buying up Obsolete Computer Systems..

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3r7evq$lbs@whitbeck.ncl.ac.uk>
Source record: 164054

In article <19950608.154210.53@powerslv.demon.co.uk>, jon@powerslv.demon.co.uk (Jon Kale) writes:
|> Acorn machines? Linux or SCO on PCs? Solaris, BSD Unix or whatever on

I agree on that one. I think Acorn should have a shufty at the application bar along the bottom of the screen under Win95, and consider a look & feel suite against Microsoft for it (RiscOS has had the same thing for years).

|> Personally, W95 hasn't impressed me at all - horses for courses, maybe?

Also, MS is being very sly with Win95 as far as HCI is concerned. A small change, but significant is moving the closer to the top right of the window, when everyone else in the the world has it on the top left. Madness? Irrelevant? Nope, the idea is that loads of folks will use Win95, 'coz it's windows. Then they'll get used to the top-right closer, and when they come to use a mac, an acorn, an atari - even a dogs bollocks Motif driven HP700 workstation, they'll get confused and think 'this is rubbish, the widgets are wrong'. Then go back to their MS where they feel safe.

I kid you not.....this is really what they are doing, and why.

|> Mind you, let's see how the PC card for the RISC PC affects ARM-native
|> software sales. Given that Acorn software is cheaper, smaller, faster and
|> (often) more robust, it could be interesting.

That card is cunning - run windows apps at the same time as RiscOS ones, on the same screen, so you can use RiscOS & windows simulataneously (both can have windows on screen at the same time and share memory, IO and video).

|> a Jag, a M2-based 3DO, a Playstation or a Saturn (at UKP150-300) and keep
|> your conputer platform of choice.

I'll have that saturn - it's great. PC's just aren't suited to games 'coz of the limitations of their architecture.

|> is (I hope) common knowledge that the P6 will be the last generation of
|> Intel processors to be even vaguely rooted in the 8086 architecture. P7
|> will almost certainly be based around VLIW architecture which Intel are
|> developing with HP. Like the PowerPC, all current PC apps will have to
|> run under software/firmware emulation.

The x86 architecture has been flogging a dead horse for a longtime now, it's cost vs performance just cann't compete with the likes of ARM, PPC, DEC ALPHA and MIPS, who can give 4 times the performance for 1/10 the cost. (Ok, maybe not the Alpha - but that chip runs Windows so much faster than an Intel chip it's scary).

|> Hobbyist programming is dying. Discuss.

Yes, I think it is, and it's a shame. But that said, there is something
appealing to the few remaining hobbyists about keeping to a small scene.
If you're only really doing it for fun, not for the money, then no one
will notice in the PC world, where shareware houses have big K turnovers.
Your efforts tend to be better recieved on a smaller scene like the Atari,
and if you write a quite good program, likely you'll get a mailbox full
of 'good going' letters, and a magazine write-up.

Craig.
(Who has no reason to leave the atari, it's just about to get interesting).

__ _
| \ | | / | Watch this space - something wonderful
|_/ A T A \/| N C E R T A I N / is happening on 'Distant Earth' ?
-------------------------------- o --
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

4228. Re: Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3r7f6b$lbs@whitbeck.ncl.ac.uk>
Source record: 164055

In article <mnb20.20.0011E0E3@cam.ac.uk>, mnb20@cam.ac.uk (M.N. Baker) writes:
|> >Hmmm. You just have to set the DESKCPY envirment variable to point
|> >to a copy program, and MultiTOS's desktop will do it for you. I use
|> >Thing as a desktop under multiTOS anyway, and that also has that feature,
|> >as well as accessing Kobold to do the transfer for you.
|>
|> Er, no, it's not as simple as that (see my earlier post)

It is as simple as that, and it works ok. The lack of interupt IO is
not MultiTOS's fault, thats a problem with MiNT. And if the MiNTies
ever sort it out (add to pending queue, item 1004), then the hooks
are still there so that multiTOS will use it.

[Add also to that queue VM, shared libs, a chroot() that actually works,
and a few other items as well]

Craig.

__ _
| \ | | / | Watch this space - something wonderful
|_/ A T A \/| N C E R T A I N / is happening on 'Distant Earth' ?
-------------------------------- o ---------------------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

4229. Re: MicroPhone Pro 2.0

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506081825.AA03538@ilmen.lanl.gov>
Source record: 164056

In article <9506081811.AA03526@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:

>MicroPhone Pro 2.0 for sale. [...]

Ooops! Sorry 'bout that, gang. Wrong newsgroup.

Stubby finger error # 32 of the day. ;-)

-Hutch- @ Fair Dinkum Tech

4230. Re: Germans buying up Obsolete Computer Systems..

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: boyd@onramp.net
Message-ID: <3r7fr1$6oo@news.onramp.net>
Source record: 164057

> It also means that the Germans know innovative technology when they see
> one. They don't follow lemming-like after the Gatesmeister either.

Just like everyone else, they ARE following lemming-like after the Gatesmeister too...
The US consumers' going after microsoft because everyone else, locally, is...
I'd have to assume that all gernans aren't sitting in a corner by themselves just happening to all pick Atari
and Amigas individually with no idea what the other fellow germans are doing...

4231. Falconspeed For Sale!

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: Doug.Byfield@miramax.ship.net
Message-ID: <84a_9506081203@direct.ca>
Source record: 164058

C > I have a Falcon Speed AT emulator for sale:
C > I used the emulator to port stuff written in PureC to TurboC,
C > testing it on the run and the same machine...

So, I take it that you were actually running TurboC on the Falcon Speed? The reason that I ask is that I could not get Turbo C++3.0 for Dos to run on my Falconspeed and ended up selling it. I tried version 5 and 6 of Falcon Speed, but both made the keyboard repeat letters-like this:" rrrrreeepeaattttt" when running TC3.0. Most annoying. BTW-I was using Dos 5.0.

___ Mountain Reader II - #Demo 001

--
|Fidonet: Doug Byfield 1:153/7091
|Internet: Doug.Byfield@miramax.ship.net
|
| Standard disclaimer: The views of this user are strictly his own.

4232. Re: Obsession on the Amiga

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: popemerlin@delphi.com
Message-ID: <pkxflg7.popemerlin@delphi.com>
Source record: 164059

Requiem <cm3hirjd@bs47c.staffs.ac.uk> writes:

>Saw an interesting snippet in an Amiga rag this month, basically Unique
>Developments are converting Obsession to the A1200 and its going to have
>an extra table and 256 colours. So... where the heck is the Falcon
>version huh? :-(
>
>RiCH

The Falcon version will be released at the same time as the A1200 version.
It will feature exactly the same extra table, this will be in the
late summer (Septemberish)

The project was put on hold for Substation and the Amiga 500 version of
Obsession. New tables and a maze pack for these products (STE versions)
will be coming out sometime shortly.

Just before any more rumurs start, Obsession will also be arriving on the
Acorn and PC in the New Year, so if you want them to keep programming for
the STE AND Falcon then I suggest we support them.

Phineas Pope
Internet dealers for everything gaming for the Atari ST family.

4233. Re: Substation: Ordering?

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: popemerlin@delphi.com
Message-ID: <pExf90y.popemerlin@delphi.com>
Source record: 164060

Tag onto previous message

Our phone number is +44 (0)1452 770133. We will be at the spotlight show over the weekend so see you there, we hope.

4234. Controlling ST from mac via null

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: nolram@panix.com
Message-ID: <nolram-0806951537560001@nolram.dialup.access.net>
Source record: 164061

I've got my st and mac connected with a null modem, I was wondering if there is any source code(on the atari side) for tele programs, What I want to do is send signals(in the background) to the atari, where a few graphic pictures would apear on screen. No real future value, just want to set my home work station to look 'cool'.

4235. ST game called Crack'ed - was it ported to the IBM?

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: cb092@FreeNet.Carleton.CA
Message-ID: <D9vA1F.HxA@freenet.carleton.ca>
Source record: 164062

Atari Corp developed and sold a game for the Atari ST called "Crack'ed." Lots of copies were sold. The game involved shooting birds and other foes before they ate your eggs. There were several levels, such as "the old yolk tree", "20,000 eggs under the sea", "easter egg haunt", etc. Does anyone know if this game was ever ported over to run on the IBM? If so, I'd like to get a copy for my daughter. Any suggestions of where I could try? Please contact me at 727-0536 or E-mail me at cb092.

Many thanks,
Keith Murchison

4236. Atari Meg2 System

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: cb092@FreeNet.Carleton.CA
Message-ID: <D9vA5p.IAw@freenet.carleton.ca>
Source record: 164063

If you don't know what an Atari personal computer system is
don't bother to read this. However, if you've always wanted
to own one of the top machines in the ST line, read on. I'm
(reluctantly) selling my Mega ST2 which has TOS 1.2 and a
new 120 meg internal hard drive. The package includes a fresh
SC1224 colour monitor, an Atari coloured (gray) 1200 baud
modem and a throw-in Atari 9 pin printer to get you started.

The hard drive has many of the best ST software packages pre-
installed including Caligrapher, Atariworks, LDW Power,
WARP 9, SpeedoGDOS, as well as many popular games, etc.
Still as fun and easy to use as ever. Complete system for $475.

call Keith Murchison 613 727-0536 or E-mail me at cb092
(Freenet Ottawa)

4237. Atari ST STuff for Sale

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: cb092@FreeNet.Carleton.CA
Message-ID: <D9vA8v.IFJ@freenet.carleton.ca>
Source record: 164064

Caligrapher Gold (complete commercial package, one of the best wordprocessing/ document processing packages ever written for the ST), as new, in the box, $300 value, sell $70

1200 baud external modem, with Atari cables, Atari gray to match the rest of your system, sell $25.

Original Atari 3 1/2 inch external floppy drive. Needs interface cable nd power supply. Use the drive unit to replace your worn internal rive, or adapt the case for to hold a 1.44 drive., offers

Various software titles, all as new, in the box. Most $5 each. List as follows:

ALCON
Bentley Bear Equaltion Builder
Bentley Bear Magical Anagrams
Bentley Bear Spelling Bea
Black Cauderon (2 disks), $10
Cracked
Decimal Dungeon
Defenders of the Crown (2 disks), $10
Devonaire
Double Daily Horse Racing
First CADD for ST
First Word, $10
Gambler
GDOS (3 disks), $12
GFA Basic (offers)
Hoyle Book of Games, $8
Jinxter
Joe Blade
Procopy Ver 1.3
Procopy Ver 1.8
Project Neptune (2 disk set),$10
R-Type (2 disk set), $8
Ransom (3 disk set), $8
Shadow of the Beast II
Slaygon (2 disk set), $8
Warp 9
Write 90

call Keith Murchison 613 727-0536 or E-mail me at cb092
(Ottawa Freenet)

4238. Re: what do I have??

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: jws4p@fermi.clas.Virginia.EDU
Message-ID: <D9vGs1.KK5@murdoch.acc.Virginia.EDU>
Source record: 164065

Makes a good paperweight...

--
John Stanmeyer/jws4p@virginia.edu/504 Rugby Rd Ch'ville VA 22903/804-979-5457

4239. Re: Bulletin Boards in US?

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: mwegner@dial.illinois.net
Message-ID: <3r7se0$35d@spruce.cic.net>
Source record: 164066

In <3r2lqo$3dt@wage.cyberspace.com>, blacwolf@cyberspace.com (The BlackWolf) writes:
>are there any bulletin boards in the US? If so, please post or email me
>- thanks in advance!!!

Sure,
mine! (grin)

The River Styx II
708/432-2659 USR V.everything
51:201/64.0@atarinet.ftn
808:103/64.0@musicnet.ftn (I think that's my address! hahaha)

I've got at least one PD/CD-Rom online...

4240. download/decompression advice Please!

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: novotnyp@ERE.UMontreal.CA
Message-ID: <novotnyp.802646654@mistral.ERE.UMontreal.CA>
Source record: 164067

I have had real problems getting files unpacked which I have downloaded.
I most recently tried to open Mint112b.zoo. I downloaded to my terminal
via Kermit in binary mode. I then used DcSea to unpack the file. Mint
CNF was Ok but an error while writing came up for Mint prg. I had the same
problems trying to open Connect. Any idea where I might be going wrong?
I have an Atari Stf BTW bt

4241. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3r7un0$a31@gti.gti.net>
Source record: 164068

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: Craig. Graham (Craig.Graham@ncl.ac.uk) wrote:
: : |> an RGB and not a VGA? How about Obsession.. same there too. Don't you

: : Bad example, Obsession (as with the follow-up Substation) work fine on
: : VGA monitors (well, SVGA).

: Doesn't work on my VGA. hence my reason for listing it. Like I said
: making a demo SVGA compliant is perhaps not so hard, but making it VGA -
: well, I wish they would, but I'm not sure if they could.

Obsession and Substation both work fine on my VGA - yes, VGA. An IBM
8515 that does only standard VGA...

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

4242. Re: New C-lab Falcons, anyone have details?

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D9vJuJ.7Ls@cix.compulink.co.uk>
Source record: 164069

In message <D9r04E.8zq@bath.ac.uk>, ma2ljg@bath.ac.uk said:

> Here's my suggestions for an ultra cheap Falcon.
>
> 2meg minimum.

Minimum of 4 as far as I am concerned. By the time NVDI and other bits are loaded and you're running 640*460*256 there wouldn't be too much left of 2 Meg

>
> Redesign the casing, the Atari casing is hideous, and seems to me to
> be designed to bring on premature RSI.

Agreed

> Make the casing black

Why ?

> Remove cartridge port/TV ariel port to save costs. Remove SCSI-II
> interface to cut costs, IDE only.

Cartridge - no, should be kept
TV - doesn't cost much for a modulator
SCSI-II out, IDE only. - the problem is you can get >3 Gig SCSI-II drives which is what you need for D2D recording. Not only that but I don't see why I should scrap my SCSI devices.

> SIMMS instead of the stupid Atari system. Typical Atari, puts SIMMS
> in the STE, everyone loves them, then reverts to its own system for
> the Falcon. System should be able to support 2,4,8 and 14 meg
> configurations.

Agreed

> 32KHz 030.

On a daughter board so it can upgraded

> 299 UKPS

Sounds about right.

Steve

4243. Re: ZIP Drive & External CD ROM

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: Andy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <h6zfFM3.mindbomb_bbs@delphi.com>
Source record: 164070

David H Butler <dhbutler@stat.mps.ohio-state.edu> writes:

>ICD hard-drive driver is too old to properly support these devices. I checked
>GEnie and the Umich archives without any luck in an attempt to find the newer
>versions. Can someone please point me in the correct direction?

I just read on this very group that icd are working on a new driver that will
(with the aid of LINK II) run the beastie...

ICD are at icdinc@geis.genie.com, (or is it just icd@geis.genie.com) :}

Later - Andy

4244. Re: ATARI STe 1040

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FFISDHAQUP@zaphot.augusta.de>
Source record: 164071

In <3r273j$fkm@hermes.louisville.edu> videogame wrote:

>ME TOO. Really, I need to know WHAT I can plug into the hard drive port.

You can plug in any device wich was designed for the ACSI-port.

E.g.: Atari Laserprinter, Atari Harddisk, SCSI-Hostadaptors to connect
SCSI-harddisks etc.

>I also need to know what flavor of SIMMS I need to upgrade from 1 to 2 megs
>on this 1040 STe.

You need 2 SIMMs - 1Meg, 8Bit or 1Meg, 9Bit with 120ns or faster.
But you have to put in 2 SIMMs of the same flavour! (mixing 8Bit/9Bit
or 9-chip/3-chip etc is not possible - one bank (2 SIMMs) has to be
equipped with the same type)

Good luck.

--
Arno Welzel (aw@zaphot.augusta.de)

4245. Re: ZIP Drive & External CD ROM

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: Andy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <h41+1G2.mindbomb_bbs@delphi.com>
Source record: 164072

Andy Maccallum <mindbomb_bbs@delphi.com> writes:

>ICD are at icdinc@geis.genie.com, (or is it just icd@geis.genie.com) :}

...hmmm, sorry this address appears incorrect - I just sent mail and got
an error, anyone have the CURRENT ICD email address?

Andy

4246. [Q] Inshape 2

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: 922551@edna.swin.edu.au
Message-ID: <3r5kcn$2ro@lucy.swin.edu.au>
Source record: 164073

Has anyone heard anything about a rendering package called Inshape 2? I have the original version, and read that ST Format were going to review Inshape 2. AFAIK they have not reviewed it so I was wondering if it is available and what new features it has. Any info welcomed...

Kenji.

4247. PAL/NTSC on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <41e_9506090107@flight.org>
Source record: 164074

In message #797, WATANABE TAKASHI writes:

> Does anybody know if there are any difference on circuit board
> between US and UK Falcons?
> I thought somebody asked similar question recently, but I could
> not find it.

I don't think so, IIRC Falcons use something similar to a PC's BIOS setup,
you can set language, boot resolution, and a few other things...
---------------------------- -//- ----------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

4248. Re: Samples

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3r6hirE53s@uni-erlangen.de>
Source record: 164075

David Mitchell <dmitchel> writes:

>How can I play .au samples on my atari STE ??

Get '525' to convert it and play it as avr or any other format you can play.
The new version (coming very soon) will even be able to convert the sample
rate.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | Lifeforms,
Harald.Schoenfeld@rzmail.uni-erlangen.de | tiny little Lifeforms

4249. Will MajicMac run on Power Mac?

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fd6abb1_Tom.Thomason@fpc.ct.se>
Source record: 164076

On 05 Jun 95, Brian J. Roland shot this through the ether to All ...

BJR> Has anyone tried running the MajicMac ST/STe emulator on a Power
BJR> Mac? A catalogue I have describes the emulator as fully functional
BJR> with all 68030 based Macs...but says nothing about Power Macs that
BJR> use the new RISC processor. If it works...please let me know cuz
BJR> I'd like to pick that little gem up for my Power Mac.

MagiCMac does *not* work on Power Macs!

ATB,
Tom

(UUCP Dialup connection)

4250. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fd6abee_Tom.Thomason@fpc.ct.se>
Source record: 164077

On 05 Jun 95, Alan Parker shot this through the ether to All ...

AP> I do have an IDE drive! 170mb internal drive, can't remember who
AP> the manufacturer is. My drive is quite fragmented, but I've tried it
AP> on four different partitions in the hope that one wasn't too
AP> fragmented and it didn't work. I think it must be my drive is just
AP> too slow and there's nothing I can do about it, except get a new
AP> drive :-(

Wouldn't it be simpler to de-fragment and optimise your drive using
Diamond Edge or Zorg? Certainly cheaper than buying a new drive. I de-frag my
comms partition about once a week and the others 1-2 times a month. Makes
everything faster.

Cheers,
Tom

(UUCP Dialup connection)

4251. Papyrus and RTF

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fd6c972_Tom.Thomason@fpc.ct.se>
Source record: 164078

On 06 Jun 95, Tomas Nilsson shot this through the ether to All ...

TN> Oh, and then there is the problem with the Swedish characters - how
TN> can I easily convert special characters between different ASCII-
TN> standards.
TN> Any help on these subjects would be greatly appreciated.

I use Harlekin 3 to put the Swedish characters on the numeric keypad. For those occasions when I have to write long articles in Swedish I use Svensk Desktop and my old Swedish Mega ST4 keyboard.

Mvh,
Tom

(UUCP Dialup connection)

4252. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fd6cc51_Tom.Thomason@fpc.ct.se>
Source record: 164079

On 06 Jun 95, Requiem shot this through the ether to All ...

R> All good demos are. VGA's just can't hack it.

Although this is, to some extent, true, it's a shame that the majority of Falcon owners are precluded from seeing these and demos and an even greater that they can't show them to their non-Falcon owning friends. If they could, maybe we'd get just that many more Falcon users. I find that less than 10% of my customers are using RGB monitors with their Falcons. I'm not a programmer myself, but somehow I think that it should be possible to write some very impressive demos for SVGA in 256 colours or even in the relatively low TC resolution.

ATB,
Tom

(UUCP Dialup connection)

4253. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FFJACDWV@ttgk.nextjk.stuyts.nl>
Source record: 164080

In <3r79t3$au8@bs33n.staffs.ac.uk> Requiem wrote :

>: Now, if they were real coders they'd be finding ways around this (like
>: the old overscan and switched mode tricks on the ST - remember GFA Raytrace,
>: it displays two res' at the same time (ST-Low for the image, ST-Medium down
>: the RHS border for the menu)).
>
>Did it really? Or was it just an 'illusion'? I don't remember using the
>package very much to be able to remember.. sounds pretty cool if it did!!

The DBA did the split res-trick in their (ST) diskmagazine(s) (I know,
because I coded that part....) ,the text in med-res and the menu below in
low-res. That wasn't too hard, it ran fine on St/STE/TT/and even Falcon.

Gert

--

-- --
Atari TT-Point
-- --

4254. Re: Are the maus alive?

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: Peter_Missel@ll.maus.de
Message-ID: <199506082342.a305@ll.maus.de>
Source record: 164081

>2) Mausers are somewhat stupid when it comes to the fact that there are
>people out there who _don't_ understand German.

What? Hey, some of the MausNet users (including me) type their a**es off in English, just for the sake of being helpful to the international Atari community.

Face it, MausNet is a German network (ok, we do have some Austrian and Swiss users, but these people speak German, too), and the language there is German.

bye, Peter

4255. Re: what do I have??

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: Peter_Missel@ll.maus.de
Message-ID: <199506082354.a306@ll.maus.de>
Source record: 164082

>I found an old atari computer at a friends house and I have no idea what
>it is? It has 65xe on it??? It dont look like much whats it worth and
>does anyone want it?? or is it worth keeping? Like how powerfull is it?\

The 65xe is a plain simple Atari 800XL in a restyled, kinda ST-like housing. In other words, a groovy classic 8-bit machine.

bye, Peter

4256. Re: SCSI problems on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: Thomas Ludewig <ludewig@tu-harburg.d400.de>
Message-ID: <3r6v6p$bfe@rzsun02.rrz.uni-hamburg.de>
Source record: 164102
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello Simon,

>Is it known problem that SCSI drive (Quantum EMPIRE E1080S / ICD (only
>ICD recognize this unit)) doesn't work properly on TC/256c modes ?!?
>I mean there appears lot of read errors. Does anyone know if it is
>possible to fix/minimalize this problem?

yes, that is a known problem. There is a fix called "falcon clock patch"
which requires soldering inside your falcon. There are a variety of patches
available. I have one installed inside my own falcon. Do you know the
board revision of yours?

Greetings,
Thomas
--
_____ Thomas Ludewig, Hamburg, Germany
_ _ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
_ _ e-mail: ludewig@tu-harburg.d400.de
_ ____ Maus (<16kB): Thomas Ludewig @ HH

4257. Re: FIDO POINT SOFTWARE ???

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3r6dqc$8la@epsilon.qmw.ac.uk>
Source record: 164103

On kevan@empyr.dircon.co.uk, Kevan Winch (kevan@empyr.dircon.co.uk) typed away:
: Hi, The BBS I use is now offering the option for users to become Points
: off the network. The sysop says I will need some 'Pointing Software' for
: my ST in order to use this facility.

: Does anyone know what I should be looking for ? Is there any shareware
: stuff like this out there ?

Mail dbrewood@nest.demon.co.uk.. he will definitely be able to help you.

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

4258. Re: Kobold 3.0!

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3r6dig$q09@golem.wcc.govt.nz>
Source record: 164104

In article <1995Jun7.121217.1962@cathy.ijs.si>, matija@sirius.ijs.si (Matija Grabnar) writes:
>Lookie what I found in my mail a few days ago: an upgrade notice for Kobold.
>Apparently a new version, 3.0 is out or due out soon. From the release
>it looks like it supports minix partitions, and different fonts in the display.
>The display can also be resized (my major complaint previously).
>Good stuff! I'll let you know more when I get it.

Yes I think I saw the Demo of it on cnam.fr the other day....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4259. LC24-200 fonts...

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: stkocz@ci3ux.ci.pwr.wroc.pl
Message-ID: <3r6dt1$bmv@sun1000.ci.pwr.wroc.pl>
Source record: 164105

I'm looking for LC24-200 (Star) fonts. It might be download fonts
(for Idealist) or Gdos fonts (Bitmaps, not vectors). Is there any
ftp place known with these fonts? Might someone email me some ?
(on ci3ux) ?

--
****
* Sebastian Tkocz Technical University of Wroclaw, Poland *
* stkocz@asic.ict.pwr.wroc.pl or stkocz@ci3ux.ci.pwr.wroc.pl *
****

4260. Kobold Demo Correction...!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3r6fet$qge@golem.wcc.govt.nz>
Source record: 164106

Well now I have found the correct FTP site for
the KOBOLD 3.0 DEMO...

Its...

ftp.uni-paderborn.de

in /atari/

./misc/demo/kb3_demo.tos ;Kobold Filemover 3.0 Demo

Nice sort of a copy of Maxifile...:-)

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4261. Re: Atari S3M player?

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3r6kpp$5ir@m1.cs.man.ac.uk>
Source record: 164107

In article <199506051827.a23697@iz.maus.de>, Ole_Pahl@iz.maus.de (Ole Pahl) writes:
>In <199506012208.a31530@a2w.maus.de>, Ian Taylor @ A2W (Ian Taylor) wrote:
>
>IT>*Anyone know of an S3M mod player for the MSTE?*
>
>Playing S3M MODs on a MSTE wouldn't be possible because it's too
>slow. I think only a TT or Falcon030 offers enough performance,
>but I have never seen a player for these machines anyway. :-(

Haven't you? What about Digital Tracker, Garoumf Tracker and
Mega Tracker? All of these will import S3M modules, and play them
on the Falcon...

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap

---

4262. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3r6kkq$9vf@bs33n.staffs.ac.uk>
Source record: 164108

Henrik Lunardi Weide (chainxor@kom.auc.dk) wrote:
: Obsession works on VGA in 50 Hz - doesn't it ???
:
: The demoversion does.....

Not on my VGA it doesn't. Probably due to the fact its an old and pretty crap monitor but its certainly better than using RGB screen modes. This is the problem I think, a demo could be VGA compatible with _some_ VGA's. But not others. I need a new monitor anyway, recommendations anyone?

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4263. Re: New C-lab Falcons, anyone have details?

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: ma2ljg@bath.ac.uk
Message-ID: <D9up2C.3su@bath.ac.uk>
Source record: 164109

In the referenced article, jon@powerslv.demon.co.uk writes:
>
>> Redesign the casing, the Atari casing is hideous, and seems to
>> me to be designed to bring on premature RSI.
>
>I find it useful - I've got a Spirit Folio mixer with the bottom edge resting
>in the groove above the f-keys, raking away at about 60 degrees. Very handy.
>
There is still room to improve the keyboard and to move the 9 pin joystick
ports onto the side of the casing, perhaps with a serial mouse socket so
you can use PC mice to...

In that area something which definately deserves to die is the Atari
mouse, and die painfully it should to...

>
>> 32KHz 030.
>
>And keep the main board running at 16MHz w/ cache? Or upgrade the whole
>thing?
>

To upgrade the main board something has to be done about the blitter,
apparently you can't clock it above 20Khz, and with faster processors
you end up with the situation that the processor outperforms the blitter
on every fuction rendering it useless, Im surprised that the Falcon blitter
isn't better than it is, should be relatively simple chip to design?

If C-lab start selling Falcons with graphics cards people are going to
be paying for 2 graphics subsystems one of which needs a major overhaul.

Les

4264. Re: Free ticket to Spotlight Show

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: gio@wcl-rs.bham.ac.uk
Message-ID: <3r6lub$950@sun4.bham.ac.uk>
Source record: 164110

```
Giovanni Ciampa (gio@wcl-rs.bham.ac.uk) wrote:
: I have one going spare too...

: Phone 0121 272 1734 (answerphone/wife) or e-mail me.
^^^
472 1734

Whoops! Can't even get my own phone number right. Must be working too hard.

Be seeing you...

/----o-------------------------\
| /~\|/~\ | Giovanni Ciampa |
| \O/\\O/ | gio@wcl.bham.ac.uk |
| / \ |--------------------|
| \_/ | I am but a figment |
| \___/ | of my own deranged |
| \_/ | imagination |
\---------+--------------------/
```

4265. Wizztronic

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: iagaw@cluster1.urz.uni-halle.de
Message-ID: <9506081119.AA40656@cluster1.urz.uni-halle.de>
Source record: 164111

Can anybody give me Wizztronics address? Thanks in advance.
D

4266. Re: Fido point software

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.12.000CACC4@cam.ac.uk>
Source record: 164112

In article <06071995.221720@empyr.dircon.co.uk> kevan@empyr.dircon.co.uk (Kevan Winch) writes:
>Hi, The BBS I use is now offering the option for users to become Points
>off the network. The sysop says I will need some 'Pointing Software' for
>my ST in order to use this facility.

Do take up this offer, you'll find it much easier and faster. Also it is very useful to have a couple of weeks messages on your hard disc instead of just that days worth as with QWK etc.

>Does anyone know what I should be looking for ? Is there any shareware
>stuff like this out there ?

It's all shareware or freeware.

AFAIK there isn't actually any easy, but inflexible, integrated point software like you get for the PC. You can however set up a point system using software like that used on a BBS. You need three programs, a mailer, which dials your feed and exchanges compressed packets, a mail processor (or tosser) which packs and unpacks mail packets etc, and a reader.

The best mailer is a shareware program called Semper. It has a nice GEM interface and is frequently updated. There is also the text based Binkleyterm which is freeware. Some people seem to prefer it, I don't know why.

Jetmail is undoubtedly the best mail tosser, but as fairly expensive shareware may be overkill for a point system - IOSmail is freeware, has all features a point would need (but not some useful for BBSs) but is rather slower.

LED is the only mail reader I know of, although Martin Maisey was thinking of writing one. Fortunately it's very good.

All of these should be available from any atari BBS as the sysop probably uses them himself. When I set up as a point my sysop sent me a floppy with it all on and configured for my system (but with Simon Gornall's password in instead of my own!)

4267. Laser Printer

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: lichterm@irz1.informatik.uni-kl.de
Message-ID: <3r6nd0$c6@irz1.informatik.uni-kl.de>
Source record: 164113

High,

some time ago I bought an MegaSTE from a friend. He gave
a SM804? laser printer together with the MegaSTE to me.
The printer has some utility called Diablo-Emulator.
Unfortunately I do not know how this Emulator works.
So I cant't manage to write a printer configuration file
for my WordPlus. Any hints about the Emulator or where to
get documentation about it are welcome.

Thanks for your help,

Jan Lichtermann


```
==============================================
| Jan Lichtermann |
| Universitaet Kaiserslautern |
| Fachbereich Informatik |
| Postfach 3049 |
| D-67653 Kaiserslautern |
| Germany |
|--------------------------------------------|
| Tel: 0631/205-2647 |
| FAX: 0631/205-3558 |
| email: lichterm@informatik.uni-kl.de |
==============================================
```

4268. Re: Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.13.000CCFE4@cam.ac.uk>
Source record: 164114

In article <3r57tf$p55@sphinx.Gsu.EDU> gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) writes:

>: I agree fully in your statements. BUT AES 4.1 STILL needs some serious
>: optimations here and there. The features are good indeed, but it's
>: just too slow.

Most of it's not bad, there's just the odd thing, like window movements, that are too slow.

>: Some decent disk-/file handling routines would also be desirable,
>: MultiTOS can't copy disk in the background without blocking the other
>: tasks.

>AES 4.1 probably could still be accelerated - but the basic Falcon
>technology (16 Mhz 68030) sets some limitations to that. MTOS has been
>written with C, and it won't be easy to make a pre-emptive multitasking
>OS to run much faster than MiNT/AES 4.1 does without using assembler.

Converting to assembler wouldn't have that much effect.

> And that would bring its own problems.. Just compare AES 4.1 to 68040 Macs
>with System 7 - or some PCs with 486 and Windows.

Just because Windows is worse doesn't mean AES 4.1 can't be significantly accelerated.

>MTOS, btw, can copy disks as a background task - but one has to install a
>new copier program to replace MTOS's own routines. Haven's tried it
>much, but is't supposed to work.

Copying discs like that is just the fault of the desktop and can as you say be replaced easily. But there is a more serious problem here - that the low level disc routines in the bios go into supervisor mode and busy wait for the disc to be ready. During this time no other task can do anything (for very good reasons MiNT doesn't preempt supervisor mode tasks). That won't be fixed until good interrupt driven drivers are produced. HDdriver can be used in an interrupt driven way if the operating system directly supports it. A driver for MiNT to use that may not be that difficult to implement; MagiC 3 already supports it apparently.

4269. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: Basis Plus <basis>
Message-ID: <3r6k0k$ilf@neptune.ethz.ch>
Source record: 164115

I absolutely agree with Griff! There is NO reason why demos shouldn`t run on vga! The only `problem` is to directly program the video hardware... (Simply create your resolution with some enhancer and then save the video-registers... I really can`t imagine why only so few demos work on vga... Probably because most demo coders don`t have any...

Greez,

Teddy of TMC

4270. HELP! STUCK ON CADAVER (PAYOFF)

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: goringgn@aston.ac.uk
Message-ID: <D9urtp.1vv@aston.ac.uk>
Source record: 164116

Righty, I've come to rely upon you lot of ppl when it concerns me being totally poo at games, so I'd like some help with the first level of the Payoff (The Cadaver expansion disk - based after the original game).
I am stuck. To put it shortly. This is how far I can get... I have used all three other diaries to gain access to other rooms, and have done the "Drink the six" drinking game. I have even used the loadstone to get the bomb and stuff in the room with the magnetic force-field. And I have used the bomb to blow up the barrel, thus gaining the key and access to the potion store and some long pipey things.
Then I am stuck, I can just get past the nasty spinning blade things, but by a VERY roundabout method which cannot possibly be the correct one, and I am confused by the little caskets. Should I open the RED one, or keep the "Open Chest" scroll for later? Help!

Graham - Bloody hell, stuck on level 1 with 199 to go...

+---+
|Why not visit my unfinished Home Page? Refreshments served every hour.|
+---------------+ http://www.aston.ac.uk/~goringgn/ +------------------+
| Set in the beautiful country-side |
| Of Aston University |
+-----------------------------------+

4271. Re: Free ticket to Spotlight Show

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: nj1@ukc.ac.uk
Message-ID: <11683@falcon.ukc.ac.uk>
Source record: 164117

I have one of these tickets going as well.... Exams and a very worrying bank balance mean I won't be going :(

If you want the ticket, mail me quick and I'll post it off to you ASAP.....

Cheers,

Neil.
--
Neil Jones-Rodway 'Cos I don't worry about the future,
University Of Kent My days, they pass just like
a dream
-- Texas (Fade Away)

4272. Re: Our Respects to Hendrik Mylius

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3r6rv8$fv8@whitbeck.ncl.ac.uk>
Source record: 164118

Looking back through my mailbox, I see that his words live on.

Craig.

__ _
| \ | | / | Watch this space - something wonderful
|_/ A T A \/| N C E R T A I N / is happening on 'Distant Earth' ?
-------------------------------- o ---------------------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

4273. Re: Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3r6sbg$fv8@whitbeck.ncl.ac.uk>
Source record: 164119

In article <3r3unj$elp@news.iesd.auc.dk>, chainxor@kom.auc.dk (Henrik Lunardi Weide)
writes:
|>
|> I agree fully in your statements. BUT AES 4.1 STILL needs some serious
|> optimations here and there. The features are good indeed, but it's
|> just too slow.

It's still a lot faster than AES4.0 (which was, in my opinion unusable).
Also, it's actually very compatible (runs Lattice C 5.52 better than
TOS4.02 does - no problems with cascaded menu's not working).

|> Some decent disk-/file handling routines would also be desirable,
|> MultiTOS can't copy disk in the background without blocking the other
|> tasks.

Hmmm. You just have to set the DESKCPY envirment variable to point
to a copy program, and MultiTOS's desktop will do it for you. I use
Thing as a desktop under multiTOS anyway, and that also has that feature,
as well as accessing Kobold to do the transfer for you.

Craig.

-- _
| \ | | / | Watch this space - something wonderful
|_/ A T A \/| N C E R T A I N / is happening on 'Distant Earth' ?
------------------------------- o ---------------------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

4274. Re: Kobold 3.0!

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3r6skc$fv8@whitbeck.ncl.ac.uk>
Source record: 164120

In article <1995Jun7.121217.1962@cathy.ijs.si>, matija@sirius.ijs.si (Matija Grabnar) writes:
|> Lookie what I found in my mail a few days ago: an upgrade notice for Kobold.
|> Apparently a new version, 3.0 is out or due out soon. From the release
|> it looks like it supports minix partitions, and different fonts in the display.

Kobold for Minix partitions? Now that would be fast (Minix partitions
are typically 4x faster than TOS partitions anyway).

Craig.

__ _
| \ | | / | Watch this space - something wonderful
|_/ A T A \/| N C E R T A I N / is happening on 'Distant Earth' ?
-------------------------------- o ---------------------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

4275. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3r6t71$fv8@whitbeck.ncl.ac.uk>
Source record: 164121

In article <3r4827$6bc@bs33n.staffs.ac.uk>, cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:
|> Martin Griffiths (mdg@ukc.ac.uk) wrote:
|> : "VGA's just can't hack it" - this is rubbish, there is no good reason apart
|> : from coder laziness why demos shouldn't work on VGA - I should know I've been
|> : very lazy myself in the past!

The only real problem with supporting VGA is the bandwidth that you lose to
the video hardware. So things go slower, or you lose a few FPS when you
update. It's not crippling....

|> Then tell me this :- Why don't the top demo crews like Lazer and EKO
|> make their demos work on a VGA? Indeed you are supposed to be a member
|> of Digital Chaos - their first demo also did not work on a VGA - are you
|> all lazy coders? I don't think so. Why does Pinball Dreams only work on

??????

|> an RGB and not a VGA? How about Obsession.. same there too. Don't you

Bad example, Obsession (as with the follow-up Substation) work fine on
VGA monitors (well, SVGA).

|> think they are made RGB only because of the fact that there are a lot of
|> VGA monitors that couldn't handle it? If a demo/game wanted to display a
|> true colour picture in 640x480 it wouldn't be able to on a VGA - if it
|> could then why can't you have those dimensions from the Desktop???

Ok, it couldn't. But then, if you displayed a 640*480 TC image, then you've
maxed out the memory bandwidth just to keep the image on the screen, so
there's bugger all you can do with it beyond 'oh that image looks pretty'.

Now, if they were real coders they'd be finding ways around this (like
the old overscan and switched mode tricks on the ST - remember GFA Raytrace,
it displays two res' at the same time (ST-Low for the image, ST-Medium down
the RHS border for the menu)).

|> I know you have a very nice and powerful monitor, I only have a very
|> basic VGA (note the lack of 'S' infront of that) and an RGB. I'm sure

Hmmm. Richard, you should have bought an SVGA, I payed 139.00 for mine
brand new, and it works with most stuff (although not all, by any means).

Craig.

__ _
| \ | | / | Watch this space - something wonderful
|_/ A T A \/| N C E R T A I N / is happening on 'Distant Earth' ?
------------------------------- o ---------------------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

WWW: http://www.ncl.ac.uk/~n08z7

4276. Re: what do I have??

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3r6u9n$3fv@news.iesd.auc.dk>
Source record: 164122

In article <3r5oid$hrr@brutus.bright.net>, disciple@brutus.bright.net (Chris Dean) writes:
> I found an old atari computer at a friends house and I have no idea what
> it is? It has 65xe on it??? It dont look like much whats it worth and
> does anyone want it?? or is it worth keeping?
> Like how powerfull is it?\
>
> disciple@brutus.bright.net
>
> GOD BLESS ....
>

Sounds like one of the very old 8-bit Atari's from the early 80's.
It's not very powerful compared to todays computers. It's properly
not very much worth moneywise.
But I would keep it if I were you - it's a cult machine, like every other
8-bit computer from the 80's. :-)

Keep Cool and Flying...

ChainXOR...

4277. Re: What do I have??

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506081404.AA02743@ilmen.lanl.gov>
Source record: 164123

In a previous message, disciple@brutus.bright.ne wrote:

Chris,

> I found an old atari computer at a friends house and I have no idea what
> it is? It has 65xe on it??? It dont look like much whats it worth and
> does anyone want it?? or is it worth keeping?
> Like how powerfull is it?\

What you have is an Atari -8- bit computer (as opposed to the 16 and 32 bit computers of today). These were very popular some years ago along with similar computers such as the Commodore 64, Texas Instruments 99/4A, and the Apple II. It's not worth very much, I'm afraid. But for more info, you should post in the comp.sys.atari.8bit newsgroup as that's where all the -current- experts are for this machine hang out. Maybe someone will buy it from you.

I tried emailing this, but it bounced.

-Hutch- @ Fair Dinkum Tech

4278. PLEASE! SLIP software for Atari!

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: garnerg@esu.edu
Message-ID: <3r7181$3tp@jake.esu.edu>
Source record: 164124

Okay, calling into my University's computer and getting on the net
is SO slow because they're running on 7 year old DEC stations *(putrid,
huh?)*. Now I have an account on a commercial internet provider that I
use to run a MUD with. I would LOVE to be able to connect to it directly
rather than call through my school. Unfortunately, the software that is
used to connect is Windows based (when will the world learn?). So if
anyone has any knowlege of GEM based software for this purpose PLEASE let
me know! It took me 30 tries just to get in here today, no exaggeration!
Any response will be greatly appreciated, and if it's a good
response I may even kiss you :)

Thanks! George Garner

--
~~~~~~
"Imagine no possessions. I wonder if you can. No need for greed or
hunger. A brotherhood of man. Imagine all the people sharing all the
world. You may say I'm a dreamer, but I'm not the only one. I hope some
day you will join us, and the world will live as one."
--- John Lennon, "Imagine" 1971
~~~~~~

---> Experience Darkrealm Mud!!!! <--- telnet to: ns3.ptd.net 4000.

If anything in the above message sounds interesting, please respond at:

===> garnerg@esu.edu ** George W. Garner **

Thank you, drive through.

4279. WTD:Sample editor for Atari

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: af366@ccn.cs.dal.ca
Message-ID: <D9ux75.Dx0@cs.dal.ca>
Source record: 164125

```
--
i'm looking for sample editors-Avalon,Genwave etc. that will run on the
atari.thanks dick
```

4280. Re: what do I have??

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <3r72be$9vm@batph8.bnr.ca>
Source record: 164126

In article <3r5oid$hrr@brutus.bright.net>,
Chris Dean <disciple@brutus.bright.net> wrote:
>I found an old atari computer at a friends house and I have no idea what
>it is? It has 65xe on it??? It dont look like much whats it worth and
>does anyone want it?? or is it worth keeping?
>Like how powerfull is it?\
>

The 65xe was a pointless computer IMHO...it was basically an 800xl in a
different case. It was either the predicessor of the 130xe, or came out
after it as a "scaled down" model. It was also used as the base for the
XE game system (an 8 bit Atari with no keyboard, possibly no serial port
either).

Is it powerful? No. Well, for a computer of its time, it is.
Should you keep it? Depends...I just sold my last 800xl. I was keeping it
for sentimental reasons, but finally dusted it off and
sold it.

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

4281. Re: Obsession on the Amiga

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3r73t4$7hn@sphinx.Gsu.EDU>
Source record: 164127

Christian Andersson (christian.andersson@tnogobl.ct.se) wrote:

: The Falcon-Version will come After the Amiga and the PC-Version so that they
: can make the Falcon-Version teh best! :) unfourtunally we will have to wait
: longer for it too :(

Is that fact of fiction ;-) ? Few developers love Falcon that much - but
instead go where the Big Money hides... =-(But if your information is
correct, I really don't complain 8-) !

Obsessed

4282. Re: Speech synthesizer (for falcon or compatible)

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: avsec@westminster.ac.uk
Message-ID: <D9uyq4.4t3@westminster.ac.uk>
Source record: 164128

steve wells (wells_s@kosmos.wcc.govt.nz) wrote:
:] I have dwnloaded the spesch.tos program form archive.umich.edu , but it
:] sounds awful: you can't understand a whole sentence.
:] But i have also dled a little program called SMOOTHTALKER. This one
:] sounds really great, but it keeps on crashing on my falcon030. Does anyone
:] know of a newer version of this program, or even a special falcon030
:] speech sythesizer. After all, the falcon has great sound capabilities.
:] I think it's a great application, if people can understand what's said.

If you want to write your own, download the FAQ from comp.speech and in there
it should tell you about where to get a speech synthesizer and source
code. It's not machine specific because it does not play the speech directly -
it just creates a file.

It's a pretty serious synthesizer though 8-)

Phil.

--
/*--*/
Phil Shore - email: avsec@wmin.ac.uk or shore@bbsrc.ac.uk

Atari Falcon030 4mb/120HD/FPU

4283. colour problem on STE

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: msa@alpha1.bton.ac.uk
Message-ID: <D9v1D1.KKp@bton.ac.uk>
Source record: 164129

My Atari STE has been lately experancing problems with the output to the screen from both the RF and composite (monitor) where after about 10 minutes from a cold boot the colour disappear giving me a black & white picture. If i adjust the tunning on my TV, and then retune can sometime regain the colour but soon disappears. Has anybody experianced this problem and how do i solve it?????
It could be some chip that over heating or something similiar.

Any help would be appreciated.

MARK (2)

4284. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3r777r$jh9@whitbeck.ncl.ac.uk>
Source record: 164130

In article <3r6k0k$ilf@neptune.ethz.ch>, Basis Plus <basis> writes:
|> I absolutely agree with Griff! There is NO reason why demos shouldn`t run on
|> vga! The only `problem` is to directly program the video hardware... (Simply
|> create your resolution with some enhancer and then save the video-registers...
|> I really can`t imagine why only so few demos work on vga... Probably because
|> most demo coders don`t have any...

I still think that some demos may have a point (I stress that it is a minority)
- if you want to do something really on the edge, you may well need all
the clocks you can get to pull it off. But very few of the demos I have seen
on the falcon have made me think 'yeah, they really kicked it there'. Few
have achieved what was done on a plain ST. Hands up all those who went 'wow'
at that demo that had the filled in vector landscape as the menu?

I don't mind having to use an RGB monitor if the coder really did need all
the clocks he could lay his mits on......but it don't happen often.

Craig.

4285. Re: SCSI HD installation

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: richara@wmin.ac.uk
Message-ID: <D9v2oK.7MK@westminster.ac.uk>
Source record: 164131

In article <3r515o$itk@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz
says...
>
>In article <3r29nf$j93@imp.demon.co.uk>, robert@absence.demon.co.uk
(robert) writes:
>>running Sound Tools. We are trying to install a 1Gb connor SCSI hard
>>drive. We have all the relevant hardware including a SCSI interface
>>and the program runs BUT, whenever we try and save anything on either
>>of the two partitions we get a disk full message. Anyone got any
>>ideas? We have utilities to format and partition the hard drive but

>You don't state the Host Adapter thatyou are using or the Host software,
>Conner are a problem drive, Atari users would not reccomend them...

I use a conner drive and I only had problems with it when my old host
adapdtor went scablooie. But as soon as I got Link II it worked fine.

Conner are a problem only because the parity is often permanently enabled
and if the SCSI interface doesn't like that then it won't work. I
couldn't get link I to work with it at all.

You could phone conner and find out if it has parity permanently enabled.

Unfortunately I can't remember their UK number :[

I think I have it written down somewhere and I'll check.

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
Email: richara@wmin.ac.uk
WWW: http://www.wmin.ac.uk/~richara add /guitaref.htm for my ST prog

4286. FAQ: GDOS 2.6 (english, ascii)

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGART.DE
Message-ID: <3r6mfd$1kal@info4.rus.uni-stuttgart.de>
Source record: 164132

More Joy of GDOS*

Version 2.6

Gerd Castan **

June, 5th 1995

---

* English version posted in comp.sys.atari.st -
German Version posted in de.comp.sys.st and maus.gui.gem
** English translation by Stefan Damerau (cookie@cookie.syd.de)

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1 Technical Info

My email address will change more than once nexttime. Due to this reason I have an alias, pointing to my actual location - and if it's in the MAUS-Net: G.Castan@physik.uni-stuttgart.de

For easy location of this document at servers and mailboxes, I ask for using the following name(s) and saving the ascii AND TeX versions:
FILENAME = gdosi25 (German version)
FILENAME = gdosi25e (English version)
CR+LF should be used when saving at UNIX-Fileservers too, not just LF.

2 Introduction

I'm writing a program that prints out using GDOS. However, I have a problem because there is often no documention included with printer drivers.

There can also be different drivers with the same filename. What are the differences?

Here I have briefly (Stef: *briefly*?? Well, that's not *that* right anymore <g>) collected my experiences with printer drivers.

This collection doesn't generally explain to coders how to use printer drivers (except to problems not mentioned in literature). And you wont find information about the concept or how to install printer drivers. To get this refer to the list at the end of this FAQ.

What I want to describe here is more information about the several drivers:

o Where are the drivers available?
o How to distinguish them?
o What are the problem with them?
o Which drivers can be used for certain printers?

If anybody has more experience or questions, please write me. I will face the work to update this FAQ.

Credits:
Kay Prisille (MIGRAPH-products, Calligrapher lite)
Julian Reschke (IMG-0???)
Volker Ritzhaupt
Juergen Voorgang (Working Title - products)
Herwig Schelauske (Installation of GDOS, name-conventions)
Normen Kowalewski (Font-GDOS)
Erik Dick (SpeedoGDOS)
Patrick Dubbrow

Ulrich Rossgoderer (WYSIWYG)
Stefan Hintz (CHARLY IMAGE)
Ulli 'Huhu' Ramps (SpeedoGDOS 4.2)
Laurenz Pruessner (SLM_HS)
Marcel Boom (1st Postcard!)
Joerg Tochtenhagen (Misc)
Ralf Heckmann (Spellchecker for the German version 8-)
Andreas M. Koepfer (EASE, That's Write, MagiC!)
Wilfried Behne (misc)
Ulrich Kaiser (ABC-GDOS)

Gerd Castan.

3 Motivation

With GDOS it took me ~2 hours of coding, to get the screen-output to the printer at maximum quality. And with (almost) no extra work I get output to printers I even don't know.

If anybody wants to write a program with printing options, they can use GDOS and take better care over the main program.

Nobody wants to pay for printer drivers if there's another program that didn't take the coder extra work with such stuff making this program less expensive (and surely better).

The user has - besides the lower price - another advantage. If he uses several programs he need place for the driver and the fonts only one time on the disc.

SpeedoGDOS is available from Atari shops (Atari Competence Center in Germany) now.

The (qualified) feedback to my FAQ has - compared to autumn '92 - raised remarkable. Due to Speedo the interest in GDOS coming from the coders seems to be bigger.

4 Changes

Now (from 2.4) I'll switch back to listing the changes here, not in the table of contents ...
Anyway, a "*" stand for changed chapter and "+/-" for new or removed chapter (I guess you'll know which char stands for what <g>)

* 8.1 The meaning of ''Font`` and ''Face``
Here I've exchanged the example Swiss 721 by Dutch 801. The face ''Swiss 721 Roman`` is displayed as ''Swiss 721`` in font selectors.
* 10.4.2 Type 1 GX fonts
* 10.5.2 TrueType GX fonts (or TrueType 2.0)
* 12 Programs (Twist 3 Office)
* 21 Addresses (Pergamon's address)
+ 13.14 Arkus

One Important thing to note: The dates of the GDOS drivers are in German format, that is: DD.MM.YY! Remember that! (But I guess you alreade noticed that?)

5 Notes to the reader

Notes about problems right in this text weren't as effective as I wanted them to be. So, here are they in one chapter:

5.1 Programs

I only have few of the listed utilities. And I guess I'll never get to know each program put in a BBS or being updated. So you coders out there,

Send me information about your product

It's useful for you and users of your program too: Programs listed in this FAQ may be used by more people and the possibility of further development is higher.

5.2 Printers

A complete list in chapter 11 surely is very useful when looking for the right printer driver (e.g. for exotic printers). But I only got 2 useful mails yet. The way this list actually is, it's quite useless. Will I get more information or do I have to remove this list?

5.3 Bitmap fonts

Recently I got a very detailed description of the GDOS bitmap font format. But this would only be useful for the coders of font editors and converters (an I guess there aren't more than three or so), so I didn't include it here. If YOU think it would be useful here, convince me. (Stef: and me for translating that <g>)

6 VDI drivers

In these tables I have listed distributor, errors and useable fonts.

Drivers for NVDI 3 are listed in 6.8.3 seperately.

6.1 Ink printers with 150, 300 ... dpi

Name	Date	Length	Distributor	Errors	Others		Fonts
					1	2	
HP_LJET	22.02.89	45512	BELA			n.p.	LS
HP_LASER	25.09.89	36928	Atari,I				LS
LASERJET	06.03.91	54517	Atari				LS
LASERJET	27.01.92	60194	FontGDOS,I		n		LS, OTL
LASERJET	28.01.93	61907	SGDOS 4.0		n		LS, SPD
LASERJET	02.07.93	64408	SGDOS 4.2		n		LS,SPD,TT,T1
HPL150	12.04.86	51541	wt			150dpi	LL
HPL300	24.04.86	51541	CL,wt				LS
DESKJET	13.05.92	45637	BELA			p.	LS?
DESKJET	14.05.91	46040	CL,WT			p.	300x600
DESKJET	06.03.91	54285	Atari,I				LS?

DESKJET	?	45618	?			p.	LS
DESKJET	?	45285	?			p.	LS
DESKJET5	14.05.91	46040	CL,WT			delta	LS
DJ5	27.01.92	60600	FontGDOS,I		n		OTL
DJ5	?	60538	?				
DJ5	28.01.93	62251	SGDOS 4.0		n		SPD
DJ5	02.07.93	64319	SGDOS 4.2		n		SPD,TT,T1
DJ550C	11.10.93	68870	SGDOS 5.0		n		LS,SPD,TT,T1
DJ550C	11.10.93	68870	T.R.		n		LS,SPD,TT,T1
DJ_550C2	14.04.94	68746	SGDOS 5.0		n		LS,SPD,TT,T1
DJ_500C	14.04.94	68761	SGDOS 5.0		n		LS,SPD,TT,T1
DJ_510	17.05.94	61921	SGDOS 5.0		n		LS,SPD,TT,T1
_DJ_510T___	17.05.94	_61925	_SGDOS 5.0_	___	_n_	_______	LS,SPD,TT,T1

Note: The drivers named HP_LJET and DESKJET can be used for (HP compatible) ink and laser printers. The difference is in the transfer to the printer: Packed (p.) or not packed (n.p.). 'Delta' means that the data is delta packed.

6.2 Ink printers with 180, 360 ... dpi

____
Name	Date	Length	Distributor	Errors	Others	Fonts
___________	________	______	___________	_1_	_2_	_______	____________
BJ10E	20.11.90	45917	WT				NC
BJ10	20.11.85	45919	CL				NC
BJ10	28.08.91	45660	BELA				NC
BJ10	27.01.92	59715	FontGDOS,I		n		NC, OTL
BJ10	28.01.93	61428	SGDOS 4.0		n		NC, SPD
BJ10	02.07.93	63496	SGDOS 4.2		n		NC,SPD,TT,T1
STYLUS	25.04.94	60848	SGDOS 5.0		n		NC,SPD,TT,T1
MT90	21.12.90	44881	BELA			180dpi	SP
PAINTJET	27.01.92	60005	FontGDOS		n		SP, OTL
PAINTJET	?	60173					SP
PAINTJET	28.01.93	61648	SGDOS 4.0		n		SP, SPD
PAINTJET	02.07.93	63642	SGDOS 4.2		n		SP,SPD,TT,T1
PAINTJET	14.08.92	60173	I				SP, OTL
_PAINTJET__	13.10.91	_45934	_WT________	___	___	_______	SP__________

PAINTJET:
80X180: 2-8 colo(u)rs
90x90: 16 colo(u)rs

MT90 is made by Patrick Dubbrow.

Using ink drivers produces a problem with bitmap fonts. Using 300dpi all is ok. But 360dpi fonts are optimised for best efforts with pin printers having thick pins. Using ink printers makes the fonts look much too thin.

Solution: either use 300 [600, 1200 :-)] or exclusively use vector fonts

6.3 9pin drivers

Name	Date	Length	Distributor	Errors	Others		Fonts
FX240DPI	22.12.89	45396	BELA	y			SR
FX80	22.12.89	45396	BELA,wt	n			EP
FX80_2	12.06.91	45396	I				EP
FX80	24.09.91	45525	CL				EP
FX80	16.12.87	45396	Atari	n			EP
FX80	27.01.92	59236	FontGDOS,I	n	n		EP, OTL
FX80	28.01.93	61111	SGDOS		n		EP, SPD
FX80	02.07.93	63177	SGDOS 4.2		n		EP, SPD
FX80HIGH	22.01.89	44730	Atari,I	n			SR
FX80_QD	24.09.91	45525	WT				EP
NX1000	27.01.92	58719	FontGDOS	n	n		EP, OTL
NX1000	28.01.93	60723	SGDOS		n		EP, SPD
NX1000	02.07.93	62717	SGDOS 4.2		n		EP, SPD
NX1000	14.08.92	58887	I				EP, OTL
OKI20	27.01.92	58491	FontGDOS	n	n		EP, OTL
OKI20	28.01.93	60495	SGDOS		n		EP, SPD
OKI20	17.03.93	60511	SGDOS 4.2		n		EP, SPD
OKI20	14.08.92	58659	I				EP, OTL
SMM804	16.12.87	44801	Atari				LB
SMM804_2	16.06.91	44801	I				LB
SMM804	27.01.92	59201	FontGDOS,I		n		LB, OTL
SMM804	28.01.93	61076	SGDOS		n		LB, SPD
SMM804	02.07.93	63142	SGDOS 4.2		n		LB, SPD

Note: FX80HIGH prints normal text twice, FX240DPI once, FX80_QD printer in quad density.

NX1000 and OKI20 are color drivers with 8 colors

6.4 24pin drivers

Name	Date	Length	Distributor	Errors	Others		Fonts
EPSON360	04.04.90	45619	BELA	y			NC
EPSON360	16.09.92	45547	WT			180x360	
EPSLQPAR	14.02.91	44939	I				
LQ_500	15.11.93	68068	T.R.		n		SP,SPD,TT,T1
LQ570	28.01.93	62051	SGDOS 4.0		n		SPD
LQ570	02.07.93	64228	SGDOS 4.2		n		SPD,TT,T1
LQ_800	15.11.93	68068	T.R.		n		SP,SPD,TT,T1
LQ_850	15.11.93	68068	SGDOS 5.0		n		SP,SPD,TT,T1
LQ_850	15.11.93	68068	T.R.		n		SP,SPD,TT,T1
LQ_1000	15.11.93	68068	T.R.		n		SP,SPD,TT,T1
LQ_1050	15.11.93	68068	T.R.		n		SP,SPD,TT,T1
LX800	14.11.93	67989	T.R.		n		SP,SPD,TT,T1
NB15	22.12.89	44881	BELA,wt	n			SP
NB15	16.12.87	44881	Atari,CL	n			SP
NB15_2	12.06.91	44881	I				SP

NB15	27.01.92	59121	FontGDOS,I	n	n		SP, OTL
NB15	28.01.93	60989	SGDOS 4.0	n	n		SP, SPD
NB15	02.07.93	63055	SGDOS 4.2	n	n		SP,SPD,TT,T1
NECP6	12.04.80	45199	wt				NC
NECP6	10.04.91	45619	BELA	y			NC
NECP6	06.02.86	44906	Atari,I	y			NC
NECP6_2	28.06.91	46557	I				NC
NECP	27.01.92	59516	FontGDOS	y	n		NC, OTL
NECP	28.01.93	61229	SGDOS 4.0		n		NC, SPD
NECP	02.07.93	63297	SGDOS 4.2		n		NC,SPD,TT,T1
NEC_P	14.08.92	59516	I				NC, OTL
P24M	08.04.89	47104	I				
P24ML	08.04.89	47104	I				
P24MWID	08.04.89	47104	I				
P24MWIDL	08.04.89_	_47104_	_I_____	___	___	_____	_____

6.5 Laser drivers

Name	Date	Length	Distributor	Errors	Others	Fonts
RICOH12	23.06.92	45438	WT			400dpi	
HP_LJET	22.02.89	45512	BELA			n.p.	LS
HP_LASER	25.09.89	36928	Atari,I				LS
LASERJET	06.03.91	54517	Atari				LS
LASERJET	27.01.92	60194	FontGDOS,I		n		LS, OTL
LASERJET	28.01.93	61907	SGDOS		n		LS, SPD
LASERJET	02.07.93	64408	SGDOS 4.2		n		LS, SPD
HPL150	12.04.86	51541	wt			150dpi	LL
HPL300	24.04.86	51541	CL,wt				LS
LJ4_300	12.01.91	61910	SGDOS 5.0		n		LS,SPD,TT,T1
LJ4_600	12.01.94	61910	SGDOS 5.0		n		SPD,TT,T1
DESKJET	13.05.92	45637	BELA			p.	LS
DESKJET	14.05.91	46040	CL				LS
DESKJET	06.03.91	54285	Atari,I				LS
CANONLBP	26.09.89	36980	Atari,I				LS
_LBP_____	13.01.92_	_45453_	_WT_____	___	___	_____	LS_____

6.6 Atari laser drivers

Name	Date	Length	Distributor	Errors	Others	Fonts
SLM804	12.04.91	47496	BELA		n		LS
SLM804	16.12.87	45788	Atari,I,CL,wt		y		LS
SLM	12.12.90	48399	Language				LS
SLM	27.01.92	60036	FontGDOS,I		n		LS, OTL
SLM	28.01.93	61911	SGDOS		n		LS, SPD
SLM	02.07.93	63987	SGDOS 4.2		n		LS, SPD
_SLM_HS____	17.01.94_	_63663_	_ROM_____	___	_n_	_____	LS,_SPD_____

SLM_HS is a SLM driver for the Falcon (when using the Heatseeker interface)

6.7 Screen drivers

The screen is (if VDI functions are used) seen as an output device just like printer, plotter etc. That's why fonts for the screen can be installed in ASSIGN.SYS just like for printers.

Normally this isn't noticed because the drivers are in ROM. But they can be used like printer drivers.

Note: For system fonts only (like the original ones) non proportional fonts with a 8*8 or 8*16 matrix can be used. That's limited by the AES not VDI.

With newer AES (from 4.0?) it's no problem to use fonts of free choice (Variable AE_FONTID and AE_FONTSIZE in GEM.CNF, see [Sche93]). Coders should make sure their programs can take that. (even like scrollbars of free width)

Bitmap fonts not assigned for screen driver 1 are not available for other screen drivers.

6.7.1 LineA

The so-called LineA routines are subprograms of the screen drivers from the ST series, to bee seen undocumented. This is the hardware depending part of these drivers.

The attentive readers will notice this: Exchanging the drivers removes the LineA routines as well. As happened on the TT, for example.

So never use them!

You can still /read/ from the LineA variables, but why bother?

6.7.2 Setscreen & Getscreen

These XBIOS-Functions (mostly Setscreen) should'nt be used.

But what am I talking. For those useing them or those being tortured because someone did it:

The video hardware of 1040STE and Mega STE has an hardware bug. When defining a new physbase with Setscreen (and if it's the same gotten with Getscreen), it may happen that the screen is 'folded'. This happens due to the movement of a register at a special moment, which is only allowed to be moved at special phases of the screen output.

What has to be done?

Users: The programs NVDI and FALT_OFF stop this error. Or give this FAQ to coder.

Coders: Either even don't use Setscreen.
If You use it though: If physbase isn't changed, the value taken with Getscreen may not be used. Use the value -1 than physbase!

6.7.3 NVDI and WARP 9

There are two often used programs exchanging the ROM drivers: NVDI and WARP 9 (earlier QuickST). TurboST was distributed by BELA but isn't updated no more.

If these are used once, one will never want to miss them: the Desktop seems to be terribly slow. I will never want to work without NVDI on my Atari. Others say the same about WARP 9.

NVDI uses strongly optimised drivers for the ST and TT resolutions. Sadly I don't know which drivers are used by WARP 9.

NVDI is available from Behne & Behne and contains not only the drivers but a GDOS and a manual describing exactly all VDI calls.

WARP 9 is available from CodeHead.

Due to this NVDI is spread in Germany and WARP 9 in the US

Unlike NVDI, WARP 9 only speeds up the text output and graphics stay as slow as before. AND the newest version doesn't work with MultiTOS. It Works on the Falcon too, but I don't know if it supports *all* resolutions there. (Like with Screenblaster, BlowUp030 or others) 15 bit and 16 bit screen modes aren't supported by it.

6.8 Other drivers

Name	Date	Length	Distributor	Errors		Others	Fonts
				1	2		
META	11.04.89	5644	I			MF	
META	08.10.88	9325	BELA			MF	
META	16.12.87	9325	Atari			MF	
META_2	14.06.91	9325	I			MF	
META	27.01.92	9718	FontGDOS		n	MF, OTL	
META	28.01.93	9733	SGDOS 4.0		n	MF, SPD	
META	02.07.93	11174	SGDOS 4.2		n	MF,SPD,TT,T1	
MEMORY	27.01.92	58397	FontGDOS		n	LS, OTL	
MEMORY	28.01.93	60265	SGDOS 4.0		n	LS, SPD	
MEMORY	02.07.93	62331	SGDOS 4.2		n	LS,SPD,TT,T1	
CYPRESS					MEMORY		
PSCRIPT	14.10.92	33016	WT				
HPGL	08.07.91	48885	ST458			V 1.4r2	
ZEBRA	07.12.91	45746	WT				
T_OFFICE			wt			98/196dpi	
T_OFFICE			wt			98/196dpi	SPD
IMG-0300			Reschke,wt	n			LS

IMG-0300 can be copied (non commercial). The other IMG-0??? drivers are by SciLab. ZEBRA is for the Zebra Labelprinter.

6.8.1 Memory drivers

A memory driver doesn't do anything else than a screen driver (see [Pru93b/c]). But the output doesn't get to the screen driver, but in another memory to be influenced there.

The usual v_openwk binding doesn't have all parameters needed to open this driver. If not included to the language this binding must be made by yourself. A listing is found at [Pru93c].

The memory driver listed above is only capable of b/w output only and has a logical resolution of 300dpi. The (matrix) drivers tested by me have no problems with fonts installed that are for other other drivers. The memory driver should take screen fonts - due to the 300dpi.

Problem could appear because of the aspect ratio (relation of pixel width to height) - normally not similar to the screen resolution.
Due to this circles can be displayed as ellipses.

With NVDI 2.5 or higher, you can output to offscreen (colour)bitmaps. These work with all VDI calls, and you can copy the resulting bitmap to the screen window.

6.8.2 Plotter drivers

A HPGL driver seems to be distributed with the program DATA. On PD disk ST 458 (German PD series) is one too. If I get more about it I'll include this info here.

6.8.3 NVDI 3 drivers

NVDI 3 has its own driver concept. Only a small quantity of drivers is included, but they're very fast, small and flexible.

The drivers are:

```
_____________________________
|_Treiber______|_Datum____|
| PINPRN.SYS | 19.10.94 |
| PAGEPRN.SYS | 19.10.94 |
| IMG.SYS | 30.10.94 |
| MEMORY.SYS | 18.10.94 |
| META.SYS | 18.10.94 |
|_ATARILS.SYS__|_18.10.94_|
```

Depending to the colo(u)r printing capability of a printer (this can be set in the MAKEPRN.APP), the drivers have to use different offscreen drivers to create the graphics (this can't be found in the manual coming with NVDI 3
[Stef: A manual like for NVDI 2.x is in work]
Gerd: It will be an ascii file for FTP servers and BBS, not a printed one)

The Offscreen drivers are:

```
_____________________________________
|_Treiber_______|_Datum____|Farben__|
| OFF002.NOD | 06.11.94 | 2 |
| OFF004IP.NOD | 06.11.94 | 4 |
| OFF016IP.NOD | 06.11.94 | 16 |
| OFF256IP.NOD | 06.11.94 | 256 |
|_OFF32KFL.NOD__|_06.11.94_|_32768__|
```

The actual NVDI 3.01 can't handle colo(u)r printing though :-(
3.02 will. (Which is soon to be released. More then ...)

The flexibility to create a driver's INF for printers is great. To code a driver for SpeedoGDOS you have to become a developer for SpeedoGDOS.
It isn't that easy ...
With NVDI you only have to enter you printer's codes in MAKEPRN.APP. So you only have to check you printer's manual, not learn or do C coding.

The codes driving the printer are saved in the INF files belonging to each driver. A flaw is that these assignments aren't simply exchangeable.
There's no documentation about the file format and no program to extract or add codes yet. The only way is to exchange the complete INF file.

Another problem not even noted in the manual occurs when assigning pixel fonts in the ASSIGN.SYS. Guess that you have assigned 180dpi fonts to the PINPRN.SYS. It's easy to change the output resolution to 360dpi by the CPX. *Then* the printout will be catastrofugly.

A workaround is to duplicate the driver with another name (close to the first ...) and assign this one to in the ASSIGN.SYS too, but with different fonts.

At last I think those drivers conceptionally are much better compared to the ones coming with SpeedoGDOS 5. No colour printing yet, though.

6.9 What's missing

I don't know drivers using the abilities of the following printers:

o Canon BJC 600 - A colour printer with 4 heads (CMYK) 64 nozzles each.
In the colour mode he's compatible to:
- Canon BJC 800
- Epson LQ 2550/2500
It's resolution is 360x360. I dont's know any GDOS driver supporting the BJC's capabilities directly (or via compatibility mode) when using colours.

7 Errors

Errors in the printers drivers - that I know - are the following:

1 These drivers display Fonts with the attribute 'light'
2 Doesn't work on TT
3 The EXTENDED ENQUIRE FUNCTION (VDI 102, vq_extnd) doesn't give back the parameters as listed in the German 'Profibuch' (Jankowski, Rabich, Reschke - Sybex)
4 Using the attributes 'italic' and 'outlined' the letters of bitmap fonts are cut off on the right side. This error appears independent from other attributes being used.
This error was in the Libraries of the driver sources from Atari and seems to be included in all drivers except to NVDI and SpeedoGDOS.

If theres nothing written about an error I don't know if this error appears or not.

Seems it's no accident, that Xact only uses the attributes 'fat', 'italic'
and 'underlined'. (See [Res92]

Another reason against using 'outlined' is the following:
If You make a driver calculate an outlined font from a normal one it get's
'wider' by two pixels. Due to the reason that a pixel has a width depen-
ding to the resolution (other than a fitted font) a text gets different
widthes in each resolution. But who wants to have different textformat on
different printers? The only way to stop this is letterspacing -
typographic 'bullshit'.

8 Fonts

8.1 The meaning of ''Font`` and ''Face``

First: What's the difference between a fonts and a face?

When calling a font selector there may be Dutch 801, Dutch 801 italic,
Durch 801 Bold and Dutch 801 Bold Italic. These are 4 faces, alltogether
creating a font.

This separation isn't that simple at bitmap fonts, because all attributes are
created from only one file (this can be made with vector fonts too, but it's
quite nonsens In my opinion). That's why I first didn't note that this
attribute creation is buggy in some versions of SpeedoGDOS (see 16.3.3).

Using vector fonts this border isn't that sharp with Multiple Master fonts
(see 10.4.1) and TrueType GX fonts (see 10.5.2) too.

Me I'm not always using this separation of font and face in this FAQ.
Especially in the chapter about font formats. ("Face format" doesn't exist
and it'd sound strange if one says:
''These faces are saved in each font format.``)

8.2 The meaning of ''format`` and ''representation``

''Format`` is used in two ways when talking about fonts, what makes it a
bit confusing.

First it's used e.g. for the TrueType and the Type 1 *format* and second
it's used to differ the Macontosh and the Windows *format* (and others)

To solve this confusion in this FAQ

o We'll use ''format`` to seperate TrueType, Type 1, Speedo ...
o ''Representation`` will be used to seperate the file formats.
This is used for mathematics and physics when groups *look*
different but both can be displayed bijectively upon each
other - even in their structure
(Stef: harggngrl. Sorry, I hope Gerd or Chris will help here.
Chris thought of using ''version`` instead)

Then there's no more confusion about this:
- Macintosh TrueType format in Macintosh representation
- Macintosh TrueType format in Windows representation
- TrueType for Windows format in Macintosh representation

- TrueType for Windows format in Windows representation

(Stef: looks funny <g>)

And it's easier to say that Speedo (from 5.0) and NVDI (from 3.0) need to use the Windows representation of a font, but don't care if the fonts are in Windows or Macintosh format.

9 Bitmap fonts

The fonts used are bitmap fonts in the DR standard format. They have to be saved in Intel format. Motorola format isn't supported by any GDOS. (See [Whe88] and appendix)

GDOS bitmap fonts have their width information defined in both, screen font and printer fonts. Sadly the designers were a bit too zealous and fitted the width of the sreen fonts to make them look very beautiful. They've done a good job, but they're not similar to the printer fonts and don't allow WYSIWYG.

There are many fonts on the Internet only for the screen and maybe useable for one printer. Everybody using these fonts should know that he can't print documents in an acceptable quality via GDOS.

But in the Atari and former BELA package there are included fonts for all printer drivers in this package (the 360*360dpi fonts are missing in the Atari package). If you have a useable program you can print every document with every driver.

10 Vector fonts

Vector fonts don't use pixels, they are created with algorithms - supported by shapes and hints. These algorithms (see METAFONT for a good example) make the fonts copyrighted like normal programs. (See [Walsh] for this)

Here I'll write a bit about vector formats. Why should a pure user try to understand it? Nowaydays you'll just get a cheap Font CD, choose 17 of the most interesting fonts for your first poster an print out the creation.

Problems are: I have one face in different formats. Which one should I take? Sometimes I have problems on screen, when I print out something or only when using a specific size. So what?

(When you have 17 Garamond styles from 17 different distributors it's better to read a magazine about typography or DTP to get help)

10.1 FSMGDOS fonts

The vector fonts with the old FSM-GDOS format by QMS/Imagen Corp. are named with OTL.

These fonts and drivers should'nt be used no more and are listed to only for completion of this FAQ.

10.2 Bitstream Fontware fonts

Just to prevent confusion:
Bitstream uses the Fontware format. This - for example - can't handle hints.

It's got nothing to do with the GDOS font formats listed here.

10.3 Bitstream Speedo fonts

The vector fonts in SpeedoGDOS format are named with SPD.

They are supported by all SpeedoGDOS releases and by NVDI 3.0 or higher.

10.4 Type 1 fonts

Type 1 fonts are available for MacIntosh abd MS-DOS/Windows. They only have differences in the internal representation, not in the information.

At least one of these formats is supported by SpeedoGDOS from V5.0a. But I already found some that SpeedoGDOS 5.0a can't display.

Just a note:
It's wrong thinking PS interpreters could use Type 1 fonts just because Adobe's original PS interpreter does this.
It depends on the producer of the interpreter to decide, which font's format is used. But one thing you can trust:
A PS document looks different on screen and printer (Stef: hehehe, Calamus)

7.3.5 Multiple Master (MM) fonts

ATM 3.01 (Adobe Type Manager) for Windows now is capable of scaling MM fonts. With this technology not only height, size, skew angle and rotation can be set for output, there's one more continuosly parameter. This is to set, what thick a face is to be displayed. This is no simple algorithm - like others at GDOS - but the font designer can make sure where to change a face when it's more or less fat.

This subsection only is FYI. SpeedoGDOS 5.0 only can handle normal Type 1 fonts - and NVDI none.

When taking a look at [Hil95] (about the URW PrintWorks CD), it's visible that
URW has such technology - internally - too. The extremely interesting book [Kar92a] is by URW too.

Q: These MM fonts are an extension to Type 1 fonts, right?

A: Yeah!

Q: So I can use MM fonts with Windows, but what do I do with my old PostScript printer?

A: No matter, he can handle it anyway.

Q: Huh? Which way?

A: It's been noted already that vector fonts are algorithms. Adobe simply defined a new operator.

Q: My old PostScript printer doesn't understand that operator, right?

A: Right. But the definition of this operator can be distributed within the font. That's the way it's actually done.

Q: That's why all PS printers can handle this?

A: Sure. Only the coding interface should have to be fixed. That's why a new ATM is released for Windows.

Q: Great! Then I won't have to get 50 faces for each font.

A: Yeah, and you'll have enough money left for an ice ;-)=

10.4.2 Type 1 GX fonts

These are told to have the same features as TrueType GX fonts (see 10.5.2).

10.5 TrueType fonts

This format is available for MacIntosh and MS-DOS/Windows too.

SpeedoGDOS from V5.0a and NVDI from version 3.0 can handle both, no matter if it's for MacIntosh or MS-DOS/Windows. The MS-DOS format is a superset of the MacIntosh format.

By Apple's definition it's got different tables (like the chunks known from the IFF format). In the table's header a name and a length is noted. This way a program can ignore tables it can't handle. When new types of tables are defined, they have to be announced to Apple. Required and optional Tables are defined by Apple too.

On Macs, .suit is the suffix for TrueType files. The data is found in the resource fork.
(Stef: That's not always right, with System 7 fonts are in the folder Fonts in the System folder. They may be in a suitcase there)

I don't know any official documentation which tables are used or required by SpeedoGDOS 5.0 ff or NVDI 3.0 ff.

10.5.1 TrueType for Windows 3.0

Microsoft used this procedure to announce new tables and make them mandatory for Windows.

The difference between the Apple and Microsoft format simply is that Microsoft declared more tables as mandatory. Plus the fixed order of glyphs when special flags are set. A definition of the Microsoft format is found in [Mic]

10.5.2 TrueType GX fonts (or TrueType 2.0)

Apple expanded the TrueType format for any design axle. So we have a
technology similar to Multiple Master fonts (see 10.4.1).

New Features:

o TT GX fonts may contain Type 1 data
o automatic ligature substitution
o more than one base line (e.g. for mathematic formula)
o track kerning informations (NVDI from 3.02 uses them)

These features are distributed by the Line Layout Manager (LLM) on the Mac
an they are independent from the scaler used. So - at least on a Mac -
these features can be used by all font technologies

Informations are available by the Apple developer support organization
(APDA).
Their EMail address is: adpa@applelink.apple.com
The ''TrueType Book`` describing TrueType 1.0 and the ''QuickDraw GX Font
Formats Book`` (describing the GX extensions) can be ordered there.

TrueType 2.0 has new tables requiring (different to MM fonts) new scalers
to use this technology.

10.5.3 TrueType for Windows NT

Instead of using the GX font's definition Microsoft defined another new
font's format for Windows NT (Stef: When are they about to define
darkness as a standard <g>) A special feature is the double amount of
required characters compared to TrueType 1.0

10.6 Calamus fonts

Can YOU tell me more about these?

10.7 Comparison of vector formats

There's no noncommercial program on any platform that can convert one
format to the other. A lot of fonts are only available in one format.

But what makes a conversion so difficult? To ask different: Which infor-
mations are stored by which way?

10.7.1 Curves

First the shape of the chars should be saved. But that for many ways are
used (see [Kar92a]):
Type 1: Uses cubic Bezier curves aka cubic B-splines
TrueType: Uses square Bezier curves aka square B-splines
Speedo: Uses cubic Bezier curves aka cubic B-splines

For most applications there should be no difference between several font
formats. Therefore SpeedoGDOS transforms TrueType characters into
cubic bezier curves for v_getoutline. I'd like to get (optional) quadratic
bezier curves in this case and v_bez_fill should be able to cope with it.

Square B-splines are much faster than cubic Bezier curves but you have to store about 4 times as much points to achieve the same quality.

10.7.2 Hints, instructions, switches

The next problem is the display on media with low resolution. For a neutral observer Speedo fonts always look quite good on the screen (well, some fonts are ugly by nature).

But I've found TrueType fonts that look as ugly as nothing else on the screen. For example the two vertical lines of an 'n' are not the same, one is 1 pixel and the other is 2 pixels thick.

The way to prevent those errors are hints. Companies use different names for Hints.

o Adobe: Hints
o Apple: Instructions
o URW: Switches

This method is used by Speedo, Type 1 and TrueType (but not by Type 3 and CFN). But hints given by the format don't mean that they're used too! (That's why others got different experiences with these formats than me)

So, finally: All these three font types can look very good on the screen, Type 3 and CFN can't. [ever tried to print CFNs on a printer with less than 360x360dpi?]

Now I've noted, what hints are doing and in which formats they're used. But *how* do they work? Specific parts of a character have a specific >>job<<, like serif, bow etc. This is saved besides the font's outline. This way the scaler e.g. can create similar vertical lines of a >n<. More is found in [Kar92a]

Type 1 only can handle very few different hints compared to other formats. But the new MM technology (see 10.4.1) makes Type 1 much better at some parts.

Note:
with v_getoutline you get the outlines in the workstation's actual resolution. Remember that using hints depend of the resolution. Plans exist to make v_getoutline independent from the actual hint size.

10.7.3 Internal resolution

After the problem with low resolution now there's the problem with the high resolution. Even if you think there shouldn't be any; there are! (See [Kar92b] too)

To display a vector font first an internal system of coordinates has to be selected. To do this the em-square is devided in units. CFN has one from 0 to 16000, Type 1 (which was created when there were no high-res printers) one from 0 to thousand. Due to this there are 'corners' visible at large letters or high resolutions (in the professional league)

Referring to [Kar92a] the internal resolution can be raised by the DIV operator. But this has to be supported by the font editor. (Is this done regularly and does the scaler get remarkably slower by this?

CFN can make the big deal here.

With TrueType, the font designer can choose a resolution up to 16768. Resolutions equal to 2^ are faster than others.

(Which internal resolutions do Speedo, TrueType and OTL have? Is the Bitstream format mentioned in [Kar92a] identical to the Speedo format?)

10.7.4 Linear and optical scaling

Do we now have - with the description of the shape, a high internal resolution and the hints - a scalable font? Sure not!

A font being designed for 16pt has a totally different shape as a doubled 8pt fonts (see Knuth: The METAFONT book; Kopka: LaTeX, [Kar92a] etc.). A well designed font isn't lineary scalable.

In large fonts vertical lines are much thicker than the empty space between them. But this information for optical scaling can be saved in a font too.

So a font, being 20 pixels high on the screen (this is usually a large font) should look different to one being 20 pixels high on a laser printer (this is a small font that should have small vertical lines).

The rest of this subsection was misunderstood by to many people. Anyway I seem to be the only one thinking here's a problem. That may have (at least) three causes:

o I can't make you understand what I think
o I'm a crazy mind
o the problem's too complicated to make anyone even *see* a problem here

Well, let me (Stef: and me) start anew:

Vector formats make it possible for the font designer to decide a face may look different in points or pixels below a specific size. For example it's useful to make a face broader when used with a small size [Kar92a] -independent from the printer's output quality.

So, let's display a small text in a window (e.g. with a size of 8pt). And the font designer made this face look broader at 8pt or smaller.

Another window is used as a magnifier to get a doubled size (Almost any Word processor has this function - Stef: really?)

This doubled view in the magnifier's window *should* be broader like the 8pt text, the WP's coder shouldn't have to take care about that.

But the coder has to use a size of 16pt in the magnifier's window - and now the designer's decision (to make the face look broader from 8pt) is

ignored!

To solve this problem there are two ways:

1. The coder sets two values for the size.
- The linear size (16pt here)
- The optical size
But the font engine and the bindings have to be fixed to that.
(it's my recommendation, no reality)
2. The only method acutally possible to be done are the offscreen
bitmaps handled by NVDI (when the EdDI cookie exists). When opening
these workstations the logical pixel size has to be set. After that
it can't be changed no more each optical scaled font size costs a
lot of RAM. Especially for printing each (non standard-) optical
scaled text has to be buffered as bitmap (either by the driver or
the program itself; it depends on the GDOS release if the driver
saves bitmaps). This bitmap can cost more than the user's (or
his computer's) RAM.
3. Another (not yet existing) possibility would be a free choice of of
linear an optical scaling by v_getbitmap.
4. The most simple way - there wouldn't be a buffer fo bitmaps
needed - would be as follows:
the logical pixel size can all physical and logical workstations.
The scalers *can* handle different pixel sizes, so I think it
wouldn't be difficulty to make NVDI and SpeedoGDOS handle this.

The problem with the magnifying window could be solved by using another
virtual workstation with logical pixels half as big. Both windows could
use the 8pt text then. Both windows would display this text as the font
designer wanted it to look like - and the magnifying window would display
the double size of the normal window.

If different optical scaling can be found in a document, the logical
pixel size has to be changed afterwards - or the linear and optical
scaling has to be set at the font size.

Did anyone get it? (Stef: Yeah, I'd like to get feedback too!)

10.8 Format conversion of scalable fonts

From what I wrote above I hope you'll realize that converting a font from
one format to another is about as easy as converting a highly optimized
program from one language to another ...

Problems:

o The only converting program I (Stefan) know for Atari
is TypetoType fby Hasso Baudis, converting Type1 to CFN
o There isn't any program on any platform that is accepted by the
comp.fonts community (according to the comp.fonts FAQ)
o For a program capable of converting fonts you'll pay a big
amount of money. But even good programs need manual corrections.
Looking for a PD or shareware program won't be

successfull ...

10 Printers

Producer	Printer	Drivers Fitting
NEC	P6+,P7+, NECP...	P60,P70	NB15_(FX...,NX1000)__
HP	LaserJet_II	HP_LJET
HP	DeskJet,_LaserJet_III,IV___	DESKJET_(HP_LJET)____
CANON	BJ10E	BJ10
CANON	LBP_4/8	CANONLBP,_LBP
Mannesmann-Tally__	MT_90	MT90
Epson	Stylus_800	STYLUS

Drivers in parantheses work but don't use the ability of the printer totally. This means - for 24pin printers - that these are used in 9pin mode. At HP compatible Laser and Ink printers this means that the data isn't packed though being supported by the printers.

Some Deskjet drivers are said to make problems. In this case try the Laserjet driver. The printing takes longer then (due to more data) but the problems should disappear.

The BJ10 drivers use the Proprinter emulation. Don't use them in the epson mode!

The Stylus shouldn't be used with 24needle drivers. The needles overlap (the ink dots of the stylus don't) and so the drivers just don't print some dots.

The meaning of compatible normally is made by the producers of the compatible printers.

Notes:

o If You don't find your printer in the list and knows a fitting driver, please write me a note.
o Try other drivers even if you have found one fitting to your printer.
o Of course the FontGDOS drivers have a lot of problems with the memory. But the speed of'em is faster than the other (except Speedo ones).

12 Programs

Nowadays it's obvious (but not usual) to use GDOS in every program.

The following list is limited to those using GDOS to print too.

Kind of Program	Program	Distributor	Sp
Chart/Measureanalysis	Xact	SciLab	y
MM-Graph	Overscan		
Off-Axis	ByTech	y
DATA_Professional 4	Ralf Wirtz		

MessPlot (Shareware)	Michael Siek (Shareware)	y*
DPE	MAXON (Special disc)	
GRAPH	Hans-C Ostendorf (Shareware)	y
_____	rho-Analyse_____	rhotron_GmbH_____	y_
Graphics	Xact Draw	SciLab	y
Kandinsky	U. Rossgoderer (Shareware)	y
TRIPLE_D	U. Rossgoderer (Postcardware)	y*
Chagall	Confect Corp.	y*
Easydraw	MIGRAPH	
TouchUp	MIGRAPH	
GEM-View	D. Fiebelkorn (Shareware)	y*
CHARLY_IMAGE	Wilhelm_Mikroelektronik	y*
STELLA	Thomas Kuenneth	y
_____	Tarkus_____	Eickmann_Computer_____	y_
Spreadsheet |LDW Power Calc 2 |COMPI	
K_Spread_4	Omikron	
Graal Calc 3	Editions Profil	
Atari Works	Atari Corp.	y
OPUS	Doug Harrison (PD)	n
_____	BASiChart_____	Dr.__Ackermann_____	y_
Text/DTP |Calligrapher |Working Title	
Wordflair II	H3	
Timeworks Publisher	GST/H3	
G&D Text II	Hard & Soft	
Cypress	Sascha Luedemann	
Papyrus (Gold) S	R.O.M.	y
Infinity	ByTech GbR	
Atari Works	Atari Corp.	y
7Up	Michael Thaenitz (Shareware)	y
Tempus Word		y
Gut'nberg	BlowUp	y
JANE	DeltaLabs	y
QED	Quellenberg/Felsch (PD)	y
1st Word Plus 4.1	GST/ICP/COMPO	y
_____	TWIST_3_Office_____	MAXON_____	y_
Fax	Junior Office	TKR	y
Tele Office	TKR	y
Straight Fax!	Toad Computer	y
_____|CoMa_____|SoftBaer Gbr_____|y_|
Sim._of_dyn._Syst.___|Dynasys_____|Digital_Systems_&_Consulting__|__|
Text/List printing |IdeaList |Chr. Bartholme (Shareware) |y |
_____|ProList_____|Richstein_&_Dick_____|y_|
Chem.__Displaying |Monoklin 2.0 |MAXON (Special disc) | |
_____|Chemograph Plus_____|DigiLab_____|__|
Circuitlayout |Route iT! & Circu iT!|Think! | |
_____|Platon_____|VHS_____|y*|
Vektoriser_____|Convector_II_____|ZYN/TEAM-Computer_____|__|
Hardcopy_____|rhocopy_____|rhotron_____|__|
Disk-List-printers___|TreeView_2.4_____|Stephan_Gerle_____|__|
Fraktals_____|Fractals_IV_____|Harald+Martin_Hansen_____|__|

```
PS-Interpreter_______|Postman_____________|SILICON_Technology_&_Promotion|__|
Concordance__________|Concordance__________|SPIRIT_WARE_____________________|__|
Packershell_f.__MTOS_|MARC_4.0_____________|Think!__________________________|y_|
Logikanalyser________|CLA_v2r1_____________|C._Graham_(Shareware)_________|y_|
Adress base__________|Pegasus_____________|Pergamon Software_____________|y_|
Symbolic mathematics_|Solutions |Elan Software | |
_____________________|Riemann II__________|Richter Distributor___________|__|
Database_____________|Atari Works__________|Atari Corp._____________________|y_|
Notators_____________|MIDI File Printer____|ST PD-Disc 677 (Public Domain)|__|
CASE_Nassi Schneider.|UpToCase_____________|Michael_Nolte_________________|y_|
Invoicing____________|Kundendirektor_+_____|Michael_Kammerlander__________|y_|
Desktop______________|EASE_from_V.3.1______|ASH_____________________________|__|
Games________________|Stello (Othello Game)|Claus_J._Petersen_____________|y_|
```

This list is no commercial. I'll include every program I get to know.
(Comment by the Translator: Sorry for mentioning Atari Works three times,
but I wanted to keep the 'Text/DTP' and 'Spreadsheet' Chapters')

Notes:

o Programs listed in the Speedo column with 'y*' support Speedo but don't
use it - don't output text too.
o Xact can print Speedo fonts without Speedo too.
o FSM-GDOS is included in the Wordflair II package.
o Platon only uses GDOS to make output of metafiles
o I didn't make it to print via GDOS in OPUS.
(I've been told, OPUS doesn't chose the fonts it can handle with,
and doesn't print if even one of these fonts is installed. See 7.1 too)
o Programs only printing via device 21 (like OPUS and CLA are out! (see
16.2 too)
o 7up only uses non proportional fonts (e.g. Monospace 821 from Speedo)
o Tempus Word only supports Speedo Fonts but prints with its own drivers
This seems to be due to the capablity of handling CFN and its own fonts
o That's Write & 1st WordPlus 4 both can use Speedo fonts without
Speedo. TW 4 will be able to use TTF and Type 1 without SpeedoGDOS
(well, TW and the SpeedoGDOS 5.x font extension to TTF and Type 1
is created by the same coders ...)
o LDW-PowerCalc: MAXON lost the purchaser database. Ask COMPO for updates
(Stef: hmm, it seems to be a German-only problem?)
o Tarkus is a label printing program.
o In 16.1.2 you'll find a list of programs working *only* with ABC-GDOS.

Kandinsky Version 1.73
ftp://ftp.cs.tu-berlin.de pub/atari/Graphic/kand173
(Version 1.74 is the actual one, though, note by Stefan;
Gerd: but not on any FTP-Server
Stef: Should anyone put it there?)

13 Utilities

13.1 fontfix

Problem: The font height is included wrong at some fonts. fontfix discovers this error and corrights it.

In the Internet fontfix can be found here:

ftp://ftp.uni-muenster.de/pub/atari/Applications/Dtp/Fonts/Gdos
ftp://ftp.cs.tu-berlin.de /pub/atari/utils

13.2 Outline fonts

Outline Fonts Accessory by CJG

What for: This utility edits the EXTEND.SYS for SpeedoGDOS. This file contains a description of the volume from the Speedo caches, the fonts and the font-sizes. The caches can be saved to disc and loaded again from there too.
A good done program except to the preset cache sizes fitted to FSM-GDOS not Speedo.

Filename: OUTLINE.PRG alias OUTLINE.ACC, 67644 Bytes
Speedo 5 49254 Bytes

Spread with SpeedoGDOS.

(Why doesn't Atari make it to make programs including a display of the version?
Chris: Because Atari aren't in the computer business any more :-( )

13.3 Printer drivers

GDOS Devices Accessory by CJG

What for: To edit the ASSIGN.SYS

Filename: DRIVERS.PRG alias DRIVERS.ACC, 64878 Bytes
Speedo 5 41592 Bytes

Before starting this program it's better to create a backup of the ASSIGN.SYS!
The (at least) two reasons are the following:

1. The informations about the bitmap fonts are removed without comment.
2. ASSIGN.SYS is removed by a new one if 'Benutzereigen'-'Hinzufuegen' (in the German release) is selected wihtout any chance to get it back. (The English Version should have a Dialog like 'Own drivers' 'Add' or similar). To all coders: Don't copy that style!

If this utility should display no drivers sometimes simply start ASSIGN.PRG (see next subsection)

DRIVERS.PRG/ACC only displays the Speedo drivers of my collection. Does anybody know, how it does this? Even it doesn't display the Filename but a name being included as string in the driver. How does one get there?

13.4 ASSIGN

ASSIGN 1.0d is by Dirk Sabiwalsky (PD).
(Supplied with NVDI3?)

It tests three things:

o Are there several fonts using the same ID and have different Names
(Typefaces)?
o Are there several fonts using the same ID and the same Pixelheight?
o Are there several fonts with the same name (Typeface) and different
IDs?

13.5 FONTCHK

FONTCHK tests GDOS fonts if they have possible errors.

For example, it's spread with ProList.

13.6 FONTCNV

Converts GDOS fonts from Motorola to Intel format.

Comes with ProList too.

13.7 GEMFont

Fonteditor being able to read Signum- and PK (TeX)- Fonts too.

Internet: ftp.tu-clausthal.de:pub/atari/systools/gdos/gemfo120.lzh

Use the chance to get a new unlzh or lhxarc.

13.8 FontMonger

Converter and editor for different vector formats. Only works on IBMs or
MAC though.
(Chris: Does *not* work with Speedo fonts. We have a copy at work and
I've tried!)

13.9 Font ID

Font-ID is a little freeware tool made by Frank Schneider. In a window it
displays the fonts installed with GDOS or SpeedoGDOS including the Font-ID
in different sizes. So you can get an overview when you don't have a program
with font selector/ID display function at the moment.

13.10 X4U

Speedo fonts have much more glyphs than the ones displayed in the ASCII
charset. With this program by Peter Hellinger you can setup, which char is
to be used at which ASCII code. It's distributed by R.O.M.

Now a little story about this program (MausNet readers may remember):
R.O.M. logicware planned to put this tool on the SpeedoGDOS 4.2 disc too.
That didn't work, Peter used his Magic library (see subsection 14.3)
making the program too large. So R.O.M. sold it seperately for DM 25.-
what made Peter (often called ''Helli``) force a lawsuit (Stef: correct
translation?). Ulli Ramps got tired of this argument and set X4U's status to

PD, making Helli call his lawyer again (Stef: *sigh*)
(Hold the line, to be continued next subsection)

13.11 Charmap

Charmap is Atari's original tool making the same as X4U, but only
developers got it.

But charmap is the name of Helli's newer-better-larger (Stef: that's my
note there) version of X4U, which is - at version number 0.9 - Freeware.
(To be continued)

13.12 GDOS-Font

Filename: GFONT112.LZH
Shareware with limitations
GDOS-Font 1.12 (Aug. 22nd 1994) by Holger Weets@ol.maus.de
(Remember: when sending mail to any @maus.de user, no mail bigger than
16KB!)
Display and editing of GDOS fonts, including or removing them in the
ASSIGN.SYS! = Never more manually changing the ASSING.SYS, GDOSFONT does it for
you!
(Stef: This is the - translation of - the original FILE_ID.DIZ. Just to
note this, if you think it's a commercial <g>)

13.13 REFONT

This Program converts Type-1 fonts between Mac- Unix- and Windows format and
TrueType fonts between Mac- and Windows. But no conversion from TT to T!
or vice
versa (Stef: :-/=)

13.14 Arkus

Arkus is a font manager by Pergamon Software

But I didn't quite get the point, what this program may be used for. Can
you tell me?

14 Font Selectors

We all know this useful thing about file selectors:
The Operating system soesn't only offer a file selector, it's got an interface
to use own file selectors in every application.

A scaled interface for FONT selectors doesn't exist, normally they're
offering their jobs by cookies. The work to make a program support font
selectors via cookies is much smaller than writing one for yourself. If there
wouldn't ... but let's take a look at the candidates first.

14.1 UFSL

UFSL from Michael Thaenitz is freeware and is allowed to be distributed with
any application. The last version is 0.97 from April 30th 1994.

Fonts (faces) and size can be selected comfartable. But I didn't get a face displayed after selecting a free size.

Attributs are missing and the dialoge is only modal.

UFSL sadly isn't in development no more. But for further development of an *unique* interface for font selectors, the sources are free!

14.2 XUFSL

XUFSL 1.05 by Stefan Rogel is the one with most features - compared to the other ones mentioned here. It even can handle Speedo 5 (and NVDI 3, note by Stefan) too.

This selector looks great to me. The large amount of information is handled very well with index cards. The flaw I noted (Popups to select faces), doesn't disturb me as much as in release 1.03 (where the big amount of popups were quite irritating).

All interesting informations about the face selected are shown, the complete ASCII table can be requested.

My wishes would be:

- printing the ASCII table of the font selected
- access to the complete 16Bit charset

14.3 Magic (from Peter Hellinger, *not* MagiC!)

This selector is part of Magic 4.00 from Peter Hellinger and not available separately. Magic itself - NOT MagiC! the multitasking OS - can be copied freely. But the information how to use it must be paid.

It's nice that this selector can be set in a non modal dialog, FlyDial or normal dialog. Scrolling through the list is fast too.

Attributes aren't selectable and the size selection in the edit line isn't acceptable the way it's done.

The selector only can be used when the event handling is completely done by Magic, what makes the coder use a fixed code structure (working parts must be rewritten, other things don't work anymore) and produces new errors.

14.4 FontSel

FontSel from Holger Weets is totally cmpatible to UFSL for the programs. It's small size and the selecteable attributes are a very nice feature.

Version 1.00 from May, 11th 1994 only shows the System Font when using Speedo 5.0a.

14.5 Minimum requirements

A Font selector should work with all OS-releases (TOS, MiNT, MultiTOS, MagiC!, Geneva, MagiCMac, Janus, GEMulator Stef: uuh hard stuff for coders <g>). Plus with every video hardware supported by the VDI and should show each font available from every GDOS version. (Pixel fonts,

Speedo fonts, Type1 and TrueType).

14.6 Characteristics liked to be seen

14.6.1 Attributes and selection

Its quite complicated to make the user set further characteristics of fonts
in an extra dialog. So, at least the standard attributes (bold,
outlined, ...) should be directly made available. Well, this could cause
lotsa argues, but when using vector fonts, attributes are selected by
using another face of the font (bold, italic ...) and not enabling this
for bitmap fonts would be very inconsistent (Stef: It's great to have a
German<->English dictionary for computer related words <g>). If a program
doesn't support them they should be made invisilbe (Stef: or - as the
menu use - disabled).

Same with the skew angle.

Not every program can handle all fonts. According to this every program
must be able to set, which faces have to be invisible or disabled.
An example:
Some programs (like 7up) only use non proportional fonts.
A further feature (but not exlusively, due to BASIC) it should be possible
to pipe a procedure variable to the selector setting the kind of displaying
for each face.

14.6.2 Windows and event handling

It would be nice if the program could set the selector in a window or normal
dialog too. It can be done much easier and more flexible than in Magic.
The font selector opens a window in the calling program's name and gives back
the window handle to it. The application further handles the events and if one
is for the font selector's window it is passed to it via a procedure call. This
simple mechanism enables the use of multiple (system wide) selectors, colour
pickers (and more) distributed by different producers being in windows on the
screen the same time.

Once more:
This parallel work only is possible when no selector uses
its own evnt_multi loop.

Almost all utility coders want to make it the other way (and do so). So, let me
show you, what happens, when utilities make their own evnt_multi call and set
unhandled events to the application:

In this case there are several utilities for an application, all making the
evnt_multi call themselves. One of those utilities makes this call, can't work
with it and gets it to the application. And now? What should the app do with it?
It isn't able to get this event to other utils, but one of'em has to handle it.
But all utils won't take any events from the app ...

Due to this an app can use one (window) utility as maximum. If an app uses Magic
(by Peter Hellinger) it can't use *any* utility.

14.6.3 misc

Finally an application should be able to set if it doesn't matter if a font is proportional or not (the user can have displayed it if he really wants to). When not using this information the call of a selector can happen much faster!

My favourite selector actually is the one of papyrus, but it only works in papyrus (yet?) [Stefan says: It's my favourite too ;-)]

14.7 About dialogs

This subtopic is quite off topic to this FAQ, but I think it fits here. Take it as a note by me about Tim Oren [Ore85]

I was quite curious about why I like papyrus' font selector much more than XUFSL 1.03. This one does include all features offered by the new libraries. *And* it doesn't break any design rule I've read.
The thougts below are a common proposal, not only for XUFSL 1.03

So I'll try to write, what's disturbing me intuitively [hrrrgn, note by Stef] And that's not about font selectors but about dialogs in common - but fixed to a concrete example ...

The popups (with sliders) are, what's disturbing me most.

State-of-the-art user interfaces (Gerd writes "Benutzeroberflaechen", but in German it's "Benutzungsoberflaechen", the first is the user's skin <g>) offer selection instead of input (like those *'&" MS-DOS programs). To make this possible, the selectable thing have to be visible at first sight.

Popups surely can't show everything. And if there are more of'em it's impossible to take a short look, but one has to take a deeper check what's available too. Plus one more mouse click to open the popup.

For the theory: Popups are modal parts in non modal (or worse: in modal) dialogs and modal dialogs are quite interrupting (not only to the user!)

Popups don't fit to the ideas of intuitive user interfaces. I know you're proud of using Popups (even with sliders) but please: don't use them if possible.
(Note by stef: file selectors are soon not out of concurrence, there's a new - non modal - one, released early '95! Looks nice, I recently got it. FREEDOM 1.0 beta;
Note by Gerd: It uses a different mechanism than described above; it needs an additional process
Stef: But the server - ''eating`` about 180KB of RAM - can be reloaded when needed and is ended after use; good thing)

15 Distribution

15.1 Atari

The drivers named with Atari are availabel from Atari.

This Package is available at Atari shops too.

No docs but for this price ...
(That's the way in Germany - other countrys may differ!)

15.2 BELA

The fonts named BELA were available from BELA

There were two disks with packed printer drivers and fonts for them.

The fonts DO have the same IDs like the ones from Atari, but the internal
font NAME is different. Due to this these fonts are correctly not accepted
by some programs if used with Atari fonts.

There's almost no documentation. Not even a hint about the one owning the
copyright for the drivers or about the author(s)

One last thing about BELA: R.I.P. ;-)

15.3 Language

The driver named Language is spread on the language disc of the MegSTE

15.4 Internet

The drivers signed with 'I' are to be found in the Internet.
For example: ftp://ftp.cs.tu-berlin.de/...

15.5 Working Title

The WT drivers are spread with Calligrapher. They are (c)Working Title, the
wt driver are licensed by Working Title.

No drivers are on the Calligrapher DEMO-disc. The drivers coming with
Calligrapher-lite (DM15.-) are signed with CL in the tables.

Screen fonts are on both discs.

15.6 XWindow System

There are PD Speedo fonts from Bitstream. These can be used with Speedo 4.2.
I (Gerd) have no problem using them (even the umlauts are correct)

To find them let Archie (see 11.12 FTP) search as follows:
set search sub
prog speedo-

The fonts
font0648.spd -bitstream-charter-medium-r-normal--0-0-0-0-p-0-iso8859-1
font0649.spd -bitstream-charter-medium-i-normal--0-0-0-0-p-0-iso8859-1
font0709.spd -bitstream-charter-bold-r-normal--0-0-0-0-p-0-iso8859-1
font0710.spd -bitstream-charter-bold-i-normal--0-0-0-0-p-0-iso8859-1
font0419.spd -bitstream-courier-medium-r-normal--0-0-0-0-m-0-iso8859-1
font0582.spd -bitstream-courier-medium-i-normal--0-0-0-0-m-0-iso8859-1
font0583.spd -bitstream-courier-bold-r-normal--0-0-0-0-m-0-iso8859-1
font0611.spd -bitstream-courier-bold-i-normal--0-0-0-0-m-0-iso8859-1

(Stef: These fonts have been spread to German BBS in one package, maybe
one helpful soul got it to your next BBS? Some CD-ROMs have them
too)

15.7 COMPO

COMPO offer two Bitstream Speedo packets with 100 fonts each. One costs
DM99.- Their names are ''OFFICE`` and ''GOLD``
(At your own risk)
The Office pack is good value. The fonts are:

Futura (17) Humanist Slabs 712 (4)
Blackletter 686 (1) Americana (4)
Bernhard Modern (4) Caslon 540 (2)
Blippo (1) Bernhard Bold Condensed (1)
Bernhard Tango (1) Balloon (3)
Bruce Old Style (2) Copperplate Gothic (5)
Bookman (2) Caslon Openface (1)
Caslon Bold (2) Futura Black (1)
Compacta (6) Humanist 970 (2)
Humanist 521 (11) Aldine 721 (7)
Humanist 531 (3) Bernhard Fashion (1)
Humanist 777 (7) Caslon Old Face (3)
Aldine 401 (4) Bitstream Amerigo (5)

Another package with 40 Speedo faces - called ''Intro`` costs DM69.-

Since some time COMPO also offers a CD-ROM with TrueType and Type1 fonts/faces.
These seem to be the same ones as on the StarType CD, but TrueType and Type1
on a single CD-ROM.
The price is DM99.-

15.8 IMG-0300

This is a Freeware GDOS driver for monochrome IMG output. It can be used
as a normal printer driver (21-30 in the ASSIGN.SYS)

In the Internet:

ftp://ftp.uni-muenster.de/pub/atari/Gdos

15.9 FTP

Many students can get software worldwide via ftp. Prices for steady
connections are constant, but connections between America and Europe
have to be paid depending to the volume of data transferred.

Please try not to ftp across the big blue and use short ways.
Use transferring times not in the range of working at the server!
('9 to 5')

Files with known names can be found by Archie.

In Germany:
telnet archie.th-darmstadt.de
login: archie

help

In the US e.g.:
archie.ans.net

Archie will automatically display other archies. use the one thats' closest
to you.

The Archie databases ask about once each month one ftp server after the
other for freely available files

One more small hint: atari.archive.umich.edu ist always totally busy. Not
even mirroring to other servers helps.
Better connect to
- amiga.archive.umich.edu
and type cd atari from there.
This computers have the same HD mounted. BUT: First search your own vicinity!

15.11 SciLab

SciLab's GDOS drivers are not mentioned in the driver's tables though they
are very favourite - specially the colour drivers.

These drivers no langer can be ordered without a program. This is due to the
programs that lots of programs have when using the colour drivers. SciLab
would be blamed then.

You only can get these drivers by ordering a program from SciLab or making
the distributor (of the software you use) licensing those drivers. SciLab
always has 'an open ear' for that. Those are especially the Speedo capable
drivers for HP 600dpi and HP 500C/550C. Actually these are distributed with
Speedo 5 too.

15.12 Star Division

Star Division sells two CD-ROMs (StarType) with 500 TrueType/Type1
fonts/faces. These are mostly complete packages of fonts.
One example:
Zapf Humanist 601 is available as:

o roman
o italic
o bold
o bold italic
o demi
o demi italic
o ultra
o ultra italic

(Stef: and lotsa Swiss 721 ...)

A lot of Bitstream fonts are included. (e.g. Zapf Humanist 601 as noted above)
There are two ITC faces too. In Germany these two CDs are (at least)
available for DM69.- from Vobis. A booklet with a short overview is available

there too.

15.12 Thierry Rodolfo

Thierry Rodolfo made the drivers with T.R. as note.
You'll find them in the BBS BRASIL and on
ftp://hensa.micro.ac.uk/atari/tos/n/n196/...

MEMORY_2 can be found at:
ftp://ftp.cs.tu-berlin.de/pub/atari/GDOS/

15.13 Others

I don't make a choice of drivers. The limit is all of them. The authors (and users) of the programs are asked now to write me, which GDOS drivers come with the programs (With information of: Codelength, Date and known bugs).

A comparison of TrueType collection CDs is found in [Hil95]

Anyone using one of those low priced CD (500 faces for $9, DM15, #6) shouldn't take care of Umlauts (Stef: I still recommend "vowels" for this ...), kerning or a good looking print image. *Then* it's not ugly to use more than 20 fonts on a poster (*sigh!*)

16 GDOS Versions

16.1 The ones from the bones

Atari-GDOS, AMCGDOS, ABCGDOS, NVDI and possibly G+Plus use the same drivers.

16.1.1 Atari-GDOS 1.X and AMCGDOS

The Atari-GDOS is the father of each GDOS coming after it. It's most remarkable character are lots of bugs and it's horrible slow speed. But that's history.

AMCGDOS is faster and has less bugs. But it almost has the same capabilities and was distributed together with Atari-GDOS.
(Stef: Atari GDOS 1.1 and AMCGDOS - 3.21 and newer tested - work with MagiCMac)

16.1.2 ABCGDOS

ABC-GDOS is included in ABC's GEMVDI.PRG. When using this GDOS an expanded syntax has to be used for the ASSIGN.SYS:

driver number driver's file name ; technical info ;
icon text

The first '';`` makes other GDOS version ignore the further information (commented part).

technical info: the driver's real name as available by vqt_devinfo with SpeedoGDOS 7 4.2 or NVDI 7 3.0.

It only works with 68000 based Atari computers - I guess the interupt level is manipulated (Stef: good coding ...)

ABC-GDOS is from The Netherlands and did spread almost not.

ABC ported some Digital Research programs to Atari computers. These programs won't work with other GEM releases than 2.2 (ABC-GDOS). So I'll note them only here:

WordChart, Graph, Paint and Draw

(Stef: hmm, seems to be no big loss <g>)

16.1.3 G+Plus

Does anyone know anything about it?

(Chris: Yes I have some info around somewhere... It is just a GDOS 1.1 clone which runs faster. It also automatically switches the ASSIGN.SYS settings depending on the program being run. A very old GDOS.)

16.2 One step forward

Even though there was a very good GDOS in NVDI, Atari had an open ear to the request of users and coders and tried to raise the capabilities of GDOS.

16.2.1 FontGDOS 2.0

This is a GDOS still using bitmap fonts. It uses own drivers.

The drivers from this package are really much faster than the former ones. (Only bitmap fonts and graphics are comparable of course)

I didn't have any problem using these with other GDOS versions but you must limit to the old fonts.

FontGDOS is the follower of the Atari GDOS. Mainly it differs with the Bezier function and faster (and color-able) drivers. It's got nothing to do with FSM-GDOS or SpeedoGDOS.

FontGDOS is availabel from several companies which use it for their programs.

16.2.2 FSMGDOS 3.0

During the development of FontGDOS, Atari created a GDOS that can handle vector fonts (named OTL in this FAQ). So FSMGDOS isn't a follower of FontGDOS, but was developed the same time. FSMGOS practically was ready to be released but due to massive protest by the developers it was cancelled in the last moment. Except to bundles it never has been distributed officially.

the Imagen outline font format by QMS/Imagen Corp. was used

16.3 Actual Developments

16.3.1 SpeedoGDOS 4.0 and 4.1

See [Res92] too.

The information if it's a Speedo or bitmap font can be found in byte 33 of the Fontname (vqt_name, INQUIRE FACE NAME AND INDEX, VDI 130). zero means bitmap font and one means FSM- or Speedo font.

Some Problems are inportant to be mentioned:

A coder can't find out if a driver can handle Speedo fonts (see last question in 10.3)

Some font IDs are used by bitmap AND Speedo fonts, though different fonts with similar IDs may never be installed the same time.

If you don't take care of this you'll get bombs.

It depends to the user to install the right drivers and fonts. The coder can't help here to stop errors.

The best way is only to install bitmap fonts with the right drivers or to use a Speedo only system.

The monospace font coming with SpeedoGDOS 4.0 has no umlauts (ae, oe, ue ...)

SpeedoGDOS is still in development, ignore the note in [Pru93c].

For installation and coding best is to refer to [Dic93a to c]
Remember starting NVDI before SpeedoGDOS in the AUTO-Folder!

The ones that bought Speedo got 4.0, the Falcon buyers got 4.1

16.3.2 SpeedoGDOS 4.2

Let's see, what Ulli Ramps has to say:

Huhu! [TM] (Stef: Ulli doesn't Huhu, he got bored of it)

The following is a list of changes made to SpeedoGDOS.

1) Line-A - Due to many requests from developers, SpeedoGDOS is now no longer Line-A dependent. All output is done through VDI calls. This was done to make Speedo compatible with various graphics cards, and to make it more multi-tasking-friendly. In addition, users should be able to use various VDI replacements with GDOS.

Another benefit from removing the Line-A dependency is that we no longer have to worry about the scratch buffer used for algorithmic special effects. We have implemented the special effects inside of SpeedoGDOS and the drivers, so that the user/program does not have to worry about the memory needed to accomodate arbitrary sized characters. Unfortunately, this means that old drivers need to be relinked with the new independent library (found in the new driver kit).

There are plusses and minuses of the new implementation of special effects. In many cases, the special effects will be slower. With all previous incarnations of GDOS, you could not use 'bolding' or 'skewing' at non-90 degree rotations; now both of these work at all rotations. On the other hand, 'lightening' used to work at all angles and combinations of effects; now 'bold' mixed with 'lighten' only work

at 90 degree rotation angles.

Miscellaneous Note - When using special effects, many applications have a hard time placing the cursor. In both the v_gtext() call and the v_ftext() call, the only cursor compensation to be made is for bolding. Bolding adds the thicken value to the number of pixels of each character. For rotated characters, note that the extra pixels can be considered a vector along the positive x-axis which is rotated at the same angle as the text and added to the advance vector; therefore, the length of the text string should remain the same at any angle. This is true even when SpeedoGDOS generates characters on a scanline basis (when the character does not fit in the character cache), although it does not implement the special effects. Also, applications should watch for the case when they keep track of the cursor position with vqt_advance() or vqt_width(), instead of vqt_extent() or vqt_f_extent(). In versions prior to 4.2, the application could accurately place the cursor by adding two pixels for every outline character and by adding left and right skew offsets for a skewed string. Now these effects are generated by the outline font engine, so the application must either rely on the extent calls or it must inquire for the advance vectors for characters that are skewed and/or outlined separately. For compatibility purposes, it is recommended that the version number of SpeedoGDOS is checked so that programs can handle both old and new characteristics.

2) Font ID's - Speedo font id's have been promoted to a higher range of ID numbers. This was introduced to avoid conflicts with bitmap fonts and more importantly, with the system font (which conflicted with a variation of Swiss 721). For those applications which use the usual interface with Speedo (i.e. use vqt_name() to find out what the font ID's are), there should be no problem, except if documents have font ID's embedded into formatting information. Of course, all the user has to do is substitute the font. If the application actually goes into the font file header to read the ID, note that we are adding 5000(decimal) to all Speedo font ID's.

3) Printer Driver Incompatibilities - Speedo will now check the printer driver it is trying to load for the '_FSM_HDR' cookie embedded in the driver header information. If GDOS does not find the cookie, it will not allow the loading of any fonts; therefore, you can still use your driver for non-text applications. For future reference, please be sure that the driver header begins on a word boundary for all drivers to be used with this version and any future versions of GDOS.

4) Vst_load_fonts() - We have made two optimizations to the loading of fonts. The first is when a load_font call is made, GDOS checks the date of the extend.sys file to see if it was modified since the last load. A reload used to be mandatory because a bigger scratch buffer might have been required. Since we no longer need a scratch buffer, GDOS only checks to see if a change has been made to the list.

The second change is that GDOS no longer deallocates the global list of fonts if there are no more workstations using GDOS fonts. Therefore, application launches will be faster. On the other hand, the miscellaneous cache never gets cleared of font header information, unless a reboot happens.

5) Memory.sys - The memory driver used to mistakenly open a printer handle.

6) vst_height() - Vst_height used to have a bug in which a maximum point size is reached and then the size begins to shrink. This is fixed.

7) Postscript table - The Postscript table has been fixed (i.e. the indexes were off by 32 for certain Postscript files).

8) Fixed vrt_copyfm() in the drivers.

9) When in 'bicsmode', character 0 was not passed through to the font engine. [Gerd: Speedo can use two different character sets for each font. Once sorted like a normal Atari font and once like a Bitstream font. When using the Bitstream mode, character 0 is space. That's why the recommendation to set a 16Bit char zero terminated (in [San94]) is wrong)

10) Negative point and set sizes - The handling of negative point and set sizes has been made consistent with the original handling in FSMGDOS.

11) The handling of fractional setsizes was incorrect in the drivers, and is now fixed.

12) V_ftext() in the drivers can now handle the offsets passed into the ptsin array.

13) Screen drivers can now safely load as device 10.

14) The memory driver can be loaded residently.

15) vqt_devinfo() - Vqt_devinfo() now returns information, whether or not the device has been opened. Furthermore, the device drivers name, found in the driver header, is copied into the ptsout array; the name is 26 bytes long. Note: if the driver is not SpeedoGDOS-compatible, a null string is returned, and if there is an error, a -1 is returned in ptsout[1].

16) vst_width() - A new call has been added to Speedo. The call is similar to vst_height() except that it sets the width. The bindings are identical except that the opcode is 231. Note: As with vst_arbpt() and vst_setsize(), you must call the general call (i.e. vst_arbpt() or vst_height()) before using the width calls (i.e. vst_setsize() and vst_width()). In addition, the general calls always reset the widths.

Miscellaneous Note: Although these have been published before, many
requests have come in for the SpeedoGDOS error codes. Here they are:
Code 1 Out of memory
2 File open
3 File read
4 File write
5 Speedo engine error
6 Character too large (not used, defaults to line output)
7 No room for scratch buffer
8 Character cache error
255 Miscellaneous
These errors are placed in the error code address that applications
should provide. Note that if you have MultiTOS installed, GDOS will
report the error to Salert, the system alert box. A revision of the
error handling is overdue, since some of the errors are no longer re-
levant (e.g. code 6), and error code 5 is returned for the lack of
availability for pair and track kerning (in addition to the serious
errors).

Well, again a big thank you to Ulli!

Now it's me again:

The Installation program for Speedo 4.2 had a small bug yet. If a NEC P
printer is selected, NEC_P.SYS ist written into ASSIGN.SYS. But the
distributed driver hat NECP.SYS as filename. R.O.M. fixed that.

16.3.3 SpeedoGDOS 5.0

SpeedoGDOS 5.0 was developed by COMPO/no!software using the sources by
Atari.
More than Speedo 4.x it can scale TrueType and Type 1 (see 7.2). Price:
DM129.-
(at your own risc)

Now 9 printer drivers are included - the additional ones. Speedo 5.0 is an
upgrade, so you have the other drivers. But: Which are the old divers? The
ones before Speedo 4.1 don't work (and only falcon users have 4.1; the ones
who bought Speedo from COMPO in the beginning only got 4.0)

So I at once printed a text using Speedo 5.0, NECP.SYS (Speedo 4.2) and
ProList. And? Surprise! It works. That's really astounding because ProList
and my own program (see 2) had problems with this driver and Speedo 4.2.

Using the drivers of Speedo 4.0 at least shouldn't work due to the changed
jobs of Speedo 4.2 and the drivers.
(Could anyone test Speedo 4.1 drivers with Speedo 5.0? I don't quite believe
this works)

Here's how I think an upgrade works (be careful satire)

==========
User: Dear Mr. Compo [...] but my Speedo 4.0 drivers don't work any more.

COMPO: ... best wishes to your decision ... BUT: Speedo 4.2 isn't an
official release. It's especially made for papyrus and not useful
for other programs. On the other hand...though...seen from a
different point...maybe...possibly...Finally you need the drivers
from Speedo 4.2. But we don't distribute them. Ask R.O.M. about
it ...

[later]

USER: Dear Mr. R.O.M., ...I'd like to get a downgrade, free of course.

R.O.M.: ...don't work...our own costs...bla...etc...better wait for NVDI
3.0, we certainly can put you on the list.

User: "'$&"'$/(!'&!^≠
====================

Well, *I'm* full of anticipation how users that only had Speedo 4.0 will be
able to make printouts.

Versions of Speedo 5.0 until now:

5.0a (Aug. 3rd 1994)
First release

5.0b (Aug. 8th 1994)
From now T1 & TT font loading works faster.

Known Bug: After calling vqt_headerinfo() the files arent' closed again.
Whe using programs making this with all fonts there maybe can be no more
filehandles (the amount of them differs from one TOS release to another).

Since Speedo 4.2 the 'outlined' attribute only works in special conditions.
It depends on the font used, the SpeedoGDOS version, the point size ... and
which Mantra's are mumbled at full moon.

5.0c (Aug. ? 1994)
From here LOWMEM=0 works like noted in the manual.

Now LOWMEM=0 works as stated in the manual.

16.3.4 NVDI up to V2.51

These releases were made of very fast screen drivers and a very fast GDOS.
Compared to Atari-GDOS, NVDI had almost no bugs. But there functions weren't
almost any more functions.

The use of this release is still *very* useful for those
working with SpeedoGDOS 5.0, which doesnt' have a faster VDI ...

16.3.5 NVDI 3.0

From 3.0 NVDI is capable of scaling Speedo and TrueType fonts. Different
from SpeedoGDOS it can't scale Type1. The Behne brothers (correctly!) say
this format has least capabilities and only would blow up NVDI. But lots of
special fonts are only available as Type1 and I could use some of them.
But since the existence of Multiple Master fonts (see 7.3.5) I don't think

the decision was that good ...

A (by principle very good) conversion of the formats is possible but very difficulty (see chapter 7.4) and no Atari program doing this exists yet. So the Behne's decision has advantages and flaws.

NVDI's printer drivers are found in 6.8.3

bugs and problems (I know about):

o All released versions of NVDI ignore the pixel size relation. (aspect ratio) for output of circles and ellipses.
o when calling v_clswrk after vqt_devinfo to a physical workstation creates a privilege violation when using MultiTOS. With NVDI 3.02 we'll get rid of this bug
o The character mapping isn't compatible to SpeedoGDOS 5.0
o There's no alert when you try to install NVDI (release before November '94) on a full (hard)disk.
o You'll get a memory violation when using the cache CPX with MTOS. Again, wait for NVDI 3.02.
o Output of rotated text doesn't work with some fonts (e.g. MONACO08.FNT), the chars are always set to 0 degrees.
And bitmap fonts with 8pt or less aren't light when this attribute is set. This happened when using the monochrome driver and the 8pt system font; not woth other fonts or bit depths. Fixed since Nov. 10th '94
o vqt_fontheader get's an incorrect TDF path.
o Track kerning doesn't have effect.
o When a skew angle is set, vector character's positions aren't located correctly. Once a skew angle is set the text is moved to the left or right (depends on the skew angle - positive or negative). This doesn't happen with SpeedoGDOS. Will be fixed with NVDI 3.02

Coder's documentation: [Beh95]

16.4 Comments

Users and coders should be happy with the speed of development. Even the numbers of font format included in the programs doesn't have anything comparable on any other platform.

The time between the releases of SpeedoGDOS 5.0a to 5.0c - making one think there wasn't much of betatesting - doesn't satisfy a lot but, on the other hand it's nice to see that the competition by NVDI 3.0 makes the developers hurry.

SpeedoGDOS 5.0 creates problems in some applications that worked perfectly with Speedo 4.x. This may be due to the negative handles that 5.0 uses for the new formats. That's not a bug, because one shouldn't calculate with handles. But some apps do it though.
The coming workaround is the interpretation of handles as unsigned integer (SHORTCARD).

For coders the manuals coming with SpeedoGDOS 5 and NVDI 3 are only a bad joke. Even simple user's questions aren't answered:
TrueType (and Type1 with SpeedoGDOS) are handled. But these fonts are created in platform specific formats. Which ones are handled and what files with what extensions are needed? Without this information both programs aren't very useful.

A ''beta`` of the coder's docs for NVDI 3 is Public Domain and available by ftp or from BBS's [Beh95]. COMPO promised the same for SpeedoGDOS 5.

A provisional coder documentation is free on request when updating to SpeedoGDOS 5. You only have to *know* that it's possible. Sorry for this late information but I didn't know this before too. It's still available (for three Deutschmark in Germany by sending a stamped envelope addressed to yourself). It's 90% Englisch and 10% German, so it's sent to foreign countries too (Stef: try your country's COMPO dealer?)

Here some more differences between NVDI 3 and SpeedoGDOS 5. Get your own clues.

o The driver's concept
A real plus for NVDI 3. They're small, fast and
easy to be configured by the user. But they're not able to print with colours yet! And setups aren't to be copied, due to everything set in one file.
o Print to files
NVDI drivers can print in a file and the program won't
notice this (SpeedoGDOS can't)
o Need of RAM.
NVDI 3 needs about as much RAM as SpeedoGDOS 5 and NVDI 2.5 (when using the same cache sizes with both GDOS versions)
o Installation
NVDI 3 is begginer-friendly to install BUT: Everything
having the same name as a file to be saved is overwritten without any request to the user: META.SYS and the old Screen drivers. This makes different configurations for testing quite difficulty.
But this may be more interesting to coders (and freaks) and they'll be able to rename the old folders before, aren't they ?-)
Only since November '94 there's an alert when there's not enough disc space for NVDI 3.0
o VDI Speed
NVDI 3 is a bit faster than SpeedoGDOS 5 and NVDI 2.5, which is
much faster than SpeedoGDOS 5 without NVDI. But SpeedoGDOS 5 and NVDI 2.5 can be enough. This combination is about as fast as NVDI 3 when the fonts used fit into the caches.
o Scaler Speed
Both scalers are the same. Don't look here, why SpeedoGDOS is slower.
o Bugs
Current changes here. I don't know, who actually has more bugs.
o Number of font formats
Only SpeedoGDOS has Type1 capability. Some of those fonts are very expensive, but there are special fonts not available in other formats.

o The font's concept
Insiders are fascinated by NVDI's font concept. But you won't get the
documentation for "normal coders" from the Behnes. Did'nt even
Microsoft lose a t court for such actions?
(Stef: I guess the concept is close to Bitstream's recommendations
(font suitcases and more). And Bitstream's docs aren't free too. I
talked with the Behnes at the ProTOS fair about it)
o Via cookie NVDI claims to be like SpeedoGDOS 5.0, but (obviously) it isn't.
But SpeedoGDOS 5.0 isn't SpeedoGDOS compatible too. Huh? You ask why? Well:
There are several versions of SpeedoGDOS 5 (with different
functions/opcodes) and none is documented. Even worse:
Some SpeedoGDOS Version have some experimental functions which aren't
allowed to be used. In the past functions *always* were documented that
it's allowed to call VDI function to check their existence.
(Chris: Aaarrrrgggghhhh!)

17 Source

Being a developer it's possible to get an almost complete printer driver in
object code. This one only must be adapted to the special printer.

This package is available for GDOS and SpeedoGDOS.

18 Tips'n Tricks for users

18.1 Pixeltrash at printing

Printing graphics on a NEC P6+ (maybe other printers too) including a lot of
black in a line I often had the problem that one line was left out (Speedo-
drivers NB15, NECP) or two lines were printed displaced in one line (Speedo-
drivers FX80, NX1000).

This happens when printing directly and via CENSPEED. When using VARSPOOL
this effect is gone.

VARSPOOL can be found on the driver disk of the NEC-printers.

18.2 NEC P6+

Once in a while a NEC P6+ will get noisy (rrrrrrrrrrraattatatattaa).
When You open the front you'll see a round stick (about 1cm thick).
Put two drops of sewing machine oil on it each year (you'll get it from
Mom)

18.3 HP Deskjet 550C, 560C and Deskwriter 510, 520

These printers have a hardware error in the series produced between June
93 and March 94: From time to time the pinch rollers don't work.
Registered users get ''bug fixing`` parts ...

18.4 Overwritten Speedo faces

Sometimes Speedo writes in face files producing interesting effects. To fix
this I have a second order besides GEMSYS filled with the Speedo faces on my
harddisk. If I get strange effects again I copy these files to the GEMSYS

folder. The almost fixes it in most cases.

19 Tips'n Tricks for coders

19.1 Fontsize and Pixelsize

Here are my experiences with GDOS and WYSIWYG. Credits to Ulrich Rossgoderer for confirming these.

It's about the output of vector graphics and text on screen and printer.

The size of text is defined in point and is always the same - independent from the resolution of the output device.

Different are vector graphics: they have to be recalculated in pixels before the output. Should be no problem because when opening a virtual/physical workstation You get the pixel size in micrometers in devParm[3] and devParm[4].

Let's assume the vector graphic is saved internally in micrometers, then the definition points at the output simply have to be divided by devParm[3] or devParm[4] to get the position in pixels. When doing the output in windows an offset has to be added. but thats not relevant here.

So far for the theory being quite simple so to this point (see [Gar93]). Now for the practice.

As described above we output a text and a border - saved internally as vector graphic. It doesn't matter here if the text is a Speedo or bitmap font. To have a better chance to compare the border exactly surrounds the text.

Doing this I got the following experineces: The text exactly filling the border on the screen (ST-high) is - when printed - much too small compared to the border.

An error in the recalculation of the pixelsize can't be the problem, because I made the printing with the drivers NB15, NECP, FX80, NX1000 and the results are the same.

I have only one explanation for this: The screen driver supposes a different resolution for the pixel size than for the font size.

Two solutions I can offer:

First you can use another pixel size on the screen than the one given from the operating system. After opening the virtual workstation (and ONLY this one!) I calculated
devParm[3] := 282
devParm[4] := 282
and with this parameter I made the recalculation from micrometers in pixels. Now the relation from graphic to text on screen and print-out is exactly the same. But now a DIN A4 page doesn't fit on the screen in it's width. The numbers are found by me the experimental way and possibly can be optimised

Another solution may be this: Use a smaller font size for the screen (and ONLY there!) by multiplicating the size with 72/96. This is simple with Speedo fonts because the size in points can be defined by almost endless values behind the point. Using bitmap fonts this won't work due to not having a screen font in the 72/96ish size for every printer font.
(Stef: Difficulty to translate this, sorry)

This method surely is to be midified for ST-Mid and other resolutions.

From Wilfried Behne (Half NVDI ...) SpeedoGDOS ignores the devParm[3] and [4] - values of the screen drivers. The values of physical workstations ARE taken.

19.2 Selecting drivers

When testing several GDOS programs I found out, that some coders have problems
with the following reasons:

Users can freely assign drivers in the ASSIGN.SYS.
There may be a setup like

23 FX80.SYS
27 NECP.SYS
28 NB15.SYS
31 META.SYS
61 MEMORY.SYS

How may a coder find out which drivers are installed (and ready)? Even though there's no Printer 21?
Quite easy: When the program supports printers ALL drivers from 21 to 30 are to be opened and closed again at once. An installed driver gives back a devicehandle >0 when being opened. vf_devinfo gives back correct values when a driver is opened.

Do the same thing with drivers 61 to 70 when MEMORY drivers are supported.

The ASSIGN.SYS as printed above is very useful. That's because the NEC P printers support all these drivers and print in different resolutions.

19.3 The Metafile format

If been asked to count, what i don't know about Metafiles 8-)))

By the idea the Metafile format is quite simple. It's a recording of VDI calls (including parameters) made by a program.

A program making it's output via GDOS will open a Metafile driver instead of a printer driver (see 6.8) and the output will get there just as if it were a printer.

A Metafile reading program recreates this recording.

But the simplicity of this format is one of the biggest problems of metafiles because different GDOS releases exist and different drivers with different capabilities. So, one programs makes output being understood

by the GDOS actually installed. When this Metafile is read by a program running under a different GDOS with less or different capabilities, how can the recording be recreated?

Concrete examples:
The length of ptsin and intin fields is limited (different for different drivers) usually. The Metafile driver can handle this in another way. This can have influence to text output, poly line & marker, filled area and more ...

Next problem:
A font face not available on the output system is used. I which way another (most similar) face has to be requested by the program making the output?

At this point, this is a problem to be handled by the coders of the reading graphics programs (who willknow, what they're doing).

But when writing a metafile header you have to know, what you're doing. I don't but I'll give it a try ;-)

The resolution set for a metafile is a decision of the application. If there's no resolution set, 300dpi are used. That's a pixel width of 0.085mm

(Stef: that's not a pentium calculation, but *where* are 300dpi equal to 85 micrometers? On a 72dpi SM124?
Gerd: everywhere)

Screen drivers are only capable of handling raster coordinates. For metafile output the same routines are used, so I'll limit the next info to raster coordinates (even though metafile can handle NDC's). Those coordinates are defined from upper left to lower right.

To define a system of coordinates, metafile do this:

o (W)idth and (H)eight are set in millimeters (mm) via vm_pagesize. That's the (positive) difference beetween the lower right and upper left corner (which doesn't have to be in the origin)
o The rectangle (xmin, ymin, xmax and ymax) is defined in pixels via vm_coords. The way to calculate this rect. is found below.
o Here inside another rectangle is defined in pixels via v_meta_extents. It's got nothing to do with the system, the MF reading application get's info how to clip (what doesn't *have* to be done!)
Note: papyrus doesn't clip; kandinsky does, but it moves the graphic to the lower right a bit making miss a bit of it on the screen. So it could be useful to set the size for v_meta_extents a bit larger than the one for vm_coords.

This way the system of coordinates, the resolution (width and height of a system) has a fixed definition.

But the veriables set aren't the ones an application usually calculates with.
Here's an example what's to do, when the application knows the resolution wished (in dpi), the upper left (X1,Y1) and the lower right dot in tenths

of a millimeter (or a multiple of it).

Here's how to get the width and height of a pixel by the resolution:

25400
(Pixel height in tenths of a millimeter) = --------------------
vertical res. in dpi

25400
(Pixel width in tenths of a millimeter) = ----------------------
horizontal res. in dpi

(W)idth and (H)eight (in millimeters) are needed for vm_pagesize:

W = (X2 - X1 + 1) * (Pixelwidth in 1/10mm)
H = (Y2 - X1 + 1) * (Pixelheight in 1/10mm)

xmin, ymin, xmax and ymax (in pixels) are needed for vm_coords:

X1
xmin= --------------------
Pixelwidth in 1/10mm

Y1
ymin= ----------------------
Pixelheight in 1/10mm

X2
xmax= --------------------
Pixelwidth in 1/10mm

Y2
ymax= ----------------------
Pixelheight in 1/10mm

v_meta_extents is found the same way as vm_coords. To make Kandinsky
display everything, xmin & ymin can be set smaller and xmax & ymax larger.

Before making any output into a MF, first set the system of coordinates.

(In the early past I noticed, that my desriptions are that good, that even
I understood them <g> [Stef:I hope the translation is that good too])

Further informations:
Ulrich Rossgoderer coordinates a list of further informations to put
in a MF via v_write_meta (See version 2.4 of this FAQ). The Profibuch
[Jan92] the Atari Compendium [San94] and the standard book "Ueber
FIleformate [Bor94] contain further information. And every literature
about VDI calls is helpful, too.

20 Expanded Sub opcodes for metafiles

Metafiles have one important predicate: The reading application has to
ignore unknown calls. But it can use any sub codes that can be written in
a metafile by v_write_meta.

The information of this chapter once was created to be a standard, but, well it didn't get to be. Maybe it wasn't the time for it there were no SpeedoGDOS and no media to promote it.

The definition following now should at least be supported for *not* using sub opcodes for any other purpose. If *any* program uses this definition please send me information!!!!!!!!!!!!!

Here's an extract from the KandinskY manual:

Kandinsky uses the *.GEM format to save and load drawings - as noted several times before (i.e. the Metafile format).

This format can be (compatibly) expanded almost without any limit using user defined sub opcodes.

KandinskY uses some special sub opcodes, e.g. to save and restore fine grey scale setting, window positions and more. Besides sub opcodes I know are supported.

KandinskY's saving routines are coded in a way not recommending that another Program - loading a drawing created with KandinskY - doesn't *have* to understand these sub opcodes. There shouldn't be any difference in the display then. Problems can occur if a program makes a wrong interpretation of a sub opcode. That's because of value overlapping (sp?)

So, if you dear reader use your own sub opcodes too:
It would be great sending me (Ulrich Rossgoderer) a short description of them. Because the use of the extension only makes sense if sub opcodes of the same value are interpreted the same way by any meta file using program. I have a list in mind describing any used sub opcode with their meaning (like the XBRA list).

Refer to the Profibuch [Jan92] for more information about sub opcodes. They're mentioned in the chapter about VDI OS routines. Take a special look at the v_write_meta which is used to write sub opcodes into a meta file.

20.1 Supported sub obcodes

First here's a short overview about supported sub opcodes . Table 1 lists the names offered, their obligatory values the their results.

Name	value	short decription
GEM_START_GROUP	10	Group begin
GEM_END_GROUP	11	Group end
GEM_NO_LINE_STYLE	49	Switch off any line style
GEM_START_SHADOW	50	Object shdow begin
GEM_END_SHADOW	51	Shadow's end
GEM_START_FILL	80	Filled plane begin
GEM_END_FILL	81	Filled plane end
GEM_START_BGIF	170	BGI vector text begin
GEM_END_BGIF	171	BGI vector text end

```
| GEM_WIND | 190 |Window position, Zoom value etc.|
| GEM_GRID | 191 |Raster settings |
|_GEM_ALIGN__________|_192_|Reference object's informations_|
| GEM_START_GREY | 193 |Gray value begin |
|_GEM_END_GREY_______|_194_|End of it________________________|
| GEM_START_BEZIER | 195 |Bezier begin |
|_GEM_END_BEZIER_____|_196_|End of it________________________|
| GEM_START_JOIN | 197 |Following blocks are one unit |
|_GEM_END_JOIN_______|_198_|... from here no more___________|
```

Table 1: Sub-Opcode overview

The next subsections are a drscription of the functions listed here.

20.2 group information

GEM_START_GROUP marks the beginning of a group, i.e. a couple of objects belonging together. Their end is marked by GEM_END_GROUP

20.3 object shadow

The VDI calls between GEM_START_SHADOW and GEM_END_SHADOW are used to set are used to draw a shadow for the first object *after* GEM_END_SHADOW.

20.4 filling area

Borders around VDI planes aren't always drawn correctly. That's the reason for the existence of GEM_START_FILL AND GEM_END_FILL.
All VDI calls included are used to draw a filled plane with or without border.

As a description the drawing of a polygon with shadow and border is made step-by-step here:

o GEM_START_FILL
o GEM_START_SHADOW
o Setting filling attributes for the shadow
o v_fillarea(...) offset by dx and
o GEM_END_SHADOW
o Setting of filling attributes for the plane
o v_fillarea(...)
o Setting of line attributes for the border
o v_pline(...)
o GEM_END_FILL

20.5 vector text

GEM_START_BGIF starts text output with BGI vector charset. Here are the functions of the VDI arrays:

```
_____________________________________________________
| intin[0] GEM_START_BGIF |
| intin[1] 0: not proportional |
| intin[2...10] Name, z.B. EURO: intin[2] = 69 ... |
```

```
|_intin[11...]__Text with zero at the end__________|
| ptsin[0] The text's x-coordinate (in 1/10mm)|
| ptsin[1] The text's y-coordinate (in 1/10mm)|
| ptsin[2] Letter width (in 1/10mm)|
| ptsin[3] Letter height (in 1/10mm)|
|_ptsin[4]______Rotation______(in 1/10 of a degree)|
```

The v_pline(...) calls before GEM_END_BGIF are set if a program can't make use of these sub opcodes needed to display text.

20.6 window settings

20.6.1 window position

GEM_WIND sets position, magnification value and format of a window.

```
_____________________________________________
| intin[0] GEM_WIND |
| intin[1] The window's x-Position in pixels|
| intin[2] The window's y-position in pixels|
| intin[3] Window's width in pixels|
| intin[4] Window's height in pixels|
| intin[5] Slider's x-position in pixels|
| intin[6] Slider's y-position in pixels|
| intin[7] Zooming value in percent|
|_intin[8]__0:_vert. format,_1:hor. format___|
|_ptsin[...]_no entries_____________________|
```

20.6.2 raster setups

GEM_GRID permanently saves a window's raster setup.

```
_________________________________________________
| intin[0] GEM_GRID |
| intin[1] 0: Raster inaktive |
| intin[2] 0: don't draw raster |
| intin[3] Rasters' width in 1/10mm |
| intin[4] Raster's height in 1/10mm |
| intin[5] help line's hor. distance in 1/10mm |
| intin[6] help line's vert. distance in 1/10mm |
|_intin[7]__0:__help lines_,_else:_help_dots_____|
|_ptsin[:::]_no_entries___________________________|
```

20.6.3 reference object

GEM_ALIGN describes the reference object

```
_________________________________________________
| intin[0] GEM_ALIGN |
| intin[1] 0: don't show reference object (RO) |
| intin[2] RO's x-coordinate in 1/10mm |
| intin[3] RO's y-coordinate in 1/10mm |
| intin[4] RO's width in 1/10mm |
|_intin[5]__RO's height_____________in_1/10mm_|
```

```
|_ptsin[:::]_no entries_____________________________|
```

20.7 gray scales

Here are the calls to set a gray scale for to fill an object. Values between zero to 255 (white to black) are possible.

```
_______________________________
| intin[0] GEM_START_GREY |
|_intin[1]__Gray scale, 0-255_|
|_ptsin[...]_no etries________|
```

A user defined pattern with the gray scale set is set between GEM_START_GREY and GEM_END_GREY. Again they're only set for programs unable to handle these sub opcodes.

20.8 beziers

A bezier is defined with GEM_START_BEZIER. All informations are found in the intin and ptsin fields.

```
_____________________________________________________________
| intin[0] GEM_START_BEZIER |
| intin[1] recursion's depth <5!! |
| intin[2..2n + 2 - 1] anchor point's attributes |
| corner: Bit 0 set |
| moves: Bit 1 set |
| visible: Bit 2 set |
|_____________________Line_instead of bezier:__Bit_3_set_|
| ptsin[0..4n - 1] The n bezier segment's coordinates |
|_____________________four points each_____________________|
```

Guess what? Yeah, the v_pline calls until GEM_END_BEZIER is set draw a polygon for programs unable to handle these sub opcodes (Stef: hmmm, good thing to think of those old fashioned programs <g>)

20.9 VDI block summarizing

To save more coordinates than allowed by the metafile driver GEM_START_JOIN is used. If KandinskY discovers this sub opcode, the ptsin fields between ..START.. and ..END.. are used to summarize the following VDI blocks to a large field

```
_____________________________________
| intin[0] GEM_START_JOIN |
|_intin[1]__total of coordinate pairs_|
|_ptsin[...]_no entries_______________|
```

This definition can be used - besides v_pline, v_fillarea and v_pmarker - for v_gtext, v_justified and v_ftext too yet.
Text longer than one line can be saved this way too. The following definition is used then:

```
_____________________________________________
| intin[0] GEM_START_JOIN |
| intin[1] value of following v_gtext calls |
|___________(one each line)_____________________|
|_ptsin[...]_no entries_____________________|
```

The first VDI output call following GEM_START_JOIN is used to mark this further definition of intin[1].

Well, so much for this extract of KandinskY's manual.

21 Addresses

(Lot's of stuff is available from the friendly Atari dealer 'around the corner ;-/)

(Note: All addresses are German ones - except when marked!)

Application Systems Heidelberg (ASH)
Postfach 102646 * 69016 Heidelberg
Tel.: +49 6221 300002

ATARI (Europe)
Postbus 70 * NL-4130 EB Vianen * The Netherlands

Behne & Behne Systemsoftware GbR
Lindenkamp 2 * 31515 Wunstorf
Tel./Fax.: +49 5031 8629

BELA Computer GmbH: R.I.P.

ByTech GbR
Detlef Kuhl, Frank Hieronymi
Bismarckstrasse 88 * 10627 Berlin
Tel.: +49 30 3134258

Gerd Castan
Hoehbergstr. 16 * 70327 Stuttgart
G.Castan@physik.uni-stuttgart.de

COMPO Software GmbH
Ritzstrasse 13 * Postfach 1051 * 54591 Pruem
Tel.: +49 6551 6067

DigiLab GmbH
Posener Str. 18 * 24161 Daenischhagen

DigitalDesktop (DDT) Is a dealers community
Addresses are to be found in Atari-magazines
(Stef: Does this community still exist???)

Digital Systems & Consulting
Soester Str. 306 * 59071 Hamm
Tel.: +49 2381 889413; Fax.: +49 2381 889812

Stefan Damerau
Bergholm 31 * 24857 Fahrdorf
cookie@cookie.syd.de

Elan Software
550 Charest Est
P.O.Box 30232
Quebec, G1K 8Y2
Canada
Voice: (418) 692-0565; Fax: (418) 683-9189 CANADA!!!

Dieter Fiebelkorn
Gruener Weg 29a * D-45768 Marl-Brassert

Stephan Gerle
Ruthstrasse 8 * 44149 Dortmund

H3 Systems
Haeusserstrasse 44 * 69115 Heidelberg
Tel.: +49 6221 164031; Fax.: +49 6221 184541

Harald und Martin Hansen
Weserstrasse 82 * 12059 Berlin

Hard & Soft
Obere Muensterstr. 33-35 * 44575 Castrop-Rauxel
Tel.: +49 2305 18014; Fax.: +49 2305 32463

ICP GmbH & Co.KG
Leserservice TOS * Innere-Cramer-Klett-Strasse 6 * 90403 Nuernberg 1

Konfect Corp. Vertriebsbuero A-D-CH
Postfach 1113 * D-63797 Kleinostheim
Tel. +49 6027 99941; Fax +49 6027 99942

MAXON Computer GmbH
Schwalbacher Strae 52 * 65734 Eschborn
Tel.: +49 6196 481811

Migraph Inc.
32700 Pacific Highway S.
Suite 12, Federal Way
WA 98003, USA USA!!!
Tel.: 0012068384677

Michael Nolte Computersysteme
Vasters Str. 10, 50825 Koeln
Tel.: +49 221 558269, Fax: +49 221 5504629

OMIKRON Soft+Hardware GmbH
Sponheimerstr. 12a * 75117 Pforzheim
Tel.: +49 7231 356033

Pergamon Software * Lehmann & Herzog
Wegscheidestr. 29 * 60435 Frankfurt/Main

Tel.: +49 69 5488279
Am Roten Hang 14 * 61476 Kronberg/Ts.
Tel.: +49 6173 940063

rhotron GmbH
Entenmuehlstrasse 57 * 66424 Homburg/Saar
Tel.: +49 6841 64067; Fax.: +49 6841 2467

Richstein & Dick GbR (Kaktus)
Konrad-Adenauer Strasse 19 * 67663 Kaiserslautern
Tel.: +49 631 22253

Richter Distributor
Hagener Str. 65 * 58285 Gevelsberg
Te.: +49 2332 2706

Thierry Rodolfo
47 rue Pierre Brossolette
92300 LEVALLOIS FRANCE!!!
France

R.O.M. Software
Christian Nieber & Ullrich Ramps
Raschdorffstr. 99 * 13409 Berlin
Tel.: +49 30 4924127

RoSoft Stefan Rogel
Koehlerweg 1 * 67661 Kaiserslautern
Stefan_Rogel@LU.maus.de und Stefan_Rogel@WI2.maus.de

SciLab GmbH
Isestrasse 57 * 20149 Hamburg
Tel.: +49 40 4603702

SHIFT Computer + Werbung GmbH (quit!!)

Michael Siek
Bohlweg 6a * 38678 Clausthal-Zellerfeld
Tel.: +49 5323 4413

SILICON Technology & Promotion
Wilhelmshoeher Allee 124 * 34119 Kassel
Tel.: +49 561 711924

Softbaer GbR
Richardstr. 60 * 12055 Berlin
Tel.: +49 30 6226884

SPIRIT WARE
Bible Church 15211
15th Avenue NE Seattle, WA 98155 (USA) USA!!!

TKR
Stadtparkweg 2 * 24106 Kiel

Tel.: +49 431 337881; Fax.: +49 431 35984

Holger Weets
Tangastr. 45 * 26121 Oldenburg
E-Mail: Holger_Weets@OL.maus.de (Not above 45kB!)

Dipl.-Phys.-Ing. Ralf Wirtz
Kasterstr. 30 * 52428 Juelich
Tel.: +49 2461 1255

Wilhelm Mikroelektronik
Luenen

Working Title GbR
Lilienweg 12 * 53123 Bonn
Tel.: +49 228 647020

3K Computerbild
Wevelinghoven 26 * 41334 Nettetal
Tel.: +49 2153 91860

22 Miscellaneous

22.1 Critics

22.1.1 Critics to the author

Critics are greatly welcomed. To get more info, send email to:

G.Castan@physik.uni-stuttgart.de

Possibly one writing me has already tested two or three drivers.
Please write me if the errors listed above occured or not.

Anybody knowing different driver support addresses, please write me an
email.

22.1.2 Critics to the translator

Hi, this is Stefan writing :-)= (Huh? Yeah, a goatee)
Why I wrote this translation? In the former versions of this FAQ I
claimed not to know the reason exactly. Well, it's quite obvious:
Support the TOS fans all over the world (hmm, at least those
understanding *my* English*)
If you find some errors in this translation, please don't send them to Gerd
but
to me:

cookie@cookie.syd.de

Referring to the feedback on this translation there seems to be ANY error in
it.
It would be interesting to me, WHO is happy with this FAQ, so send me
postcards, discs, books, whatever you want - no mail bombs please ;-)))

Thank you and have fun and lot's of experience with this FAQ.

Bye
Stefan

22.2 Praise

If this FAQ helped you out of a problem, please write me a postcard in your next holidays.

Postcards I received yet: 1

22.3 For my support

Due to actual experiences I ask the distributors to switch on verify when copying update disks.

I only know two distributors not making any problem with this.

Does one of the readers want to code a Speedo font editor? We (Gerd & Stefan) offer our time to beta test it ;-)

22.4 Trademarks

This document is full of trademarks, no to be used freely.

22.5 Guarantee

I'll offer no guarantee.

23 Literature

[Whe88] Douglas N. Wheeler,
EVERYTHING YOU EVER WANTED TO KNOW ABOUT GDOS (AND MORE)
(Internet, Filename: GDOS.ARC oder GDOS.TXT)
Here's written all what's important to know about GDOS drivers.
(AND MORE)

[Jan92[Jankowski, Rabich, Reschke
Atari Profibuch [Professionals book]
10. Auflage, SYBEX, Duesseldorf (1992)
The Standard. For Coders: In the VDI part you'll find how to use screen and printer drivers correctly.

[San94] Scott Sanders,
The ATARI Compendium, first revision, SDS Publishing,
Long Beach '94
Another standard. More actual compared to the Profibuch (VDI calls up to SpeedoGDOS 4.2) and very complete. The official GEM useri nterface guidelines are included too! But it can't replace the Profibuch.
A plus is the list of operating system functions, from which release they're available and which way their existence can be requested. If this FAQ ever will have a chapter about layout, this book will be an example. A negtive one, though.

[Gar93] Marc Rene Gardeya
VDI fuer jedermann [VDI for everyone], ST-Computer 10/93

Introduction in correct programming of screen and printer
outputs.

[Res92] Julian Reschke
Herbstgedanken, ST-Magazin 11/92
Autumn thoughts about SpeedoGDOS and FontGDOS.

[Dic93a] Erik Dick
Schoen und schnell? [Pretty and Fast?] , ST-Computer 7/93
Common info about GDOS and installation of Speedo. Almost the
same standing in the installation manual, but more information
about special problems

[Dic93b] Erik Dick
SPEEDO-Gonzales, ST-Computer 8/93
Important stuff about programming Speedo. Description of the
new bindings tips for coders for standard-uses.

[Dic93c] Erik Dick
SPEEDO-Gonzales, ST-Computer 9/93
Meaning of the Speedo error messages and bindings of the
Bezier and cache routines

[Dic94a] Erik Dick
Mit Speedo in die zukunft?, ST-Computer 6/94
What's new with Speedo 4.2? New bindings are described too.

[Dic94b] Erik Dick
Thronfolge Teil 1, ST-Computer 11/94
Comparison of NVDI 3 and SpeedoGDOS 5: Contents, installation
and handling.

[Dic94c] Erik Dick
Thronfolge Teil 2, ST-Computer 1/95
Part 2 of the comparison of NVDI 3 & SpeedoGDOS 5 Speed, more
handling and safety

[Schr92] Raymond Schroeder
Atari-Hotline, ST-Magazin 7/92
Whats GDOS for? Which programs supports it? How to install it?

[Beh91] Wilfried Behne, Andreas Kromke
Traps in the Atari ST's VDI and how to get around them, c't
1991, Nr. 3 A lot about errors in the screen drivers.

[Beh92] Sven Behne, Wilfried Behne
NVDI-Dokumentation, BELA/2B
VDI-description. But no description of the differences
between screen and printer drivers.
Certainly this is only the coder's documentation up to NVDI
2.51. See [Beh95] for docs about NVDI 3

[Beh95] Wilfried Behne, ''beta`` coder's docs about NVDI 3
ftp://ftp.cs.tu-berlin/pub/atari/Gdos/nvdiguid.zip

A PD documentation about almost everything a coders has to
know about NVDI 3 functions

[Pru92] Laurenz Pruessner
Es ist alles so schoen Bunt hier [Oh, take a look at these
colors] ST-Magazines 5/92, 7/92, 9/92
How to handle more than 256 colors with device depending
formats

[Pru93a] Laurenz Pruessner
Auf ein Neues!, ST-Magazin 1/93
OFF TOPIC Everyone using FlyDials or similar Libraries should
read this.
Problem: New AES's releases use (formerly free accessible)
ob_state-Bits that are used by these libraries too
This only is important for AES 3.31 (TOS 4.01) and is
fixed now.
[Pru93b] Laurenz Pruessner
Sekt oder Selters [Champaign or mineral water], ST-Magazin 4/93
MEMORY.SYS: Binding, way to handle color resolutions, font
output with and without SpeedoGDOS.

[Pru93c] Laurenz Pruessner
Summertime Blues, ST-Magazin 6/93
Listing to open the MEMORY driver.

[Pru934] Laurenz Pruessner
Mehr Schub!, ST-Computer 2/94
Printing with GDOS - espacially it's about printing of bitmap
rasters - color too.

[Sche93] Oliver Scheel
Erste Hilfe fuer [1st aid for] MultiTOS, ST-Magazin 6/93
Common information to install MultiTOS.

[Bor93] Guenter Born
Dateiformate [Dataformats] Programmierhandbuch [Coders
manual] Addison-Wesley, Bonn (1993)
Sources (TurboC, TurboPascal) for loading and saving the
formats. To use the datas still [Bor94] is recommended.

[Bor94] Guenter Born
Referenzhandbuch Dateiformate [Reference Dataformats],
3. Edition, Addison-Wesley, Bonn (1994)
With the right drivers it's quite simple to make output in
.IMG and in .GEM Format In this book is a description how to
read these formats again (and more).

[Ore85] Tim Oren
Professional GEM, (Internet, Filename: PROGEM)
Tim Oren almost only describes the programming of the AES but
without him this list would not be complete.

[Walsh] Norman Walsh et al
comp.fonts FAQ
TeX DVI, PostScript, and info versions of this FAQ are
available from
ftp.shsu.edu in archive/help/comp-fonts-FAQ.
A Gopher is also maintained at shsu.edu which can provide
interactive access to the FAQ.
Finally, an online, hypertext version of the FAQ ist
maintained (experimentally) on jasper.ora.com where an HTP
server runs. For example, point XMosaic (or a similar WWW
browser)
to http://jasper.ora.com/.

[D81] Bundestag
Lobby et al, Typeface law, law to the agreement of vienna
(June, 12th 1973) about protection of typographic typefaces
(Typeface law) Dated July, 6th 1981 (BGBl.II S. 382)
last change by law of December, 18th 1986 (BGBl.I S. 2501)
ftp://ftp.uni-stuttgart.de/pub/doc/law/german/SchriftzeichenG

[Kar92a] Peter Karow
Schrifttechnologie, Springer (1992) / Font technology,
Springer (1994)
This book really fascinated me (though the Speedo format is
missing). Intelligent scaling: Which tricks (Hints and more)
does a font format have, (T1, TT, F3, IF, II)? One reading
this chapter, will know, why the Behne's don't support T1 with
NVDI 3 ...
Lots about a fonts quality, readability and copyrights.

[Kar92b] Peter Karow
Digitale Schriften, Springer (1992) / Digital typefaces,
Springer (1994)
Display and formats of scalable font formats like Type 1, True
Type, F3, Intellifont etc. (Speedo is only mentioned shortly).
Lots of concepts are mentioned. Appendix F is a small
dictionary about words from the writing league (German -
English - French)

[Mer94] Thomas Merz
Name of truth, c't 12/1994
How to get font names and other informations from a true type
font file.

[Mic] Microsoft
Several documentations and programs about TrueTypeFonts
ftp://ftp.microsoft.com/developr/drg/TrueType-Info/...

[Hil95] Ulrich Hilgefort
Fonts mit Mengenrabatt, c't 1/95
Quality comparison of some TTF CD's:

o Accurate Research: Dr. Fonts (2275 s/w & PD faces, TTF)
o ARI Heidelberg (1268 sw & PD faces, TTF)
o Bitstream Typeshop (502 faces, TTF)
o PrimaFont TrueType CD (1812 faces, 1203 of them are digitized
Berthold faces)
o SoftMaker Profi-CD Version 2 (750 faces, TTF+T1)
o URW PrintWorks (503 faces of 10 fonts, TTF+T1)
o Wayzata Technology Font Pro 2 (213 faces, TTF+T1=
(Stef: Gerd used "TT" for TrueType but I use TTF instead)

[Gla83] Philip Glass
Koyaanisqatsi, Island Records (1983)
It's astoundishing that so many documental films use this music
without any note ...
---EOF---
++++++++++++++++++++++++++++++++++
--
Stefan Damerau - Bergholm 31 - D-24857 Fahrdorf - FRG

gerd@theo2.physik.uni-stuttgart.de G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

4287. Re: Will MajicMac run on Power Mac?

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Jun8.111742.9859@rhrk.uni-kl.de>
Source record: 164133

bjr2@Ra.MsState.Edu (Brian J. Roland) writes:

>Has anyone tried running the MajicMac ST/STe emulator on a Power Mac?
>A catalogue I have describes the emulator as fully functional with all
>68030 based Macs...but says nothing about Power Macs that use the new
>RISC processor. If it works...please let me know cuz I'd like to pick that
>little gem up for my Power Mac.

MagiCMac doesn't run on Power Macs. According to the distributor a Power PC
version is planned for this summer.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KA2 | but only what I tell it. *
****

4288. Re: SCSI HD installation

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Jun8.112231.10135@rhrk.uni-kl.de>
Source record: 164134

robert@absence.demon.co.uk (robert) writes:

>I work in a further education college where we have an Atari Mega 4 ST
>running Sound Tools. We are trying to install a 1Gb connor SCSI hard
>drive. We have all the relevant hardware including a SCSI interface
>box, we have partitioned the drive and put the programme files on it,
>and the program runs BUT, whenever we try and save anything on either
>of the two partitions we get a disk full message. Anyone got any

Are your partitions smaller than 512 MByte or do they exceed the 512 MByte
limit? Only TOS 4.0 or MagiC can handle partitions > 512 MByte. With
partitions between 256 MByte and 512 MByte you have to make sure that the
sector size doesn't exceed 16384 bytes otherwise it won't work. Some
harddisk tools (e. g. SCSITOOL or HDDRIVER) offer options for this.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KA2 | but only what I tell it. *
****

4289. Re: Germans buying up Obsolete Computer Systems..

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950608.154210.53@powerslv.demon.co.uk>
Source record: 164135

In message <3r47jl$6bc@bs33n.staffs.ac.uk> Requiem wrote:

> Neal G. Gilbertson (nggilber@cca.rockwell.com) wrote:
>
> : The Amiga has the *best* OS and it is the *Only* home computer
> : that will do true multitasking. I know. I have one.
>
> Take a look at Windows 95 - true fully pre-emptive Multitasking on-par
> with the Amiga. Given the sheer amount of software for the PC market I
> know which I'd invest in. Oh and yes I have used W95, this isn't press
> release talk. Our University is a beta-test site for it (one of many I
> expect).

Acorn machines? Linux or SCO on PCs? Solaris, BSD Unix or whatever on
your second-hand workstation of choice? Mind you, I know some people with
Vaxen in their basement so maybe my definition of a home computer differ
from that of the majority.

Personally, W95 hasn't impressed me at all - horses for courses, maybe?

> A RISC based Amiga would be interesting. It could also be the one
> machine that in a way kills off the Amiga market - how? Well put it like
> this. You have a box on your desk that can run all PC and most compliant
> Amiga applications (because lets face it, lots of games/demos are not
> going to work due to 'unofficial' hardware coding tricks needed to get
> the best out of the machine). This means you can effectively purchase
> either PC or Amiga software. Given the current range of PC software on
> comparison which are you more likely to buy? Imagine 3.0 on the PC is
> amazing, as is Lightwave. Would you buy an Amiga WP package or something
> a little more 'industry' standard like Word 6.0 ? Games like Subwar 2020
> on the PC is much more superior to the Amiga version, so I guess if sense
> prevailed you'd buy the PC version instead because of better graphics
> (and who knows, maybe even better sound - maybe).
>
> The end result is that you buy more PC software than Amiga software, why
> would a company bother producing two versions (one Amiga, one PC) when
> most RISC-Amiga-PC-compatible owners will buy the PC version anyway?

Why should people who are happy with Wordworth 3 want to change to Word 6?
Speed? I doubt it. Cheaper on resources? Hardly. Cost? Nah. Because it
comes with lots of whizzy bits which they're almost certainly not going
to use and which just increase system demands and instability? Possibly.
Because the media (both specialist and general) see PCs running DO$/Windoze
as the answer to the world's problems - or, if you're really bohemian, you
might buy a Mac. If you tell the uninformed masses that they need x86 PCs,
DO$/Windoze, Word, Excel, Access etc then they'll believe you.

Mind you, let's see how the PC card for the RISC PC affects ARM-native software sales. Given that Acorn software is cheaper, smaller, faster and (often) more robust, it could be interesting.

Sadly, it is the case that the PC is, at the moment, the optimum gaming platform. But for how long. If you want to play games, wait a year and buy a Jag, a M2-based 3DO, a Playstation or a Saturn (at UKP150-300) and keep your conputer platform of choice.

> This is providing they do actually make a RISC based Amiga of course, the
> incompatibility problems would be incredible

PowerPC anyone? Power Macs run most useful Mac software. Furthermore, it is (I hope) common knowledge that the P6 will be the last generation of Intel processors to be even vaguely rooted in the 8086 architecture. P7 will almost certainly be based around VLIW architecture which Intel are developing with HP. Like the PowerPC, all current PC apps will have to run under software/firmware emulation.

> Atari and
> Amiga owners actually DO things with their computers, there must be
> millions and millions of PC owners who have these thousand pound machines
> (and the rest) but do nothing but consume. They take in the CD-Rom's,
> they play the games, fiddle with the occasional Windows App. But how
> many of them bother to get down and get dirty, coding their machine?
> Learning to design graphics, writing music, heck even editing a disk
> magazine? Answer: Not many. Why own a machine for the sake of owning it?
> Why not own something you know you can use and get enjoyment from.

Hobbyist programming is dying. Discuss.

--
Cheers __
| /\ |\ |
\/ \/ | \|

4290. Re: Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: mnb20@cam.ac.uk
Message-ID: <mnb20.20.0011E0E3@cam.ac.uk>
Source record: 164136

In article <3r6sbg$fv8@whitbeck.ncl.ac.uk> "Craig. Graham" <Craig.Graham@ncl.ac.uk>
writes:

>|> Some decent disk-/file handling routines would also be desirable,
>|> MultiTOS can't copy disk in the background without blocking the other
>|> tasks.

>Hmmm. You just have to set the DESKCPY envirment variable to point
>to a copy program, and MultiTOS's desktop will do it for you. I use
>Thing as a desktop under multiTOS anyway, and that also has that feature,
>as well as accessing Kobold to do the transfer for you.

Er, no, it's not as simple as that (see my earlier post)

4291. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3r79t3$au8@bs33n.staffs.ac.uk>
Source record: 164137

Craig. Graham (Craig.Graham@ncl.ac.uk) wrote:
: |> an RGB and not a VGA? How about Obsession.. same there too. Don't you

: Bad example, Obsession (as with the follow-up Substation) work fine on
: VGA monitors (well, SVGA).

Doesn't work on my VGA. hence my reason for listing it. Like I said
making a demo SVGA compliant is perhaps not so hard, but making it VGA -
well, I wish they would, but I'm not sure if they could.

: Now, if they were real coders they'd be finding ways around this (like
: the old overscan and switched mode tricks on the ST - remember GFA Raytrace,
: it displays two res' at the same time (ST-Low for the image, ST-Medium down
: the RHS border for the menu)).

Did it really? Or was it just an 'illusion'? I don't remember using the
package very much to be able to remember.. sounds pretty cool if it did!!

: |> I know you have a very nice and powerful monitor, I only have a very
: |> basic VGA (note the lack of 'S' infront of that) and an RGB. I'm sure

: Hmmm. Richard, you should have bought an SVGA, I payed 139.00 for mine
: brand new, and it works with most stuff (although not all, by any means).

Ah yes but mine didn't cost anything (got it free because they were
clearing out at my Dads office), its not a bad monitor at all, it
certainly beats using a TV or RGB, but it really can't handle demos too well.

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4292. Re: Atari S3M player?

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3r79v2$au8@bs33n.staffs.ac.uk>
Source record: 164138

Anthony Jacques (jacquesa@cs.man.ac.uk) wrote:
: Haven't you? What about Digital Tracker, Garoumf Tracker and
: Mega Tracker? All of these will import S3M modules, and play them
: on the Falcon...

But only Graoumf Tracker does it at a decent quality :)

Rich
--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4293. Re: So what's new on the ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3r7avf$skh@inca01.inca.co.nz>
Source record: 164139

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
[snip... new Atari stuff question]
> I hope you are good at reading lots of numbers but this is what thier
> is.....000000000000000000000000000000000000000000000000000000000000000

You forgot a '9' in front of all those zeroes... :)

(that's 9000000.....000)

4294. New version: Ghostlink, ST -> PC

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: lnonvei@jagor.srce.hr
Message-ID: <3r5gcb$hje@nippur.irb.hr>
Source record: 164140

I wish to know is there a new version of Ghostlink? I have version 1.02 beta
(dated 2/5/94). Author claims that future versions will probably have
option for parallel port...
^^^^^^^^^^^^^
Does anyone knows e-mail address of Bitz software or author?
Or maybe some other software to connect with PC via parallell port?

Thanx,
Loris

A need for speed.

+-------------------------+
lnovei@public.srce.hr
+-------------------------+

4295. Re: New C-lab Falcons, anyone have details?

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: apb25@thor.cam.ac.uk
Message-ID: <3r5j3p$p28@lyra.csx.cam.ac.uk>
Source record: 164141

Jon Kale (jon@powerslv.demon.co.uk) wrote:
: In message <D9r04E.8zq@bath.ac.uk> L J Greenhalgh wrote:

: > Remove cartridge port/TV ariel port to save costs.
: > Remove SCSI-II interface to cut costs, IDE only.

: OK - can the TV port but keep the cart. port (essential for Cubase, Logic
: et al.) Ditto w/ SCSI and IDE - IDE drives are only slightly cheaper
: than SCSI and the ability to put a decent amount of hardware (hard drives,
: removable drives, CD-ROMs, scanners, samplers etc) onto SCSI makes it *far*
: more useful.

How about having general expansion ports instead and plug any devices
into that instead - no cartridges sticking out of the side. Some old
software would not work, but then again new software would.

: > SIMMS instead of the stupid Atari system. Typical Atari,
: > puts SIMMS in the STE, everyone loves them, then reverts
: > to its own system for the Falcon. System should be able
: > to support 2,4,8 and 14 meg configurations.

: Yup.
I think you need to be able to support -alot- more than 14MB,
especially as more people use Linux and MultiTOS etc. (albeit not
like a certain Roger). There are a number of Linux machines I know
with 48MB of memory.

: > 32KHz 030.

: And keep the main board running at 16MHz w/ cache? Or upgrade the whole
: thing?

New board, 32MHz bus, 32-bit bus, 64K cache (or thereabouts).

: > 299 UKPS

: Yup.
Hmmmm. Many PCs being sold these days cost alot more - like £800-£900
+VAT, about 1000 pounds in total. They do include decent programs
though. Why not make a decent Falcon for about this price. For those
people with hard disk drives etc. it would be slightly cheaper.

==========
Adrian Bridgett (apb25@cam.ac.uk)

Windows - the world's first NON-operating system.
==========

4296. Re: Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3r5obp$opi@news.iesd.auc.dk>
Source record: 164142

In article <3r57tf$p55@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) writes:
> AES 4.1 probably could still be accelerated - but the basic Falcon
> technology (16 Mhz 68030) sets some limitations to that. MTOS has been
> written with C, and it won't be easy to make a pre-emptive multitasking
> OS to run much faster than MiNT/AES 4.1 does without using assembler. And
> that would bring its own problems.. Just compare AES 4.1 to 68040 Macs
> with System 7 - or some PCs with 486 and Windows. It's a miracle what we
> can get out from a humble 68030-16 and 4 megs of RAM =-) !

Trust me AES 4.1 can be optimized A LOT!!!
It's not only that it's programmed in C, it's the hole way the routines are designed. Take LiNUX for example - It's quite faster than MTOS on a standard 16 Mhz 030 Falcon.
The 68030 at 16 Mhz is perfectly capable of multitasking, the Amiga runs multitasking quite well even on a measly 68ec020 at 14 Mhz and the response from hitting a key or clicking the mouse is just fine.

You see it's not really the speed of the CPU that is the essential part, MTOS for instance - uses about 25% of CPU time JUST to switch tasks - that's OVERKILL if you ask me. Besides it`s screenhandling routines are VERY slow indeed, could be made faster too.

When running one application at a time in MTOS already goes about 25 % slower than under normal TOS, that shouldn't be the case - what is MTOS using all this processor time for ?

> MTOS, btw, can copy disks as a background task - but one has to install a
> new copier program to replace MTOS's own routines. Haven's tried it
> much, but is't supposed to work.

Haven't tried it either. It's just that either E-Copy or any other copier I've tried works properly in the background under MTOS.

If somebody has a good idea of how to make it work -please tell.

Keep Cool and Flying...

ChainXOR...

4297. Re: ATARI STe 1040

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: Carey Evans <C.Evans@student.canterbury.ac.nz>
Message-ID: <3r5rqu$hb5@cantua.canterbury.ac.nz>
Source record: 164143

sebelt01@starbase.spd.louisville.edu (videogame) wrote:
>ME TOO. Really, I need to know WHAT I can plug into the hard drive port.
>I also need to know what flavor of SIMMS I need to upgrade from 1 to 2 megs
>on this 1040 STe.

Some hard drives used to plud straight in. Now you'll have to get a SCSI hard drive, a case and power supply for it, and a SCSI adaptor. I'd recommend the ICD Link 2 adaptor, which works with just about any hard drive, and just sits between the ST DMA cable and the SCSI port, with no extra setup or cables.

I *think* the STe takes 36 pin SIMMs, but don't take my word for it.

If you want to check out prices etc. for hard drives etc., I'd recommend Toad Computers, who have a web page at 'http://www.charm.net/~toad/'.

>And, I want some old psygnosis games!!

Well, I can't help you there, sorry.

--
__
/<o__n Carey Evans
<| .=== .... C.Evans@student.canterbury.ac.nz
<| |

4298. Re: GFA prog. question

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: diehl@bonk.io.org
Message-ID: <3r5uhq$6n0@ionews.io.org>
Source record: 164144

Daniel J Cheng (DJCHENG@frost.oit.umass.edu) wrote:

: ences: <3omod7$3up@tweety.sna.com> <3op3pg$gm@horus.infinet.com>
<3oqn9s$8of@news.xs4all.nl>
<tanatoesD8DLEr.5J9@netcom.com>,<JC+8jL+.sirsmedley@delphi.com>
<3pr0fv$f15@rebecca.albany.edu> <3pstkt$iq9@ftp.amcc.com>
: Distribution:

: Ok, I don't know how I did it, but I know how I did it, but I managed
: to program a fighting game (like SF or MK) using GFA Basic 3.07. I'm
: planning to use other optimization techniques on the program later, but for
: now I have a problem:

: 1)My background is stored in a string like h$.
: 2) The characters are also stored in strings, dude$
: 3) I use a page flipping techique.

: Whenever the characters are drawn over the background, I use the
: PUT x,y,dude$,[mode] command.

: The problem is that I've tried all the modes and I still cannot
: achieve transparency while keeping the source pattern unchanged. The closest
: I was able to come was using mode 7, which gave me transparency, but the
: background under the character showed through.
: In other words, while I didn't have a big black square around my
: fighters, the fighters themselves had weird colors (I suppose from combining
: with the background).
: Can anyone help me?

What you need to do is create masks for each of your characters. If you
are using CrackArt, there is a MASK feature in its special effects menu.
A sprite mask is basically this: Anything that is colour 0 (background)
gets turned white. Anything that is >colour 0 gets turned black. What
you end up with is a sillhouette of your sprite on a white background.

Then, what you have to do is get the masks as well as the sprites; store
them in a separate array, like dude_mask$. Store them in the same order
as dude$ for ease. Then you have to put the mask down first using mode
1, and then your sprite, using mode 7, like this:

```
PUT x,y,dude_mask$(number),1
PUT x,y,dude$(number),7
```

Presto! No more black box around your characters! The drawback is that
it nmow takes twice as long to draw your characters... sadly, this can't
be avoided. If you need more help, I am very experienced in GFA,
particularily where programming graphics and games are concerned.

: This is my first game-type program using GFA. The game so far runs
: at a moderate speed, and I'm sure I could speed it up once I learn more about
: the language and techniques, but I can't get past this problem.

:

: -Thanks in advance,

: Dan.

: of you would suggest, but I'm still trying to figure out Basic!
:

--

_____ _____
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___

4299. Re: Germans buying up Obsolete Computer Systems..

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: Carey Evans <C.Evans@student.canterbury.ac.nz>
Message-ID: <3r5t3f$hb5@cantua.canterbury.ac.nz>
Source record: 164145

nggilber@cca.rockwell.com (Neal G. Gilbertson) wrote:
[deleted quoted text]
>
>"Gatesmeister". I like it, I like it.
>
>The Amiga has the *best* OS

Ooh! Flame bait!

>and it is the *Only* home computer
>that will do true multitasking. I know. I have one.

If 'true' multitasking is preemptive multitasking, then the following home computers can use the following OS's:
* Amiga: Okay, it had it from the start
* Atari ST,TT,Falcon + clones: MiNT
* Atari TT,Falcon + clones: Linux 68K
* IBM PC 486 etc.: Linux, FreeBSD, Windows NT, OS/2
* Apple IIgs: GS/OS with GNO
In addition, the Apple Newton does preemptive multitasking :-).

>I can and do have 4 or 5 programs up at once plus about 10 or 11
>small utility programs that always load and are running.
>All on about 3 megs with a bunch to spare. (I have 6 Megs)
>When I get on line I have running:
>
>A Terminal program,
>DiskMaster II (Dir management prog)
>Final Copy II (fine Word processor)
>Power Snap
>Quite often a DataBase program.

I don't have as much memory, but with MultiTOS, a hard drive and that much memory I could do that on my ST.

>All while on-line via the Terminal program.
>while I'm down-loading a file I can do other things instead
>of having to wait. For example. If the HD partition is getting full
>(while downloading) I can go in and delete or move unwanted
>files to make room for the downloaded file.

Even before MiNT there were programs that would do that.

>The Amiga lives and will soon be in production once again.
>A new Power-PC based Amiga is the next-gen to come.

Funny, that's what I heard about the ST.

>Amiga has it's roots in Atari. Atari could have had Amiga (around 1984)
>but didn't take it up. They invested money into it's development
>but blew the chance to own it and they realy did want to.
>Too bad for them. %:^)

Well *I* heard that the Tramiels took the Atari ST from Commodore to Atari with them.

>I like my Atari and I like my Amiga. I have owned a PC, I have owned
>a Mac. I didn't keep them. I'll keep my Atari and I'll keep my Amiga.

Okay, anyone who keeps their ST can't be all bad. In no way would I condone owning an IBM clone. A Macintosh would be nice, if only for the amount of software available. Maybe I'll get one when Olivetti start selling them.

This whole article should probably be in one of the advocacy groups.

--

__
/<o__n Carey Evans
<| .=== .... C.Evans@student.canterbury.ac.nz
<| |

4300. MS Word 6 to Atari Works (RTF)

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3r6411$guk@status.gen.nz>
Source record: 164146

I have written a document using MicrosoftWord revision 6.0b (or was it 6.0c? Something like that.)

I exported it from MS Word 6 as RTF, and loaded it into AtariWorks 1.207. However, the 10pt text came out in AW as about 50pt. And it was all Bold! In the original Document in MS Word, all text was 10pt exept a 50pt or so title. Everything was *not* bold excepting a few subheadings.

Any help on the matter would be much appreciated.

-Mario Becroft (mbecroft@iconz.co.nz)

4301. Re: Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3r666m$m4v@sphinx.Gsu.EDU>
Source record: 164147

Henrik Lunardi Weide (chainxor@kom.auc.dk) wrote:
: In article <3r57tf$p55@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) writes:

: When running one application at a time in MTOS already goes about 25 %
: slower than under normal TOS, that shouldn't be the case - what is
: MTOS using all this processor time for ?

How did you get that figure? My own measurements with MiNT 1.12 and AES 4.1 have given quite different results. When process priority was set to its maximum, the difference between TOS 4.04 and MTOS was only about 3%..8%. Some graphical operations were even faster using AES 4.1 than when using TOS 4.04 ! Sorry, can't remember details - my Falcon is about 12.000 kilometers away from me ;-(... The only really dramatical difference was in window handling; there MTOS is much slower.

Funny (or not), but older MiNT versions are faster than the current 1.12. And speaking of this, has anybody compiled a REALLY good, working 68030 optimized version of MiNT 1.12 or MHMiNT 1.12..? I'm tired of playing with GCC (without proper C-knowledge), and compiling dozens of MiNT-030 versions that work _almost_ well... =-(I'd be happy, if someone could upload one to umich, cnam, or hensa - or if that's not possible, directly to me =-) !

Cheers,
Tommi

4302. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: josk@stud.unit.no
Message-ID: <3r68lt$otc@due.unit.no>
Source record: 164148

In article <Pine.SUN.3.91.950607181820.2711A-100000@nic.cerf.net>, Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net> writes:
|> > 1. Yes, 'Tat' (who coded the first 'Digital Chaos' Demo, was too lazy to
|> > do a VGA version.
|>
|> I don't understand -- what's the difference between a VGA and an RGB
|> monitor? Isn't RGB supposed to be more flexable? And what coding
|> diffrences need to be considered?

The difference is basically that VGA has a higher refresh-rate than RGB, normally
71Hz compared to RGB's 50 or 60Hz. This causes problems when the demo is timed
to the music, as the graphics will run to fast (Or too slow...) on a VGA compared
to a RGB. RGB-monitors are more popular among demo-coders because the lower
refresh-rate allows you to do more between the syncs.

|>
|> Ben Allfree
|> shadow@iris.yolo.com

--
***
Jo Even Skarstein
e-mail josk@stud.unit.no
URL: http://www.stud.unit.no/~josk
Tlf.: 73 93 52 76 (Tr.heim) 57 87 33 84 (Olden)

"Pils, hamburger og saccosekk."

4303. what do I have??

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: disciple@brutus.bright.net
Message-ID: <3r5oid$hrr@brutus.bright.net>
Source record: 164149

I found an old atari computer at a friends house and I have no idea what
it is? It has 65xe on it??? It dont look like much whats it worth and
does anyone want it?? or is it worth keeping?
Like how powerfull is it?\

disciple@brutus.bright.net

GOD BLESS ....

4304. Re: Obsession on the Amiga

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3r7ag2$k6t@whitbeck.ncl.ac.uk>
Source record: 164150

In article <ftn_2.203.611.5_2fd60f74_Christian.Andersson@tnogobl.ct.se>,
christian.andersson@tnogobl.ct.se (Christian Andersson) writes:
|>
|> /Chris./ (*FireSTorm Falcon Center*)
|> GEM-WWW-Browser in 95!
^^^^^^^^^^^^^^^^^^^^^^

Don't just say it son, do it. Let's have committed dates here. For my bit...

GEM-FTP-Client in June 95. (ie. before the end of this month, betas this
week).

Craig.

__ _
| \ | | / | Watch this space - something wonderful
|_/ A T A \/| N C E R T A I N / is happening on 'Distant Earth' ?
-------------------------------- o ---------------------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

4305. Re: So what's new on the ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3r7c6q$rsk@turing.fwi.uva.nl>
Source record: 164151

gmiller@inca.co.nz (Gaven Miller) wrote:

:Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:
:[snip... new Atari stuff question]
:> I hope you are good at reading lots of numbers but this is what thier
:> is.....0000000000000000000000000000000000000000000000000000000000000000
:
:You forgot a '9' in front of all those zeroes... :)
:
:(that's 9000000.....000)

titles of new software please? well? nobody? thought so....
--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

4306. SCSI problems on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950608120657.22579A@bull.mimuw.edu.pl>
Source record: 164250
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Is it known problem that SCSI drive (Quantum EMPIRE E1080S / ICD (only
ICD recognize this unit)) doesn't work properly on TC/256c modes ?!?
I mean there appears lot of read errors. Does anyone know if it is
possible to fix/minimalize this problem?

regards,

Simon.

4307. TOS 4.XX upgrades?

Newsgroup: comp.sys.atari.st
Date: 1995-06-08 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950608121329.22579B-100000@bull.mimuw.edu.pl>
Source record: 164251
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Does anyone know if there are available any (hardware/software) upgrades
for Falcon TOS? I've got TOS 4.02 and I know, that there are new versions.

regards,

Simon.

4308. Partition Copy

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <41f_9506090107@flight.org>
Source record: 164002

In message #825, BOB BROWN writes:

> Now, when I supply 0 for all the parameters (except 1 for the length), I
> get told this,
>
> SOURCE: device 0 lun 0 sector 0
> DEST: device 0 lun 0 sector 0
> copy length 1
>
> Now for the questions: Has anyone used this program before?
> What the heck is a lun?

If you don't know what a LUN is, you shouden't bother with that program. ;)
it requires a bit of knowlege on hard drive partitions, if your using ICD
stuff there is a program called SHOWPARTS or something that will give you
the reqired info...

---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

4309. Re: So what's new on the ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D9wAwD.FuK@ridgecrest.ca.us>
Source record: 164003

>
> titles of new software please? well? nobody? thought so....
> --
> Martijn Dekker
> University of Amsterdam
> Math department
> E-mail: mdekker@fwi.uva.nl

Apex Media, DA's Vector, Kobold, Papyrus, BSS Debug, Lattice C5.6
DevPac DSP, RainBow II Multimedia and what the hell, MagicC Mac.
Any one else want to give it a shot? (Oh! excuuuussssme if these
are almost a year old!)

4310. New Backward release.

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: dupuyda@ibm.net
Message-ID: <3r8ti9$2vnc@news-s01.ny.us.ibm.net>
Source record: 164004

Hello dear Atarians.
After a very long silence, I have uploaded the latest versions of Backward.
They are currently available at atari.umchi.edu

New Backward II version (V2.83) with french, english, german and sweedish translations.

First Backward III release (with same translations). Backward III is a resident program (whereas Backward II was an external utility). It still increase compatibility, but also patches Falcon TOS bugs, and allows you minor configuration (like disabling IDE).

Please test them.

Cyrille Dupuydauby (dupuyda@ibm.net)
Author of Backward.

4311. Wanted

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AAF4E0.0783002650.uuout@tippy.com>
Source record: 164005

```
AG> And if they want to learn GFA Basic, I seem to remember GFA
AG> 2.5 is now available as shareware. And in the past, the GFA 3
AG> interpreter has been given away on cover disks in the UK.
AG> Maybe some kind person would send you them.

I have a copy of the GFA Manual 3 on disk which I got off of GENIE.
It's great...

... By my weirdness, you shall know me...
___ Mountain Reader II - #00000095
```

4312. The Eagle

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AAF4E0.0783002652.uuout@tippy.com>
Source record: 164006

```
EB> Does anyone know any places that sells the Eagle? I would like
EB> to get some information on it as well as the price.

DB> Gasteiner are supposed to get stocks... you can contact them
DB> on: +44 0181 345 6000

Can I have an InterNet address or a regular mailing address?

... If you expect nothing, you won't be disappointed.
___ Mountain Reader II - #00000095
```

4313. Compton CDs on ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AAF4E0.0783002651.uuout@tippy.com>
Source record: 164007

```
BJ> I've read somewhere that there is a program available on Genie
BJ> that allows ST and FAlcon users access to Compton M.O.S.T.
BJ> format CD ROMS. Is that the same system I frequently see long
BJ> infomercials about...with the neat interactive games and
BJ> learning programs? If so...is it the same on the ST or are
BJ> you only allowed still graphic and text interfaces? Finally,
BJ> if someone like myself, who isn't on Genie and doesn't intend
BJ> on doing so wanted to check out this program...where could I
BJ> find it?

Actually the program on GENIE is a demo which has limited functions.
The full version allows you to access the graphics and sound of the
M.O.S.T. CD's whereas the demo just lets you see the text. The demo
should be on most BBS's that have Atari programs and there is a file
in the demo package that has an address where you can order the full
version. I have the file in our computer club if you cannot find it.

... I'm on a rotation diet. Everytime I turn around, I eat!
___ Mountain Reader II - #00000095
```

4314. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3r9ir3$r6@m1.cs.man.ac.uk>
Source record: 164008

In article <Pine.SUN.3.91.950607181820.2711A-100000@nic.cerf.net>, Auburn Placer County - Tahoe City <libaubt1@nic.cerf.net> writes:
>> 1. Yes, 'Tat' (who coded the first 'Digital Chaos' Demo, was too lazy to
>> do a VGA version.
>
>I don't understand -- what's the difference between a VGA and an RGB
>monitor? Isn't RGB supposed to be more flexable? And what coding
>diffrences need to be considered?

A lot! RGB and VGA have different horizontal, and vertical frequencies.
sVGA has a wider range of frequencies than VGA. With an RGB monitor,
>- 400 pixels vertically is only possible with interlacing, where as
VGA does not require interlacing for this (in fact, each line is displayed
twice for < 400 vertically.)

Both monitors have their advantages and disadvantages... Multisync's which
are able to act as both types are better (but more expensive!)

Because the scan rates are different on the two different monitor types,
any routine that hooks into the VBL/HBL (demos!!) perform at different
speeds. Also, as with a VGA lines may be sent twice (in < 400 vert) the
bus load is higher, leading to slowdown.

Other considerations for coding is different screen sizes, different
max resolutions, and different values in the video registers to get simular
modes...

This all adds up to not many demos compatible with both monitor types...
and the same goes for games... ;(

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap
---

4315. Re: Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3r9jfg$12q@m1.cs.man.ac.uk>
Source record: 164009

In article <3r5obp$opi@news.iesd.auc.dk>, chainxor@kom.auc.dk (Henrik Lunardi Weide) writes:
>In article <3r57tf$p55@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) writes:

>When running one application at a time in MTOS already goes about 25 %
>slower than under normal TOS, that shouldn't be the case - what is
>MTOS using all this processor time for ?

Not always true... Under AES 4.1, TOS 4.92 and MiNT 1.12, POVray actually ran faster than under plain TOS 4.04... (well, it did for me...)

>Haven't tried it either. It's just that either E-Copy or any other copier
>I've tried works properly in the background under MTOS.
>
>If somebody has a good idea of how to make it work -�please tell.

How about downloading the file from Hensa Mint achive that says in its comment 'A background formatter/copier for MultiTOS' (sorry, cannot remember its name...)

Anthony

--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap
---

4316. Re: Atari Meg2 System

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506091408.AA03997@ilmen.lanl.gov>
Source record: 164010

In a previous article, cb092@FreeNet.Carleton.CA (Keith N. Murchison) wrote:

> I'm (reluctantly) selling my Mega ST2 [...]
>
> The hard drive has many of the best ST software packages pre-
> installed including Caligrapher, Atariworks, LDW Power,
> WARP 9, SpeedoGDOS, as well as many popular games, etc.

If you are including all the original documentation and floppies of the software that is installed on the hard drive, then you should make that fact well known in your for sale ad, otherwise you will be mistaken for a scum sucking pirate that has no right to post such drivel in a public newsgroup forum.

In your next post you are advertising Caligrapher Gold and Warp 9 for sale. Wow! You are a lucky person to have -TWO- legitimate copies of these titles. I mean, you -must- have two copies if you are selling one and another goes with your hard disk drive, right? Lucky, lucky, lucky. And of course, all those games for sale are NOT the same ones you have on your hard disk that you are selling. That wouldn't be fair, would it?

Thanks goodness you are NOT a low-life, scum sucking pirate, eh?

Sheesh! And some people wonder why developers don't write more Atari s/w.

-Hutch- @ Fair Dinkum Tech (developers have feelings too)

4317. Magic now for Power PC available

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3r9lm4$ooi@osiris.wu-wien.ac.at>
Source record: 164011

Hi to all!

ASH officially released MagicMac for Power Macintoshes. They claim this
version to be twice as fast as a TT on average on the slowest Power Mac
machine (6100). Expect great performance on the 604 modells and the new
PCI Macs then :-)
The version costs DM 299 (as opposed to DM 249, AFAIK, for the 68k version).
A license for poermac version for 68k version owners is sold for about DM 99.
I think this is good news :-)

Regards,

Alfred

4318. Re: Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3r9lof$1og@m1.cs.man.ac.uk>
Source record: 164012

In article <3r9jfg$12q@m1.cs.man.ac.uk>, jacquesa@cs.man.ac.uk (Anthony Jacques) writes:
>Not always true... Under AES 4.1, TOS 4.92 and MiNT 1.12, POVray actually
>ran faster than under plain TOS 4.04... (well, it did for me...)
>
>>Haven't tried it either. It's just that either E-Copy or any other copier
>>I've tried works properly in the background under MTOS.
>>
>>If somebody has a good idea of how to make it work -�please tell.
>
>How about downloading the file from Hensa Mint achive that says in its
>comment 'A background formatter/copier for MultiTOS' (sorry, cannot remember
>its name...)

Sorry... It only formats... (there are 2)

What about kobold? That works in the background, doesn't it?

Anthony
--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap
---

4319. Re: Mint,Minix,Linux... ?

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <3r9m20$hql@batph8.bnr.ca>
Source record: 164013

In article <802690689snz@mbha.demon.co.uk>,
Dave Brook <Dave@mbha.demon.co.uk> wrote:
>I have read several threads about linux, minix partitions, mint etc... and
>would especially like to see something resembling xwindows or motif on my TT.
>Have I said something daft? Can it be done? How?

Oh, Linux! You seek Linux (in my best Yoda voice).

Linux is a unix-like system which does X. Motif, on the other hand, is
commercial and I don't think it has been done for the m68k version of
Linux. They do have it for the PC version, and all that would be required
is to compile it on a m68k version. This is not likely to be done, though.

That said, just about everything else non-commercial should be able to
compile nicely.

>I have some UNIX and would like to set up a unix-like system, but is it
>possible to run gem applications?

No gem here, so no gem apps.

>where do I go to for an easy-to-set-up unix-like environment.

Various people make (myself included) have made statements as to the varying
degree of "easy-to-set-up-ness" of various systems. I found it easy. I have
talked to others who have used the same files and same instructions I did and
still do not have their system set up.

Keep in mind that I have 8 years unix experience as a *user*. I had 0 years
expericence as a sys-admin. Which means that I know the commands and tricks
and such, but I know (knew) zippo about setting things up.

FreeBSD is also an option, but others will have to fill you in on that
project (stability, X support, etc).

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

4320. Re: Atari history

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3r9mce$1to@dux.dundee.ac.uk>
Source record: 164014

Michael Olin (molin@cxc1.cl.msu.edu) wrote:
: BobR <76702.1466@CompuServe.COM> writes:

: >The Tramiel family is still firmly "in control" at Atari.

: That's a matter of opinion... A good many people will agree that the
: Tramiels are firmly "out of control" at Atari.
: --

In terms of having a clue they are out of control, but they do still own
over 50% of the shares.

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

4321. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: vlefevre@imada.ou.dk
Message-ID: <3r9mjk$8tc@news.uni-c.dk>
Source record: 164015

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:

: Yes, its nothing special either. Have you tried the Space Junk demo?
: RGB too and another show of what -could- have been on the Falcon but

Space Junk demo runs on VGA as well (with the patch).

: never happened. Hmmm having said that 16/32 are selling Humans on the
: Falcon now... err... ignore me, its exam week, my brains melted :)

--
Vincent Lefevre |
vlefevre@ens.ens-lyon.fr | Acorn RiscPC600, 4+1MB RAM, 210MB IDE
Magistere d'informatique 2e annee | Apple CD-300, SyQuest 270MB
Ecole Normale Superieure de Lyon | Atari Falcon030, 4MB RAM, 85MB IDE
France |

[Properties of 17] 17^3 = 4913, 4 + 9 + 1 + 3 = 17

4322. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: vlefevre@imada.ou.dk
Message-ID: <3r9mqg$8tc@news.uni-c.dk>
Source record: 164016

Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: If you had read my original post I stated quite clearly that it was RGB only.
: All good demos are. VGA's just can't hack it.

Not all. Xperience runs on RGB and VGA (even though it is better on RGB).

--
Vincent Lefevre |
vlefevre@ens.ens-lyon.fr | Acorn RiscPC600, 4+1MB RAM, 210MB IDE
Magistere d'informatique 2e annee | Apple CD-300, SyQuest 270MB
Ecole Normale Superieure de Lyon | Atari Falcon030, 4MB RAM, 85MB IDE
France |

[Properties of 17]
There are 17 infinite families of non abelian finite simple groups.

4323. Re: ZIP Drive & External CD ROM

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506091530.AA04042@ilmen.lanl.gov>
Source record: 164017

In article <h41+1G2.mindbomb_bbs@delphi.com>, Andy Maccallum <mindbomb_bbs@delphi.com>
writes:
>Andy Maccallum <mindbomb_bbs@delphi.com> writes:
>
>>ICD are at icdinc@geis.genie.com, (or is it just icd@geis.genie.com) :}
>
>....hmmm, sorry this address appears incorrect - I just sent mail and got
>an error, anyone have the CURRENT ICD email address?

Well, icdinc certainly -used- to be their GEnie address. When I log onto GEnie
tonight I'll try to find out the new one. Stay tuned...

-Hutch- @ Fair Dinkum Tech

4324. ICD address (was: Re: ZIP Drive & External CD ROM)

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: rzb20@ccc.amdahl.com
Message-ID: <1995Jun9.153725.15554@ccc.amdahl.com>
Source record: 164018

In article <h41+1G2.mindbomb_bbs@delphi.com> Andy Maccallum <mindbomb_bbs@delphi.com>
writes:
>Andy Maccallum <mindbomb_bbs@delphi.com> writes:
>
>>ICD are at icdinc@geis.genie.com, (or is it just icd@geis.genie.com) :}
>
>...hmmm, sorry this address appears incorrect - I just sent mail and got
>an error, anyone have the CURRENT ICD email address?
>
>Andy

It was _almost_ right :-) Try icdinc@genie.geis.com

Regards, Roger Burrows
--
Roger Burrows | (613) 238-8151 | rzb20@juts.ccc.amdahl.com |
Amdahl Corporation | | |
[The opinions expressed above are mine, solely, and do not]
[necessarily reflect the opinions or policies of Amdahl Corp.]

4325. Re: Kobold 3.0!

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: apb25@thor.cam.ac.uk
Message-ID: <3r9sc3$8aj@lyra.csx.cam.ac.uk>
Source record: 164019

Matija Grabnar (matija@sirius.ijs.si) wrote:
: Lookie what I found in my mail a few days ago: an upgrade notice for Kobold.
: Apparently a new version, 3.0 is out or due out soon. From the release
: it looks like it supports minix partitions, and different fonts in the display.
: The display can also be resized (my major complaint previously).
: Good stuff! I'll let you know more when I get it.

: --
: "My name is Not Important. Not to friends.But you can call me mister Important"
: - Not J. Important
: Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
: Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

--
When I tried to get MiNT to read h: (my Minix drive), MiNT/MiniXFS
reported drive H: inode table ...when drive H invalidated (or
something like that). I get this message the first time I run fsck but
not the second time. AFAIK this is because I do not log in or log out.

Anyway I do not think Kobold has support for Minix drives (other than
sending data to them as GEMDOS drives).

==========
Adrian Bridgett (apb25@cam.ac.uk)

Windows - the world's first NON-operating system.
==========

4326. ST Monitor Cable Problem

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: sonicsin@aol.com
Message-ID: <3ra2rf$205@newsbf02.news.aol.com>
Source record: 164020

I am building a switch box to hook up my 1040Ste to an NEC Multisync 3D monitor. Rather than buying another 13-pin DIN cable, I just cut off the cable from my SC1224, leaving exposed wires on one end to solder to a 15-pin D connector and hook into my switch box. The only problem is that, using a continuity checker, I can not seem to find a wire corresponding to RGB-Blue on pin 10 of the connector. Does anyone know what may be the problem? The SC1224 is a Goldstar type monitor made for Atari.

- Steve

4327. Re: ATARI STe 1040

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: sebelt01@starbase.spd.louisville.edu
Message-ID: <3ra70d$3ll@hermes.louisville.edu>
Source record: 164021

Ok.. thanks to everyone for all the help.

New question: Is there any reason to buy faster SIMMS? will they speed up anything? or will two 30 pin, 8-bit 120ns be the same?

New question 2: Where can I get the best deal on these SIMMS?

New question 3: Where can I get an old (or new?) Atari HD? I only need 10-20 Meg (Just enough room to set up some PPP software and develop some WWW software [working on a cheap browser ala Slipknot(tm)..]

I'm getting a new system (probably Pentium), but I just can't stand to ditch the STe. At least not until I get it to do http.

Shawn

4328. Maddog Williams

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: david@pumpkin.zynet.co.uk
Message-ID: <3ra7to$rlm@sol.zynet.net>
Source record: 164022

If anyone has a walk thru or has played Maddog Williams could you
please e-mail me
--
david@pumpkin.zynet.co.uk (david jones)

4329. Re: what do I have??

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FFJFDACVUP@zaphot.augusta.de>
Source record: 164023

In <3r5oid$hrr@brutus.bright.net> Chris Dean wrote:

>I found an old atari computer at a friends house and I have no idea what
>it is? It has 65xe on it??? It dont look like much whats it worth and
>does anyone want it?? or is it worth keeping?
>Like how powerfull is it?\

The 65xe is the 'small version' of the 130xe. It has a 6502 CPU running
at 1MHz (IIRC), 64k RAM (65.536 bytes -> 65xe) and all the nice chips
to produce nice graphics and sound (gfx co processor, 4-bit-sampler etc.).

But f you do not get any floppy drive for it, it's not worth to keep it,
as you can not save programs anywhere...

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

4330. Damien M. Jones

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: amsler@nevada.edu
Message-ID: <3ra4dt$l62@news.nevada.edu>
Source record: 164024

Does anyone know if these are Mr. Jones's current addresses?

(I need to send in my registration fee for Sound Lab, and I want to make sure these are still current.)

Damien M. Jones Damien M. Jones
PSC 8 Box 657 Postfach 657
APO AE 09109 6541 Flugplatz Hahn
U.S.A. GERMANY

Thanks!

- John

4331. Re: Our Respects to Hendrik Mylius

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: zap@eskimo.com
Message-ID: <D9x8C7.F5I@eskimo.com>
Source record: 164025

When I was setting up my first PGP and was exchanging keys Hendrik was the first to send me his key. When I had difficulties running the system he would help with command codes and encouraging words. Hendrik was the person that exchanged coded messages with me so I could practice. I knew that he was a scuba diver when he could find the time. I wish I had known him better. I will miss his intelligent writings here in csas and I too feel a loss at his passing. I hope his family knows how much he was respected within his other circles.
--
Randall Dale Spreadborough <zap@eskimo.com>
PGP v2.6.2 Public Key Available by Request

4332. Best FTPsite?

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: freob@ida.liu.se
Message-ID: <3ra6cj$qng_001@ida.liu.se>
Source record: 164026

Hello everybody!
I'm an old ST user, bought the first one in 1987 i think. Still remember these good(?) old days with 512k memory and a singel-sided diskdrive... Now my father has bought one and I hope to be able to supply him with some good PD-stuff from the net. Therefore, I wonder if anybody out there know the address to any good FTParchive. I have tried atari.archive.umich.edu but the connection is so slow. Is there any good sites here in europe? I would be very thankful for some help with this.

Tanks in advance
/Fredrik

4333. Re: Atari S3M player?

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: cs93dlh@sid.dcs.exeter.ac.uk
Message-ID: <D9wsHs.78B@exeter.ac.uk>
Source record: 164027

In article <3r79v2$au8@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

> : Mega Tracker? All of these will import S3M modules, and play them
> But only Graoumf Tracker does it at a decent quality :)

Where can I find Graoumf?

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT * MiNT-OS * MiNT-NET * Minixfs * X11r5 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

4334. Re: FIDO POINT SOFTWARE ???

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <D9xCn9.AHt@cix.compulink.co.uk>
Source record: 164028

In response to kevan@empyr.dircon.co.uk's message:
> Hi, The BBS I use is now offering the option for users to become
> Points off the network. The sysop says I will need some 'Pointing
> Software' for my ST in order to use this facility.
>
> Does anyone know what I should be looking for ? Is there any shareware
> stuff like this out there ?

Yes there is. You'll need a suite of programs such as Semper, IOSMail and
LED.

You can speak to Daron Brewood (at the address Danny mentioned) or Kev
Osborne at (I think) kevin.osborne@fortress.mettav.exnet.com who handles
registrations and support for both Semper and LED.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%* # 90:102/143.0@nest.ftn #

4335. Looking for Schoenberg mu

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: m9174@abc.se
Message-ID: <3ra9nv$74m@oden.abc.se>
Source record: 164029

peters@damp.apana.org.au wrote...

p> I am looking for a programme called Schoenberg. It is a shareware
p> algorithmic
p> music programme. It was released by Melville Marriot Music Systems.

Please put it on umich when you find it! I am also interested in this!

Carl.Lofgren@abc.se

---
* Kivi 1.37 *

4336. Re: ZIP Drive & External CD ROM

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: Jeffrey.Wisniewski@Microserve.com
Message-ID: <95060970692@microserve.com>
Source record: 164030

```
>ICD are at icdinc@geis.genie.com, (or is it just icd@geis.genie.com) :}

The correct address for ICD is icdinc@genie.com

--------------------------------------------------------------------------------
Jeff Wisniewski
Internet Address: Jeffrey.Wisniewski@Microserve.com
--------------------------------------------------------------------------------
```

4337. Re: Damien M. Jones

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: Jeffrey.Wisniewski@Microserve.com
Message-ID: <95060970822@microserve.com>
Source record: 164031

Actually Damien is now residing in the United States. Try him at his E-Mail address dmj@genie.com

- Jeff

Jeff Wisniewski
Internet Address: Jeffrey.Wisniewski@Microserve.com

4338. Re: SCSI HD installation

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FFJABHWSUP@dksoft.ping.dk>
Source record: 164032

In <D9v2oK.7MK@westminster.ac.uk> Alan Richardson wrote:

>In article <3r515o$itk@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz
>says...
>>
>>In article <3r29nf$j93@imp.demon.co.uk>, robert@absence.demon.co.uk
>(robert) writes:
>>>running Sound Tools. We are trying to install a 1Gb connor SCSI hard
>>>drive. We have all the relevant hardware including a SCSI interface
>>>and the program runs BUT, whenever we try and save anything on either
>>>of the two partitions we get a disk full message. Anyone got any
>>>ideas? We have utilities to format and partition the hard drive but
>
>>You don't state the Host Adapter thatyou are using or the Host software,
>>Conner are a problem drive, Atari users would not reccomend them...

Ahmm!.. I'm using Connor drives here.. and they all work very well.
Though it may be a problem on the Falcon.

>
>I use a conner drive and I only had problems with it when my old host
>adapdtor went scablooie. But as soon as I got Link II it worked fine.
>
>Conner are a problem only because the parity is often permanently enabled
>and if the SCSI interface doesn't like that then it won't work. I
>couldn't get link I to work with it at all.

Thats why it can give problems on a Falcon as well as a Link adaptor, (i
think). On my ADSCSI+ adaptor it works with or without the parity enable.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

4339. Re: About LaTeX (was: Re: My newish PM61

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: tomlin@stomlin.spods.dcs.kcl.ac.uk
Message-ID: <802709630_OASIS_@stomlin.spods.dcs.kcl.ac.uk>
Source record: 164033

In article <3qhq0i$88u@newshost.uni-koblenz.de>
oberle@informatik.uni-koblenz.de (Christoph Oberle) said:-

>|> If TeX would have to raster these fonts on the
>|> fly, it would have become _awfully_ slow. One big advantage of this
>|> way of working is that I can TeX perfectly fine on an 8086 system.
>|>
>
>Wow! TeX on an 8086 PC! I guess this isn't meant to be taken seriously.
>Just go ahead and create a 50 page document in LaTeX, compile it, take
>a look at the preview, get the pagebreaks right, recompile it, get the
>pagebreaks right again ...

Never mind a 50 page doc, I couldn't compile a _4_ page doc because poxy
dos is limited to 640K memory. It ran out of memory on the first page!

--

Keith Tomlin
tomlin@zippy.spods.dcs.kcl.ac.uk
////////////////////////////////////\\
/ S.P.O.D.S Site Earth = http://www.spods.dcs.kcl.ac.uk \
/ Installing Linux on a Falcon = http://www.spods.dcs.kcl.ac.uk/~tomlin \
\ Linux/m68k & Falcon030 stuff = /
\ ftp zippy.spods.dcs.kcl.ac.uk:/pub/Authors/tomlin or /pub/linux/linux-68k /
\\\

4340. Re: ZIP Drive & External CD ROM

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.802712933@gen-off-2>
Source record: 164034

hutch@ilmen.lanl.gov (Hutch) writes:

>>>ICD are at icdinc@geis.genie.com, (or is it just icd@geis.genie.com) :}
>Well, icdinc certainly -used- to be their GEnie address.
Yes, but it's genie.geis.com, not the other way around.

IIRC.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

4341. Re: New C-lab Falcons, anyone have details?

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <RW+fV-P.lmcclure@delphi.com>
Source record: 164035

How about these suggestions for a low-end Falcon:

* Memory: Either use standard 32-bit (72-pin) SIMMs, or redesign the machine to accept a "bellyboard" for memory expansion, similar to the A1200. In an ideal world, the machine would have 2 megs onboard, and an expansion board could provide for three one-meg SIMMs, so that the machine could be expanded to 14 megs with no waste.

However, this would mean a redesign of the Falcon memory controller, and thus would violate the low cost principle.

* CPU: Since very few programs actually make use of the MMU of the 68030, if it would help cut costs, drop down to a 68EC020. Since the Falcon already uses a 24-bit address bus, no loss would be incurred here. If the CPU could easily be disabled so that an accelerator could be used, all the better. (Remember folks, this is supposed to be low-end...they gotta trim something).

* SCSI: If it adds significantly to the cost, make it an option that can be added later, but do not eliminate it altogether.

--
==========
Think having you car bird-bombed is bad? Just be glad dragons aren't real.
==========LMCCLURE@delphi.com==========

4342. Re: Anyone use PC emulators?

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: timbe@lsl.co.uk
Message-ID: <1995Jun9.191027.5325@lsl>
Source record: 164036

In article <D9vpCw.LsD@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
> In message <Pine.ULT.3.91.950606200338.20842B-100000@sigge>,
> jens-and@dsv.su.se said:
>
> > > Basically his interpretation of ANSI C (and his lecturer's for that
> > > matter) include a *lot* of Borland specific stuff. <snip
> > > snippelisnip>
> >
> > Hmm
> >
> > An "interpretation" of ANSI C couldn't include Borland specific stuff,
> > nor could it include Lattice or GNU specific stuff. That means *no*
> > graphics, no windows or AES and no segmentation demanding small or
> > huge memory models. (and no fancy C++ comments // :-)
>
>
> Okay - so I phrased this a bit unclearly.
>
> What I meant to say was that although he thinks he is writing standard C,
> his code is littered with Borland specific stuff. When I point these out -
> his normal response is that thats what his lecturer told him to use. He
> seems unable to distinguish between the C language itself - and the Borland
> specific libraries.
>
> Everything else you say I agree with though :-)
>
> Personally I try and write very portable code. Its an investment on my
> time - as I may sundenly find myself programming Macs or Suns etc - and
> I don't want to have to relearn anything more than the development
> environment.

I am not suprised, lectures frequently dont know half as much as we assume they know. I am glad I never went to any of the C courses at uni - I probably know more C than I would have, and am sure I am better programming it. Please point out to such people that they are wrong, ANSI is there for portability, borland is there for PCs only......

Unfortunately these lectures are training the next generation.............

Tim

4343. Re: Germans buying up Obsolete Computer Systems..

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: amsler@nevada.edu
Message-ID: <3rafi9$nog@news.nevada.edu>
Source record: 164037

Naina Jahangir (naina@technet.sg) wrote:
: Harald Schoenfeld (mppi76@cd4680fs.rrze.uni-erlangen.de) wrote:
: : >In <3nl0tn$f4b@golem.wcc.govt.nz> Roger Sheppard.. wrote:
: : >>*** Escom now has Amiga ***
: : >>
: : >>Well after all this stuff with the Germans and the Falcon,Medusa Eagle
: : >>thing they now have the Amiga...
: : >>
: : >>Does this meen that Germans don't know how to make and develope
: : >>Computers..???

: : No, it just means, Germans are less addicted to Microsoft products than
: : Americans...
: : --
: : Harald Schoenfeld (IRC Nick: Equinoxe) | Lifeforms,
: : Harald.Schoenfeld@rzmail.uni-erlangen.de | tiny little Lifeforms

: It also means that the Germans know innovative technology when they see
: one. They don't follow lemming-like after the Gatesmeister either.
==========

Amen to that!!

- John J. Amsler

4344. Re: PC-DITTO HELP!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: tomlin@stomlin.spods.dcs.kcl.ac.uk
Message-ID: <802710006_OASIS_@stomlin.spods.dcs.kcl.ac.uk>
Source record: 164038

> Actually, I dunno the exact details, but MS-DOS ver 3.2 and older is*
> public domain
>
You may be correct - I remember seeing some *very* old versions of DOS
on a ftp site once - sorry, forget where.

--

Keith Tomlin
tomlin@zippy.spods.dcs.kcl.ac.uk
//\\
/ S.P.O.D.S Site Earth = http://www.spods.dcs.kcl.ac.uk \
/ Installing Linux on a Falcon = http://www.spods.dcs.kcl.ac.uk/~tomlin \
\ Linux/m68k & Falcon030 stuff = /
\ ftp zippy.spods.dcs.kcl.ac.uk:/pub/Authors/tomlin or /pub/linux/linux-68k /
\\//

4345. re: new c-lab falcons, anyone have details?

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1735dlittle@nest.demon.co.uk>
Source record: 164039

General! We have intercepted a coded Imperial message from the J Greenhalgh system!

LJG> To upgrade the main board something has to be done about the
LJG> blitter, apparently you can't clock it above 20Khz, and with faster

This is true.

LJG> processors you end up with the situation that the processor
LJG> outperforms the blitter on every fuction rendering it useless, Im

Only where GEM's use of it is concerned. It's still highly capable for bitplane-based work.

LJG> surprised that the Falcon blitter isn't better than it is, should
LJG> be relatively simple chip to design?

The Falcon Blitter is pretty good - it's just completely unused by programmers. It's also badly implemented as part of the OS graphics primitives. This is why it appears slow.

LJG> If C-lab start selling Falcons with graphics cards people are going
LJG> to be paying for 2 graphics subsystems one of which needs a major
LJG> overhaul.

The Blitter is useful for many things other than writing to graphics cards, even if this was the case. You can do all sorts of tricks with auto-defragmenting memory management systems and it's ace for building up bitplane graphics in memory (vector programs etc).

It's a pity everybody ignores it.

Doug.

ÉÍÍÍ

4346. Our Respects to Hendrik Mylius

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2fd8cb98_Christian.Mittendorf@ostkupan.ct.se>
Source record: 164040

Good bye, Hendr!k!

Therefore didn't I got an answer from you...

We will never forget you as a fair, funny and helpful friend!

In Trauer,
christian

+++
C. Mittendorf
Mejerigatan 2-1333
41276 Goeteborg/Sweden

(UUCP Dialup connection)

4347. Re: Our Respects to Hendrik

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: Dirk_Michel@bi.maus.de
Message-ID: <199506091730.a43602@bi.maus.de>
Source record: 164041

Hi everybody!

A>Von: alpldbia@hydra.zrz.TU-Berlin.DE (Di, 06.06.95 09:51)
A>Name: Andre Leistner

A>That's exactly the way I felt when I read about Hendrik's death on
A>Mausnet. I didn't know him personally either but he tried to help
A>everybody whenever he could.

I got to know him personally at the ProTOS fair in Hennef/Germany. He turned
out to be the friendly, goodnatured fellow I had imagined from his numerous :)
postings.

Fairwell, buddy!

4348. Re: Obsession on the Amiga

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3r8usk$f4r@news.iesd.auc.dk>
Source record: 164083

In article <pkxflg7.popemerlin@delphi.com>, popemerlin@delphi.com writes:
> Requiem <cm3hirjd@bs47c.staffs.ac.uk> writes:
>
> The Falcon version will be released at the same time as the A1200 version.
> It will feature exactly the same extra table, this will be in the
> late summer (Septemberish)
>
> The project was put on hold for Substation and the Amiga 500 version of
> Obsession. New tables and a maze pack for these products (STE versions)
> will be coming out sometime shortly.
>
> Just before any more rumurs start, Obsession will also be arriving on the
> Acorn and PC in the New Year, so if you want them to keep programming for
> the STE AND Falcon then I suggest we support them.

Falcon ? Have they released any Falcon-native game yet ?

If so - You can consider me as an immidiate buyer!

Keep Cool and FLying...

ChainXOR...

4349. Re: France Falcon Accelerators?

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D9wBK6.G2q@ridgecrest.ca.us>
Source record: 164084

> Never heard about it but there is several accelerators in the pipeline with a
> very interesting from SoundPool that will speed up your falcon's CPU/FPU/DSP to
> 40MHz *and* have fastram. The price I have heard is about $200 U.S. Very nice
> indeed if it's coorect. It will also include a sceen expander.:))
>
At that price I would have to piss off that SinClap guy and buy
another Falcon! I pulled 16 megs out of my 486 and with only 16 left
it runs like a dog. The Falcon could make better use of it.

> I think (I have seen the advertising in a german mag) GE-Soft have taken over
> the Afterburner and have it ready now. Afterburner will come in 3 differnet
> models. Afterburner 040 Falcon, Afterburner 040 ST and Afterburner 030 Falcon.

Issue 2 of Atari World had some information I missed the first time
through and indeed you are correct (as much as we can be).

Michael Grove
Ridgecrest, Ca.

4350. Re: Dextros and BSS Debug?

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D9wC0F.G6s@ridgecrest.ca.us>
Source record: 164085

> <DROOL!!> ;)

I'll send you my VISA statement and you can wipe your chin. I
personally dry my tears. (grin)

4351. Re: Wizztronic

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D9wCKt.GDz@ridgecrest.ca.us>
Source record: 164086

iagaw@cluster1.urz.uni-halle.de wrote:
>
> Can anybody give me Wizztronics address? Thanks in advance.
> D

Wizztronics
P.O. BOX 122
Port Jeff Station
NY. 11776
(516)473-2507
M

4352. Help needed NOW!

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: Jaroslaw Banachowicz <mms02bj@loqi.elka.pg.gda.pl>
Message-ID: <3r92kc$ine@sunrise.pg.gda.pl>
Source record: 164087

My Internet-account will expire on June, 26th, so please hurry...
I need Koch Media's e-mail address - they sell really cheap Toshiba's CD-ROM drives. I'll be in England in July so maybe I'll buy one, but I need some information (where are Koch Media's stores? Is there one near to Scarborough?).
Thanks.

--
Jaroslaw "Banan" Banachowicz	tel. (+ 48 58) 25 39 48
mms02bj@loqi.elka.pg.gda.pl	(+ 48 58) 22 23 55
st3109jb@smokie.elka.pg.gda.pl	
Hobbies: War Gaming, Atari ST, RPG.

4353. Re: Falconspeed For Sale!

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D9wD3B.GnB@ridgecrest.ca.us>
Source record: 164088

> So, I take it that you were actually running TurboC on the Falcon
> Speed? The reason that I ask is that I could not get Turbo C++3.0
> for Dos to run on my Falconspeed and ended up selling it. I tried
> version 5 and 6 of Falcon Speed, but both made the keyboard repeat
> letters-like this:" rrrrreeepeaattttt" when running TC3.0. Most
> annoying. BTW-I was using Dos 5.0.

> --
> |Fidonet: Doug Byfield 1:153/7091
> |Internet: Doug.Byfield@miramax.ship.net
> |
> | Standard disclaimer: The views of this user are strictly his own.

I too had keyboard problems. I had reset the Falcon ROM and used
the wrong keyboard configuration. I forget now if it worked better
under the UK or the US setting, however, I was not using TurboC.

Mike

4354. Re: MiNT and X troubles

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.802688275@news.cwi.nl>
Source record: 164089

mdekker@fwi.uva.nl (M. Dekker) writes:

>avg@cwi.nl (Annius Groenink) wrote:

>::-) A Turing machine would be more user friendly...

>I knew you would reply to this message, annius ;-)
>you love MiNT don't you?

I would if I were unemployed, that's for sure.

--
Annius V. Groenink | avg@cwi.nl | Private/Edith/ZFC:
CWI, Kruislaan 413 | zfc@zfc.nl | P.O. Box 12079
1098 SJ Amsterdam | Room M233 ext. 4077 | NL 1100 AB Amsterdam
The Netherlands | Phone: +31 20 592 4077 | Phone: +31 20 695 9901

4355. Re: New C-lab Falcons, anyone have details?

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3r94gn$hgk@inca01.inca.co.nz>
Source record: 164090

L J Greenhalgh (ma2ljg@bath.ac.uk) wrote:
[snip]
> Here's my suggestions for an ultra cheap Falcon.

> 2meg minimum.

[snip]

> 32KHz 030.
^^^^^
Do they actually make 68030's that SLOW? (Yes I knew you meant MHz).

I'd have bought a Falcon if it was an '040 machine with at least 16MB of RAM.

Being a graphics machine, where you need a LOT of processing grunt (a 16Mhz 68030 doesn't have enough to satisfy my need to chuck around many megabytes in RAM quickly) and the screen takes up part (or, in the case of current Falcons, all) of your RAM, I do NOT know why they released a memory-deprived 1MB and 4MB models - they should have started at 8MB.

(My TT has 20MB now, and it's just "comfortable" - any less and I'd be screaming for blood).

> 299 UKPS

> avaliable yesterday.

> Les

4356. Mint,Minix,Linux... ?

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: Dave Brook <Dave@mbha.demon.co.uk>
Message-ID: <802690689snz@mbha.demon.co.uk>
Source record: 164091

Is not knowing the same as being a pratt?

I have read several threads about linux, minix partitions, mint etc... and
would especially like to see something resembling xwindows or motif on my TT.
Have I said something daft? Can it be done? How?

I have some UNIX and would like to set up a unix-like system, but is it
possible to run gem applications?

where do I go to for an easy-to-set-up unix-like environment.

All help gratefully received.

--
Dave Brook

4357. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: jacquesa@cs.man.ac.uk
Message-ID: <3r95qr$ook@m1.cs.man.ac.uk>
Source record: 164092

In article <3r7un0$a31@gti.gti.net>, azog@gti.gti.net (azog) writes:
>Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:

>: Doesn't work on my VGA. hence my reason for listing it. Like I said
>: making a demo SVGA compliant is perhaps not so hard, but making it VGA -
>: well, I wish they would, but I'm not sure if they could.
>
>Obsession and Substation both work fine on my VGA - yes, VGA. An IBM
>8515 that does only standard VGA...

Its a tolerance thing... Obsession is probably forcing it beyond the
official standard 'VGA'. Some monitors are able to cope with this, others
aren't... Unless the program sticks to the specified operating frequency,
it cannot be said that it will work on all monitors...

Anthony
--

Anthony Jacques : jacquesa@cs.man.ac.uk
WWW : http://www.cs.man.ac.uk/~jacquesa/
"..and sheep may go back to eating grass and making methane..." - Llamazap
---

4358. Re: Our Respects to Hendrik Mylius

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <AAD86F7Emrn@albemuth.equinox.gen.nz>
Source record: 164093

erichall@io.org (Eric Hall) writes:

>I didn't _know_ Hendrik. Well, not in any sense that makes any sense! I
>mean I've never met him face to face, I've never spoken to him on the
>phone or even exchanged private Email with him. I didn't know his age,
>his race, his marital status, his political leanings, or his interests
>aside from the topic of this newsgroup, all the things that we generally
>use to pigeonhole people so we can say with some confidence "I _knew_
>him".

>BUT.... in some other, indescribable, and very unsettling way, I did
>indeed _know_ him, as he was a very visible member of a _family_ that
>I've spent part of my day with every day for the last 22 months, since I
>got my account on the net.

Yes, I've had the same sort of feelings here. There are plenty of
people here on the net, but it is still fairly rare to find someone
who is willing to share their knowledge and ideas quite so freely and
be so consistantly credible with it. Hendrik appeared to be one of
those few who did know what he was talking about almost always, and
also was willing to share his knowledge and experience in a wide range
of areas. I know I will miss his contributions greatly.

If anyone out there is in contact with his family, please pass on our
best wishes and thoughts to them.

-=-=-=-=-=-=-=-=-=-=- John Collis at home -=-=-=-=-=-=-=-=-=-=-
john@albemuth.equinox.gen.nz or john@southern.co.nz

4359. Re: FIDO POINT SOFTWARE ???

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <AAD8B2FEmrn@albemuth.equinox.gen.nz>
Source record: 164094

kevan@empyr.dircon.co.uk (Kevan Winch) writes:

>Hi, The BBS I use is now offering the option for users to become Points
>off the network. The sysop says I will need some 'Pointing Software' for
>my ST in order to use this facility.

>Does anyone know what I should be looking for ? Is there any shareware
>stuff like this out there ?

There is. You will need one of each of these.

Message Reader/Editor:
LED (was freeware now shareware)

Message Tosser:
IOSMail (Freeware)
Jetmail (Shareware)
ECU/Llegada (Freeware)

Fido Mailer:
BinkleyTerm ST (Freeware)
Semper (Shareware)

To find the latest versions, it is probably best to get them from an
Atari Fido BBS or one connected to NeST. If you can have FTP access
the best site with I have found with Atari Fido directory is
ftp://ftp.uni-paderborn.de/pub/atari/tools/dfue/fido where spme (not
all) of the above is available.

I have run a point system succesfully using LED, Binkley and IOSMail
and have also tried using ECU/Llegada.

I hope this helps start you off.

-=-=-=-=-=-=-=-=-=-=- John Collis at home -=-=-=-=-=-=-=-=-=-=-
john@albemuth.equinox.gen.nz or john@southern.co.nz

4360. Re: So what's new on the ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: mdekker@fwi.uva.nl
Message-ID: <3r98n0$4bi@turing.fwi.uva.nl>
Source record: 164095

michael grove <mgrove@owens.ridgecrest.ca.us> wrote:

:
:>
:> titles of new software please? well? nobody? thought so....
:
:Apex Media, DA's Vector, Kobold, Papyrus, BSS Debug, Lattice C5.6
:DevPac DSP, RainBow II Multimedia and what the hell, MagicC Mac.
:Any one else want to give it a shot? (Oh! excuuuussssme if these
:are almost a year old!)

a year old, I call that hardly new software. point is, that hardly
any new software is appearing. Antway, how much new software is
developed for the *ST*? that was the question. how many of the programs
you mentioned run well on a ST?

--
Martijn Dekker
University of Amsterdam
Math department
E-mail: mdekker@fwi.uva.nl

4361. Re: Faerghail (Puzzles solved?)

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: zap@eskimo.com
Message-ID: <D9wDHK.9so@eskimo.com>
Source record: 164096

Has anyone played this game through? I would very much like to talk to you
about the game and solutions to puzzles. Thanks for taking the time!
--
Randall Dale Spreadborough <zap@eskimo.com>
PGP v2.6.2 Public Key Available by Request

4362. Re: ATARI STe 1040

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3r98r8$jhm@gti.gti.net>
Source record: 164097

Arno Welzel (aw@zaphot.augusta.de) wrote:

: You need 2 SIMMs - 1Meg, 8Bit or 1Meg, 9Bit with 120ns or faster.
: But you have to put in 2 SIMMs of the same flavour! (mixing 8Bit/9Bit
: or 9-chip/3-chip etc is not possible - one bank (2 SIMMs) has to be
: equipped with the same type)

Not true. The ST uses no parity, and simply ignores the 9th bit if
it exists. I've had 4mb in my 520STe: two 8 bit 1mb and two 9 bit
1mb.

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

4363. Re: Anyone use PC emulators?

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <D9vpCw.LsD@cix.compulink.co.uk>
Source record: 164098

In message <Pine.ULT.3.91.950606200338.20842B-100000@sigge>,
jens-and@dsv.su.se said:

> > Basically his interpretation of ANSI C (and his lecturer's for that
> > matter) include a *lot* of Borland specific stuff. <snip
> > snippelisnip>
>
> Hmm
>
> An "interpretation" of ANSI C couldn't include Borland specific stuff,
> nor could it include Lattice or GNU specific stuff. That means *no*
> graphics, no windows or AES and no segmentation demanding small or
> huge memory models. (and no fancy C++ comments // :-)

Okay - so I phrased this a bit unclearly.

What I meant to say was that although he thinks he is writing standard C,
his code is littered with Borland specific stuff. When I point these out -
his normal response is that thats what his lecturer told him to use. He
seems unable to distinguish between the C language itself - and the Borland
specific libraries.

Everything else you say I agree with though :-)

Personally I try and write very portable code. Its an investment on my
time - as I may sundenly find myself programming Macs or Suns etc - and
I don't want to have to relearn anything more than the development
environment.

Roland.

@CiX

4364. Re: ZIP Drive & External CD ROM

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FFIXFFUVUP@dksoft.ping.dk>
Source record: 164099

In <3r32jt$qgm@osustat.mps.ohio-state.edu> David H Butler wrote:

>I have a ZIP drive and Media Vision CD Rom (both SCSI) wihich I use on my
>Macintosh PowerBook, and would like to use them on my ST as well. Apparently my
>ICD hard-drive driver is too old to properly support these devices. I checked
>GEnie and the Umich archives without any luck in an attempt to find the newer
>versions. Can someone please point me in the correct direction?
>

The ICD hard driver shouldn't be to old for the Zip drive, (although it may
be that there is a change between the PRO and the non-PRO version which
regards this matter).
As for your CDROO, you need a CDROM driver such a MetaDos or ExtenDos.
MetaDos you can get for free, ExtenDos is commercial.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

4365. Re: Atari history

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3r8kl6$56a@cxc1.cl.msu.edu>
Source record: 164100

BobR <76702.1466@CompuServe.COM> writes:

>The Tramiel family is still firmly "in control" at Atari.

That's a matter of opinion... A good many people will agree that the
Tramiels are firmly "out of control" at Atari.
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

4366. Looking for Schoenberg music program

Newsgroup: comp.sys.atari.st
Date: 1995-06-09 00:00:00 UTC
From: peters@damp.apana.org.au
Message-ID: <3r8r4e$f4r@frisbee.damp.apana.org.au>
Source record: 164101

Hi there fellow Atarians
I am looking for a programme called Schoenberg. It is a shareware algorithmic music programme. It was released by Melville Marriot Music Systems.

I saw a quick reveiw of it a while ago in an ST magazine. Does anyone have a copy or know of anywhere that does ? I have tried asking archie to no avial.

Thanks for any help you can provide in finding this intersting looking prog.
Peter Sansom
peters@damp.apana.org.au

4367. ATARI in Paris

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: Werner_Laass@traveller.fido.de
Message-ID: <MSGID_242=3A2000=2F20.25=40fido.de_2fd992d4@Fido.DE>
Source record: 163902

Hi,

one of the iportant dealers I know is

LEXICOR France (from LEX. USA)
M. Henri Abdelouab, leader from LEX France, is a real ATARI-Fan !
He and his crew supported this year the old CHILI-Videocard (25
pictures/sec in truecolor) to FALCON. He althougt takes part at
the international ATARI POWERSHOWs in Freiburg / Germany (AKA)

ADRESS: LEXICOR FRANCE / M.Henri Abdelouab
BP 22
F-77750 ST CYR SUR MORIN
Tel 0033 1 60238196 Fax ---- 1 60238588
add greetings from Werner Laass, Freiburg, Germany, if you want!

AKA Freiburg Werner Laass Neumattenstr. 12 / D-79102 Freiburg Germany
werner_laass@traveller.fido.de

4368. Re: Kobold 3.0!

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: Oliver_Michalak@bi.maus.de
Message-ID: <199506101157.a43646@bi.maus.de>
Source record: 163903

Say Hi,

M>like it supports minix
No, still 8+3-convention...

Fact is, that Kobold3 has 'sizeable' file-lists, can handle up to 20 F-Keys
for performing any jobs/scripts, has an 3D-look (if 16 colours or more are
avaliable), now reacts correctly on drag&drop and supports any GDOS-Font
within the file-lists.
[IMHO no dramatical new features compared to V2.5... minix would be fine,
a file-tree like the windows-version too!!!]

solong
Oliver

4369. Re: Will MajicMac run on Power Mac?

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: Volker_Ricke@hh2.maus.de
Message-ID: <199506102253.a19448@hh2.maus.de>
Source record: 163904

CR>The short answer is no.

The short answer is YES! There is an agreement to use a 68030 emulator source code that was developed by Apple Corp. for later MacOS versions.

thomas_tempelmann@m.maus.de just announced in ATARI.NEWS the new demo version of MagiCMac 1.2 that will run on PPC:

Programmname: MagiCMac Demo Deutsch

Version: 1.2

Typ: Betriebssystem

Status: Demo

Kontakt: Thomas Tempelmann @ M

Ben. Hardware: Macintosh mit 68030, 68040 o. *PowerPC*

Download: MAUS M (089 1236567),
MAUS HH2 (089 52682040),
MAUS ASH (06221 303671),
bald auch im Internet per ftp.

Archiv(e): MMDEMO12.SIT 533KB (MacBinary-Format)

Kurzbeschr.:

MagiCMac ermoeglicht es, Atari-Programme auf Macintosh-Rechner zu benutzen. Die Geschwindigkeit liegt dabei in jedem Fall hoeher als beim Atari TT.
Die Demo-Version laeuft 15 Minuten.

(MagiCMac enables Macintosh computer to run Atari programs. In every case speed is faster than on an Atari TT. Demo version runs 15 minutes).

bye, Volker

4370. Re: So what's new on the ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950610164004.18015A-100000@mars>
Source record: 163952

On 9 Jun 1995, M. Dekker wrote:

> michael grove <mgrove@owens.ridgecrest.ca.us> wrote:
>
> :
> :>
> :> titles of new software please? well? nobody? thought so....
> :
> :Apex Media, DA's Vector, Kobold, Papyrus, BSS Debug, Lattice C5.6
----------<snip>----------
>
> a year old, I call that hardly new software. point is, that hardly
> any new software is appearing. Antway, how much new software is

----------<lots of snips>----------

I dont think *new* software is that important if the old one works well
(oh shit it's raining rutten tomatoes here :-) The st can't be used for
anything you could imagine, and there are lots of packages for the kind
of things st's are good at. One could say that the st is a ripe product
(and those tomatoes certainly are *ripe* :-))

// Jens M Andreasen

PS *Falcon* developers have so far only touched the surface of the DSP IMHO

4371. Re: for sale: MegaST/Megafile/PAK accelerator

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: playrpg@delphi.com
Message-ID: <xkw8NdC.playrpg@delphi.com>
Source record: 163953

asking for a friend but -- he is interested in Mega ST 2
compatible accelerator stuff. He can't afford to pay near
original price but if all docs are there he is willing to hack
a little to increase his speed. I think I can say he might go
$50+shipping (a little more or a little less depending on exact
compatibility-acceleration description). Can we exchange a
little more info to see what exactly you are selling? I don't
think he wants more but .... He is interested in Cyber stuff
too tho.

4372. Re: FREE Atari Hardware

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: playrpg@delphi.com
Message-ID: <xE4c9ZP.playrpg@delphi.com>
Source record: 163954

Michael Rollins <wrollins@svi.sccd.ctc.edu> writes:

>I have eleven (11) SC1224 video monitors and six (6) 1040ST
>systems in various states of disrepair. If you want some or
>all of it, and can carry it away, it's all yours.

Still available. Can it be shipped for a reasonable cost (mine)?

4373. Wanted: MEGA ST accelerator-expanders&CYBER S/W

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: playrpg@delphi.com
Message-ID: <xG4f9tM.playrpg@delphi.com>
Source record: 163955

Anyone have working or fixable CPU upgrades/memory
expansions/ROMs for a Mega ST 2? Also Cyber software or other
animation stuff.

4374. Re: Bulletin Boards in US?

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: dpj@delphi.com
Message-ID: <5Ex+ltL.dpj@delphi.com>
Source record: 163956

The BlackWolf <blacwolf@cyberspace.com> writes:

>are there any bulletin boards in the US? If so, please post or email me
>- thanks in advance!!!

There are plenty of BBSs in the U.S. - what type of system(s) are you
seeking, and where?

Dana @ STReport International Online Magazine

4375. Suzy B CD ROM

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: David Troy <toad@charm.net>
Message-ID: <3rcj0f$n2o@canton.charm.net>
Source record: 163957

Suzy B Software DOUBLE CD SET Now Available!

This TWO CD set is the most complete collection of Atari PD and
shareware software ever assembled. For the past 5 years, Suzy B's
Software has been the premier supplier of Atari public-domain and
shareware software, selling it to customers on individual 3.5" disks.
Their experience has paid off. There's no fluff in this collection --
just tested, up-to-date programs and files.

What's on here? Games! Falcon030 software! WAV's, AVR's, and
MOD's! Utilities! MiNT and MiNT files! Spectrum 512 files, financial
software, Atariworks templates, software demos, telecomm software,
childrens' software, databases, picture manipulation tools, label
creation software, Double-Click software, Atari Eight Bit files, printer
drivers, icons, boot utilities, screen savers, MIDI song files, pictures
from NASA, hard disk backup software and MUCH MUCH MORE!
Suzy B & Toad Computers 2 CD Set: $59.00! (Dealer Inquiries Invited!)

TO EVERYONE WHO PREORDERED THE SUZY B SOFTWARE DOUBLE CD SET THROUGH
SUZY B SOFTWARE OR TOAD COMPUTERS: Thanks!

Your orders were all shipped on May 26th and you should be
receiving your discs momentarily!

This has been ONE HOT SELLER -- and understandably so. It's
packed with programs and files in an organized & easy to use fashion. Who
wouldn't want it? And with over 1GB of files on this disk, you're getting
software at the BULK PRICE of just 5 CENTS per MEGABYTE! WOW!

To order this or any other product, please call
Toad Computers at (800) 448-8623!

--
David Troy [toad@charm.net]
Toad Computers, Inc. (800) 448-8623 Orders
America's Atari Source (410) 544-6943 Info
http://www.charm.net/~toad/ (410) 544-1329 FAX
ftp://ftp.charm.net/pub/home/toad/ (410) 544-6999 BBS
Pushing for a GEM Web Browser! (410) 544-0098 FAX-Back

4376. Imagecopy 4.0CD

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: David Troy <toad@charm.net>
Message-ID: <3rcj7e$n2o@canton.charm.net>
Source record: 163958

```
NEW IMAGECOPY VERSION: ImageCopy 4.0CD
--------------------------------------

If you've been planning to buy ImageCopy 3.5CD, DON'T! Now, for a
limited time, get ImageCopy 4.0CD for the same price. ImageCopy 4.0CD is
being released this week and includes the following additional features:

- Page layout option: multiple images can be arranged on a page using
the mouse or by typing coordinates, and pages can be printed and/or
saved for future use. Individual images can have thir own color settings
and can be freely moved and resized (as in a publishing program). This
option can also be used to do color DTP work by overprinting output from
a monochrome publishing program.

- Interactive screen catalog option: this displays thumbnail miniatures
of images which can be clicked on to view, print, or convert the
original images.

- ImageCopy can be used by other programs to print images.

- The ability to load images with incorrect file extensions, and an
option to rename these files with their correct extensions.

- Faster LZW decoding: GIF and LZW TIFF images load three times as fast
as before!!

- Faster random dithering: the default (Floyd-Steinberg) option is
nearly three times as fast as previously.

- Faster color mapping.

- Improved timesharing with other programs. ImageCopy's print routines
detect when the printer buffer is full and allow other programs to use
this time. More time is given to other programs by 'task priority'
option.

- Ability to print PRN files.

- New (read-only) image formats: MTV Raytracer (.RAW or .MTV), TMS
Enhanced Simplex (.ESM)

- Option to save interlaced GIF images (great for those of you setting
up World-Wide-Web sites -- we use this to convert our GIFs to this
format!)

- Option to select and save transparent colors in GIF and IFF formats
(supported by GIF 89A format and looks great in World-Wide-Web documents
too!)
```

- Images can be copied from programs which change screen resolution.

- "Scatter" dithering option.

- Option to change image resolution (dpi).

- The pop-up image menu contains a "print" option which can be used to print the image as it is displayed on the screen.

- There is an "Auto Select" video option for video cards that are not directly supported.

- Choice of thumbnail sizes.

- Pop-Up menus can be displayed using the left or right mouse button.

- Clicking the right mouse button on a window title bar causes it to be moved behind other windows on screen.

- Improved monochrome print density option.

- Text and filenames can be printed when printing IMG files.

- "Fix TOS arrow bug" option for scrolling accessory windows.

- Reset Printer option in 'print layout' dialog.

- "Normal" orientation option.

- Improved "close windows" option.

- 'Disable Warnings' option in 'System Preferences' Dialog

- Option to sound bell after multiple file operations or for feeding paper into the printer.

- 'Cycle' option in pop-up image menu.

- Additional predefined page sizes.

Boy -- that's a lot of stuff! How can you get all the great features found in ImageCopy 4.0CD? Just buy it; or upgrade from ImageCopy 3.5CD! Here's how:

IMAGECOPY 4.0CD NEW VERSION AVAILABLE 06/09/95
If ordered before 06/30/95.....$39.95
If ordered AFTER 06/30/95.....$49.95

IMAGECOPY 4.0CD UPGRADE AVAILABLE 06/23/95
You must own ImageCopy 3.5CD to use.....$15.00

NOTE: ImageCopy 3.5CD & 4.0CD DO NOT REQUIRE A CD ROM DRIVE AND DO NOT COME ON CD. THEY ARE SHIPPED ON STANDARD 3.5" 720K DISKS. Why 'CD' then? ImageCopy 3.5CD & 4.0CD read and write Kodak Photo CD files! Finally -- a great way to use Photo CD with on your Atari and just about any publishing program!

--
David Troy [toad@charm.net]
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ftp://ftp.charm.net/pub/home/toad/ (410) 544-6999 BBS
Pushing for a GEM Web Browser! (410) 544-0098 FAX-Back

4377. WTB: Falcon or TT

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3rclmd$r3n@dockmaster.phantom.com>
Source record: 163959

Looking to purchase a Falcon or TT030 with no less than 2-MB RAM and 40-MB hard drive. Will consider paying up to $300 for the Falcon or $400 for the TT030, provided they are in excellent condition and includes all manuals and cables.

No flames on my pricing, please. I know that new Falcons go for the absurd price of ~$800 and new TT030's go for the even more absurd price of ~$1300, but considering that I can buy a complete 33Mhz 040 Macintosh with 4-MB RAM, 250-MB hard drive, fax/modem, keyboard, mouse, 14" color monitor and about a dozen software packages (plus the comparatively immense amount of third-party support) for $1200, there's no way I can be convinced that the anemic Atari 16-bit machines can have a justifiably high price.

4378. Re: Best FTPsite?

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3rcn52$iv9@sphinx.Gsu.EDU>
Source record: 163960

Fredrik &#65533;berg (freob@ida.liu.se) wrote:
: Hello everybody!
: I'm an old ST user, bought the first one in 1987 i think. Still remember these
: good(?) old days with 512k memory and a singel-sided diskdrive... Now my
: father has bought one and I hope to be able to supply him with some good
: PD-stuff from the net. Therefore, I wonder if anybody out there know the
: address to any good FTParchive. I have tried atari.archive.umich.edu but the
: connection is so slow. Is there any good sites here in europe? I would be very
: thankful for some help with this.

My personal favourites (better than umich, IHMO):

- ftp.cnam.fr (pub/Atari)
- ftp.uni-kl.de (pub/atari)
- micros.hensa.ac.uk (systems/...)

These all are often very fast, especially cnam. There are lots of older
Atari stuff in nic.funet.fi, too. That site is generally quite fast.

: Tanks in advance
: /Fredrik

You're welcome :-) !

Tommi

4379. STE joysticks

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: heere+@pitt.edu
Message-ID: <3rcq16$e31@usenet.srv.cis.pitt.edu>
Source record: 163961

I just picked up an STE and was wondering what type of joysticks are
compatabile with the two ports on the left side of the case?

Thanks in advance for the info!

Matt heere@pitt.edu

4380. Re: WTB: Falcon or TT

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3rcnrt$iv9@sphinx.Gsu.EDU>
Source record: 163962

Steve G. (steveg@phantom.com) wrote:

: No flames on my pricing, please. I know that new Falcons go for the absurd
: price of ~$800 and new TT030's go for the even more absurd price of
: ~$1300, but considering that I can buy a complete 33Mhz 040 Macintosh with
: 4-MB RAM, 250-MB hard drive, fax/modem, keyboard, mouse, 14" color monitor
: and about a dozen software packages (plus the comparatively immense amount
: of third-party support) for $1200, there's no way I can be convinced that
: the anemic Atari 16-bit machines can have a justifiably high price.

It depends on, whether Macintosh is a real alternative to you, or not..
For you is apparently is, for some others it isn't. Then, if you want to
have an Atari (even an "anemic" one..), you're willing to pay more to get
one. I don't think those computers are very comparable at all; being
happy with one doesn't mean you're going to be happy with another.

Well, what I mean: e.g. C-Lab Falcon isn't expensive for people who need
a Falcon instead of a Macintosh.

Greetings,
TH

4381. Re: Best FTPsite?

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: diehl@bonk.io.org
Message-ID: <3rcmfg$4so@ionews.io.org>
Source record: 163963

Fredrik ?berg (freob@ida.liu.se) wrote:
: Hello everybody!
: I'm an old ST user, bought the first one in 1987 i think. Still remember these
: good(?) old days with 512k memory and a singel-sided diskdrive... Now my
: father has bought one and I hope to be able to supply him with some good
: PD-stuff from the net. Therefore, I wonder if anybody out there know the
: address to any good FTParchive. I have tried atari.archive.umich.edu but the
: connection is so slow. Is there any good sites here in europe? I would be very
: thankful for some help with this.

```
UK: micros.hensa.ac.uk (WWW: http://micros.hensa.ac.uk/)
Note: Only available between 8pm and 8am UK time
src.doc.ic.ac.uk (mirror of atari.archive.umich.edu)
Germany: ftp.uni-kl.de
France: ftp.cnam.fr
Finland: ftp.funet.fi

There are also others which escape me at the moment. Hope this helps.

: Tanks in advance
: /Fredrik

--
_____________________________ _______________________________
_____<___ ___// __ // ____/ ___ Tail of _______ Eric March ___
_________/ / / <_/ // <___ ___ The Comet _____ diehl@io.org ___
_________<_/ <_____/<_____/ ___ Productions ___ "ANSI? FANSI!" ___
```

4382. Re: Atari in Paris?

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FFKMBIVK@ttgk.nextjk.stuyts.nl>
Source record: 163964

In <7879-277089601@sterbbs.nl> fvdakker@sterbbs.nl wrote :

Do you happen to know if ACN bought the rest of the
ST/STE/MegaST/MegaSTE/TT and pc boards which Atari Benelux was offering?

Gert

--

-- --
Atari TT-Point
-- --

4383. Re: SM125 Advice Saught

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3rd8ks$7se@golem.wcc.govt.nz>
Source record: 163965

In article <3rc74b$4rm@dux.dundee.ac.uk>, Rod McCall <rmccall> writes:
>I bought an SM125 the other day, it looks more 'modern' than an SM124
>but I think it is still a 12 inch display.

No ! it has a bigger Diplay then the SM124, no need to tweek the internal
controls as with the SM124 that also causes the SM124 to fail as you end
up over driving the line parts..

The small screen size is Ataries fault, it was because of TV's, but please how
does one get the Mono mode to work on a TV...????

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4384. Re: ZIP Drive & External CD ROM

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3rd969$7se@golem.wcc.govt.nz>
Source record: 163966

In article <95060970692@microserve.com>, Jeffrey.Wisniewski@Microserve.com (Jeffrey Wisniewski) writes:
>
>>ICD are at icdinc@geis.genie.com, (or is it just icd@geis.genie.com) :}
>
>The correct address for ICD is icdinc@genie.com

I think you are wasting your time, I have tried e-mailing ICD direct on GEnie and via the net and never got any replies..

If fact it was that John Hutch chap that stired up Tom to come on here, but was not via GEnie, I think it was via Delphi...!!!

Tom ICD did come on here for a few weeks then droped off again, may be they are to bussy to talk to thier customers...??

The Atari Menu on GEnie has not been updated for over a year, and no new files there.....

Looks like you should have brought a Amiga you would get far better support..??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4385. Re: So what's new on the ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D9zEE9.5Kv@ridgecrest.ca.us>
Source record: 163967

mdekker@fwi.uva.nl (M. Dekker) wrote:
>
> michael grove <mgrove@owens.ridgecrest.ca.us> wrote:
>
> :
> :>
> :> titles of new software please? well? nobody? thought so....
> :
> :Apex Media, DA's Vector, Kobold, Papyrus, BSS Debug, Lattice C5.6
> :DevPac DSP, RainBow II Multimedia and what the hell, MagicC Mac.
> :Any one else want to give it a shot? (Oh! excuuuussssme if these
> :are almost a year old!)
>
>
>
>
> a year old, I call that hardly new software. point is, that hardly
> any new software is appearing. Antway, how much new software is
> developed for the *ST*? that was the question. how many of the programs
> you mentioned run well on a ST?
>
> --
> Martijn Dekker
> University of Amsterdam
> Math department
> E-mail: mdekker@fwi.uva.nl

I'll probably draw some heat on this, but I assumed he did not
realize the Falcon was available. Even at the high price of the Falcon
who would buy an STE (except for me) when for a little more you
could enjoy the software I mentioned earlier. MOST Atari users
probably could not afford all of the NEW software available
and there is at least one good package for each need so what is
your bitch. The POINT is, be it a MSTE w/PAC030, a Falcon,
Eagle, Medusa, or a Mac with Magic there is plenty of FANTASTIC
software for TOS that cost much less the other platforms. You
could probably purchase any of the above mentioned hardware
and recoupe your cost in software alone, even it TOS's limited
market.

Mike:)

4386. Anyone Use Pc Emulato

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: Doug.Byfield@miramax.ship.net
Message-ID: <27d_9506102005@miramax.ship.net>
Source record: 163968

"G> Personally I try and write very portable code. Its an
"G> investment on my time - as I may sundenly find myself
"G> programming Macs or Suns etc - and I don't want to have to
"G> relearn anything more than the development environment.

I agree with the idea of portable code in theory-saves time, pulling out your hair, etc. :-) BUT you can end up with code that is so generic that you loose some of the benefits of a specific machine. For instance you may decide not to use Falcon DSP routines because you also want to port the program to the IBM/clone market. Now wouldn't it be a crime if say, APEX did this in the name of portability? Ouch!-Apex would be all but unuseable-or look like Corel Draw, take your pick. I guess in the end we can only make code portable "as much as is reasonably possible."

___ Mountain Reader II - #Demo 001

--
|Fidonet: Doug Byfield 1:153/7091
|Internet: Doug.Byfield@miramax.ship.net
|
| Standard disclaimer: The views of this user are strictly his own.

4387. Pirating Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: Doug.Byfield@miramax.ship.net
Message-ID: <27e_9506102005@miramax.ship.net>
Source record: 163969

H > Thanks goodness you are NOT a low-life, scum sucking pirate,
H > eh? Sheesh! And some people wonder why developers don't write
H > more Atari s/w

Well said, Hutch. I wonder why the concept of intellectual property rights is so hard for some users to grasp?

We have both heard all the excuses from pirates: "The software is too expensive, its not used that often, it's not good enough to buy, etc" ad naseum. No matter what excuse is used, it is still theft, plain and simple.

Intellectual property rights seem to be too abstract a concept for some. These same pirates would probably agree that if you caught a thief in your house stealing your possessions, you would be justified in shooting him. Please tell me what the difference is between intellectual property and physical property? The only one I can see is that intellectual property is too abstract a concept for their tiny brains to grasp.

___ Mountain Reader II - #Demo 001

--
|Fidonet: Doug Byfield 1:153/7091
|Internet: Doug.Byfield@miramax.ship.net
|
| Standard disclaimer: The views of this user are strictly his own.

4388. Falconspeed & Turbo C Pro

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: Doug.Byfield@miramax.ship.net
Message-ID: <27f_9506102005@miramax.ship.net>
Source record: 163970

> The reason that I ask is that I could not get
> Turbo C++3.0 for Dos to run on my Falconspeed and ended up
> selling it. I tried version 5 and 6 of Falcon Speed, but both
> made the keyboard repeat letters-like this:"
> rrrrreeepeaattttt" when running TC3.0. Most annoying. BTW-I
> was using Dos 5.0.

> -- |Fidonet: Doug Byfield 1:153/7091 |Internet:
> Doug.Byfield@miramax.ship.net |

mg> I too had keyboard problems. I had reset the Falcon ROM and
mg> used the wrong keyboard configuration. I forget now if it
mg> worked better under the UK or the US setting, however, I was
mg> not using TurboC.

Well I haven't reset the ROM and have tried using the US and UK
keyboards. I really don't understand your last sentence above-I
thought you had previously said that you were using TURBO C?

___ Mountain Reader II - #Demo 001

--
|Fidonet: Doug Byfield 1:153/7091
|Internet: Doug.Byfield@miramax.ship.net
|
| Standard disclaimer: The views of this user are strictly his own.

4389. Re: Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <802838144.0@mettav.exnet>
Source record: 163971

It was none other than Arno Welzel who did write on 07 Jun 95 that ....
>> MagiC!3 isn't available to the public in England. :-(
AW> Hum? Why not? In Germany MagiC!3 is available since a few months
AW> from Application Systems Heidelberg and i saw some reports about
AW> MagiC!3 in english mags.

AW> Ok - maybe there is no english distributor yet - but MagiC!3 is

There is a distributor but they will not handle it until the Falcon problems
are sorted out ..good on them !!

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

4390. GFA 3.5E TT users

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: fsctc@lerc.nasa.gov
Message-ID: <3rdp3v$dc3@flame.lerc.nasa.gov>
Source record: 163972

I need to talk to a GFA 3.5E TT user. If you are using the version that
works under the TT medium resolution, please email me here. Thanks.

Clarence

--

Clarence T. Chang, Ph.D. NASA Lewis Research Center
phone: 216-433-8561 fax -3000 Cleveland, OH 44135
email: fsctc@flame.lerc.nasa.gov Aerothermochemistry Branch
note change from @avelon.lerc.nasa----Aeronautics Directorate----------

4391. Re: Papyrus and RTF

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: chris@buran.fb10.tu-berlin.de
Message-ID: <3rao2p$ove@brachio.zrz.TU-Berlin.DE>
Source record: 163973

In article <3r1k76$7ee@percy.cs.bham.ac.uk>
C.J.Ridd@cs.bham.ac.uk (Chris Ridd) writes:
>The only things that don't seem to work in Papyrus 3.66 are importing
>tables and graphics in RTF.

Right, that's not yet implemented (tables are be imported as tab-separated
paragraphs). We'll eventually fix that. The problem with graphics
is that there are lots of different formats.

pite@linnea-grind.stacken.kth.se (Tomas Nilsson) writes:
> What I wanted to ask is if someone have transferred RTF files from Papyrus to
>Word or Pagestream on a Macintosh. I tried to do that but Word 5 didn't
>recognize it as a RTF file. Perhaps I should try to import it on WordPerfect
>instead?

Maybe you should get an update of Papyrus. In Papyrus 3.60 we redesigned RTF
export to work around some of the problems MS Word 5 had with import. I heard
that MS Word 6's import is more reliable.

It is much more diffucult to write a good RTF reader than a writer,
so problems are mostly the reading program's fault. If you have RTF documents
that don't import properly in recent Papyrus versions (3.6x), please
send me bug reports.

Christian Nieber +-----------------+
email chris@buran.fb10.tu-berlin.de | Always plan ahea|
R.O.M. logicware, the Home of Papyrus |_____________d|
Raschdorffstr. 99, D-13409 Berlin | |
Tel. ++49/30/492 41 27, FAX 491 93 67 | |

4392. Mega STe DMA chip

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950610002457.27495B-100000@moose.erie.net>
Source record: 163974

I am finally concluding that my son's Mega STe's inability to
recognize external hard disks is due to a hardware problem. Before I
dive into it, can anyone tell me where the DMA chip is located in a Mega STe?

4393. Re: Wanted: ST Multitasking info

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <D9y11D.69B@cix.compulink.co.uk>
Source record: 163975

In message <3r30d0$31q@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU said:
>
>Unless... C-Lab has some plans with 4.1 ? I wouldn't be surprised to
>find a new version of MTOS in future C-Lab Falcons =-) !

I would be extremely surprised.

Ofir ogal@cix.compulink.co.uk

4394. Jaguar Mag (GERMAN!!)

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: Martin_Lethaus@un.maus.ruhr.de
Message-ID: <199506102253.a2893@un.maus.de>
Source record: 163976

Hi there!

You can get the latest jaguar mag (german!!).

Try thiz: http://tangram.informatik.uni-kl.de:8001/~r_gehm/jaguar.html

Greetings
Martin Lethaus (JAGUAR MAG GERMANY)

4395. Re: new Falcon demo kicks

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <90a_9506110154@flight.org>
Source record: 163977

In message #733, ROD MCCALL writes:

> I tried the Humans demo today, is it RGB only?

Is that a demo for the game? Or a graphics demo? If it will work on an ST
I'd like to try it...
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

4396. Re: Wanted

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <90b_9506110154@flight.org>
Source record: 163978

In message #734, KEITH SUNDERLAND writes:

> >I have a user in S.Calif. that wants to do programming on a 1meg ST,
> >so I am looking for GFA BASIC / C / or any of the other programming
> >laganges for use on the ST. Please reply if you have anything. I am
> >on a fixed income, so the price needs to be low.
>
> [snip snip]
>
> no luck getting it then I could send it to you. There is a sort of
> Basic on the free discs that came with the Atari, but I could never
> get the hang of it!

ST Basic is *crap*!! It is good for learning, but is very* buggy, no* good f
r serious programming, you'll outgrow it quickly, GFA Basic is very* good,
I don't know what the latest is, but I extensivly use version 2.0, which
has been made PD. Find it or ask me for it!
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
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---------- -//- ----------

4397. Will MajicMac run on Powe

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <90c_9506110154@flight.org>
Source record: 163979

In message #737, BRIAN J. ROLAND writes:

> Has anyone tried running the MajicMac ST/STe emulator on a Power Mac?
> A catalogue I have describes the emulator as fully functional with all
> 68030 based Macs...but says nothing about Power Macs that use the new
> RISC processor. If it works...please let me know cuz I'd like to pick th
> little gem up for my Power Mac.

MagicMac currently will *not* work on PowerPC based machines, it requires an '030, System 7, and gobs of memory (knowlege of the German language is usefull), Anyone know if it will work on an '040? I have recently gained access to a Mac capable of running MagicMac, where can I grab a copy of MagicMac demo?

---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
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---------- -//- ----------

4398. Re: Germans buying up Obs

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <90d_9506110154@flight.org>
Source record: 163980

In message #752, NAINA JAHANGIR writes:

> : No, it just means, Germans are less addicted to Microsoft products than
> : Americans...
> : --
> : Harald Schoenfeld (IRC Nick: Equinoxe) | Lifeforms,
> : Harald.Schoenfeld@rzmail.uni-erlangen.de | tiny little Lifeform
>
> It also means that the Germans know innovative technology when they see
> one. They don't follow lemming-like after the Gatesmeister either.

Could we stop quoting taglines?
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

4399. Re: new Falcon demo kicks

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <90e_9506110154@flight.org>
Source record: 163981

In message #765, REQUIEM writes:

> Richard John Kelsch (richcsst@crash.cts.com) wrote:
> : I had the same problem. The demo hates SCSI drives. Copy your demo to
> : the IDE and it works fine. The speed isn't an issue as my SCSI does 1.
> : meg a second and my IDE only 680K. I almost deleted the demo thinking
> : was lame, but a little critter in my head said "try the IDE" and loe an
> : behold it worked! If you do not have an IDE drive, then you're screwed
>
> I don't know which version of the demo you are running but it works
> flawlessly from my SCSI drive with NO errors at all and I've run it many
> many times.

Well, we've basicly decided that its not* a problem with SCSI vs. IDE, its
something else...
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

4400. Re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <90f_9506110154@flight.org>
Source record: 163982

In message #768, ROD MCCALL writes:

> Call me a sexist old fart, but I've yet to see a woman impressed by
> a fast CPU. You can say "come and see my big red sports car",
> however "come and see my 68030, with MMU" doesn't seem to carry the
> same sex appeal.

Thats not sexist, your stating known facts... ;)
--- -//- ---
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
--- -//- ---

4401. Re: New C-lab Falcons, an

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <910_9506110154@flight.org>
Source record: 163983

In message #769, ROD MCCALL writes:

> : Here's my suggestions for an ultra cheap Falcon.
>
> : 2meg minimum.
>
> : Redesign the casing, the Atari casing is hideous, and seems to
> : me to be designed to bring on premature RSI.
> : Make the casing black

Give it a nice black mini tower case! Now I'd love* to have one of those
sitting on my desk...

> : Remove cartridge port/TV ariel port to save costs.
> : Remove SCSI-II interface to cut costs, IDE only.

Remove TV, I would still want the cart port (I don't think it would be any
cheaper to remove it anyway), Keep the SCSI-II, loose the IDE!

> : SIMMS instead of the stupid Atari system. Typical Atari,
> : puts SIMMS in the STE, everyone loves them, then reverts
> : to its own system for the Falcon. System should be able
> : to support 2,4,8 and 14 meg configurations.

Huh? This is new to me! The Falcon doesn't* use SIMM's!!! ARRRRGGGHHH!!!

> : 32KHz 030.

Boy would that* be slow!!! ;)
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

4402. Re: Q:How do I upgrade th

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <911_9506110154@flight.org>
Source record: 163984

In message #772, ANTHONY JACQUES writes:

> In article <327_9506040105@flight.org>, CALLUM.LERWICK@flight.org (CALLUM
> LERWICK) writes:
> >Blitter chip standard, improved keyboard (no more of that "mushy"
> >feeling), etc...
>
> I didn't know that about the e... So how come my Falcons keyboard is
> just as bad as my TOS 1.0 fm?

I dunno, I've heard the keyboard was improved from the MegaST on up, and
most likely the newer 520STfm's and 1040ST's, I fooled with a falcon once
and the keyboard was noticably better than the one on my original 520ST...

---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

4403. st-520 a vendre

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <912_9506110154@flight.org>
Source record: 163985

In message #774, THIERRY FOURNIER writes:

> Un message en fran#ais, tiens...
> Je vend un atari 520-STE avec une centaine de jeux pour une bouch#e de pa

Pssst, speak english and maybe we'll answer...
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

4404. Re: Falcon bombs with HD

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <913_9506110154@flight.org>
Source record: 163986

In message #780, D.BHABUTA writes:

> On cm3hirjd@bs47c.staffs.ac.uk, Requiem (cm3hirjd@bs47c.staffs.ac.uk) typ
> away:
> : I've a Falcon with TOS 4.02 and have found a rather nasty little bug.
> : Get a ***PC*** formatted high density disk, slam it in drive A: and try
> : to copy a FOLDER full of files onto it.
>
> : On my system it gives me 2 bombs everytime. Even when using programs
> : like Kobold. Only happens with PC formatted disks, not with disks
> : formatted with the Desktop. Also tried it on a TOS 4.01 and 4.92 and
> : same error, 2 bombs.
>
> : Anyone know of a patch/reason for this?

Could be a drive alignment problem, try formatting a disk on a different
PC...
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

4405. Re: Germans buying up Obs

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <914_9506110154@flight.org>
Source record: 163987

In message #782, NEAL G. GILBERTSON writes:

> The Amiga has the *best* OS and it is the *Only* home computer
> that will do true multitasking. I know. I have one.

<pssst, Linux on a PC or a TT/Falcon/PAK...)
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

4406. Re: Wanted

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <915_9506110154@flight.org>
Source record: 163988

In message #785, ALAN GAUTON writes:

> And if they want to learn GFA Basic, I seem to remember GFA 2.5 is now
> available as shareware. And in the past, the GFA 3 interpreter has been
> given away on cover disks in the UK. Maybe some kind person would send
> you them.

GFA 2.0 is PD and I use it extensivly, I'd be interested in getting 2.5 or
3.0, or any other newer verson that could be legally copied for me...
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

4407. re: sad but true

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <916_9506110154@flight.org>
Source record: 163989

In message #802, KONRAD KOKOSZKIEWICZ writes:

> 1200XL, 600XL, 800XL, 65XE, 130XE, 800XE (sic!), 1400XL, 1450XLD, 65XEP
> (portable!),...

I'd like to hear more about that 65XEP...

BTW: I have an Atari 600XL sitting here without any disk drives, does anyone have any 8-bit floppy drives laying around? Or <shudder> a tape drive?

--- -//- ---
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
--- -//- ---

4408. GFA prog. question

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <917_9506110154@flight.org>
Source record: 163990

In message #839, DANIEL J CHENG writes:

> Whenever the characters are drawn over the background, I use the
> PUT x,y,dude$,[mode] command.
>
> The problem is that I've tried all the modes and I still cannot
> achieve transparency while keeping the source pattern unchanged. The clo
> I was able to come was using mode 7, which gave me transparency, but the
> background under the character showed through.
> In other words, while I didn't have a big black square around my
> fighters, the fighters themselves had weird colors (I suppose from combi
> with the background).
> Can anyone help me?

It helps if your fighter dude$ have the same color pallete as the
background...

---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

4409. Bulletin Boards in US?

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <918_9506110154@flight.org>
Source record: 163991

In message #840, THE BLACKWOLF writes:

> are there any bulletin boards in the US? If so, please post or email me
> - thanks in advance!!!

Thousands of 'em!!!!
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

4410. Re: Our Respects to Hendr

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <919_9506110154@flight.org>
Source record: 163992

In message #842, ERIC HALL writes:

> I didn't _know_ Hendrik. Well, not in any sense that makes any sense! I
> mean I've never met him face to face, I've never spoken to him on the
> phone or even exchanged private Email with him. I didn't know his age,
> his race, his marital status, his political leanings, or his interests
> aside from the topic of this newsgroup, all the things that we generally
> use to pigeonhole people so we can say with some confidence "I _knew_
> him".

<sigh> I feel the same way, coulden't have said is better, which is why I
didn't...
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

4411. ZIP Drive & External CD R

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <91a_9506110154@flight.org>
Source record: 163993

In message #843, DAVID H BUTLER writes:

> I have a ZIP drive and Media Vision CD Rom (both SCSI) wihich I use on my
> Macintosh PowerBook, and would like to use them on my ST as well. Apparen
> ICD hard-drive driver is too old to properly support these devices. I che
> GEnie and the Umich archives without any luck in an attempt to find the n
> versions. Can someone please point me in the correct direction?

Someone has yet to write ZIP drivers for ST's, to use a CD-ROM you need a
special driver, you can try Atari's old MetaDos drivers, which are old,
unsupported, difficult to set up, and probably won't work anyway (but
they're free), you'll have better luck getting ExtenDos, which is
commercial, new, supported, easy to set up, and it works! Email Toad
Computers at toad@charm.net for a catalog contaning info on ExtenDos, and
several Atari CD's.

---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

4412. Gopher Atari!

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <91b_9506110154@flight.org>
Source record: 163994

I recently found out about a place to get free Gopher access, and I am
wondering if anyone has written a Gopher client for Atari STs?
---------------------------- -//- ----------------------------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

4413. Re: New C-lab Falcons, an

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <91c_9506110154@flight.org>
Source record: 163995

In message #905, A.P. BRIDGETT writes:

> : OK - can the TV port but keep the cart. port (essential for Cubase, Log
> : et al.) Ditto w/ SCSI and IDE - IDE drives are only slightly cheaper
> : than SCSI and the ability to put a decent amount of hardware (hard driv
> : removable drives, CD-ROMs, scanners, samplers etc) onto SCSI makes it *
> : more useful.
>
> How about having general expansion ports instead and plug any devices
> into that instead - no cartridges sticking out of the side. Some old
> software would not work, but then again new software would.

We want this to be *cheap*! Use as little redesign as possable.

---------- -//- ----------

Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|

---------- -//- ----------

4414. Re: Atari S3M player?

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <91d_9506110154@flight.org>
Source record: 163996

In message #917, IAN TAYLOR writes:

> Ole Pahl (Ole Pahl @ IZ) wrote on 05.06.95:
>
> >Playing S3M MODs on a MSTE wouldn't be possible because it's too slow.
> I have tried a player called octalyse for the STE. My MSTE can play
> its 8 track octalyse format mods, apparently it will also run on an
> 8MHz STE.
>
> Do 8 track S3M modules need so much CPU power?

I though S3M's were 32 tracks!!

---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

4415. TOS 4.XX upgrades?

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: CALLUM.LERWICK@flight.org
Message-ID: <91e_9506110154@flight.org>
Source record: 163997

In message #929, SZYMON STASIK writes:

> Does anyone know if there are available any (hardware/software) upgrades
> for Falcon TOS? I've got TOS 4.02 and I know, that there are new versions

4.04 was the last from Atari.
---------- -//- ----------
Internet: CALLUM.LERWICK@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------- -//- ----------

4416. Re: So what's new on the ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: john@whalley.demon.co.uk
Message-ID: <802823120_OASIS_@whalley.demon.co.uk>
Source record: 163998

In article <3r98n0$4bi@turing.fwi.uva.nl>
mdekker@fwi.uva.nl (M. Dekker) said:-

>michael grove <mgrove@owens.ridgecrest.ca.us> wrote:
>
>:
>:>
>:> titles of new software please? well? nobody? thought so....
>:
>:Apex Media, DA's Vector, Kobold, Papyrus, BSS Debug, Lattice C5.6
[deletia]
>how many of the programs
>you mentioned run well on a ST?

Can't speak about most of these as I haven't tried them, but Papyrus
runs perfectly well on my STe...

--

John Whalley
john@whalley.demon.co.uk

4417. Wizztronic

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fd9b09e_Tom.Thomason@fpc.ct.se>
Source record: 163999

On 08 Jun 95, iagaw shot this through the ether to All ...

i> Can anybody give me Wizztronics address? Thanks in advance.

Wizztronics
31 Hewes St.
Port Jefferson Station
New York, 117 76

Telephone: (516) 473 2507

ATB,
Tom

(UUCP Dialup connection)

4418. MagiCMac now runs on Power Macs!

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: tt@muc.de
Message-ID: <tt-1006952333190001@tempel.muc.de>
Source record: 164000

> >Has anyone tried running the MajicMac ST/STe emulator on a Power Mac?

> Sorry Brian, but the answer is "no". In a few months there will also be a
> version for the PowerMac.

Months?
Sorry. It's already running. For some days now. And the german version is
already shipping. The english version perhaps next week.

> I've been told it will run on PowerMac in the future but running mostly in
> 68K emulation mode it will be slower than running it on a 68K Mac.

Yes, we use Apple's 68K emulator. At least, even on the slowest PowerMac
(6100/60), QINDEX and GEMBENCH show that the CPU performance is about 10%
above of an Atari TT.

On monday, I'll upload the english demo version 1.2 of MagiCMac to the
Info-Mac archives.

If someone could suggest some Atari related ftp server, that is not too
busy to log in as anonymous, please send me an email so that I can upload
it there, too.

Thomas

4419. The Gold of the Aztecs

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: mlake@dgs.dgsys.com
Message-ID: <3rdf2j$oi0@DGS.dgsys.com>
Source record: 164001

Has anyone ever seen a walkthrough or a cheat for a game called The Gold of the Aztecs? It's a game from about 1990 from US Gold and Kinetica.

--
Marshall Lake
mlake@dgs.dgsys.com

4420. Re: TOS 4.XX upgrades?

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: wilsontjb@cix.compulink.co.uk
Message-ID: <D9yBIL.L9H@cix.compulink.co.uk>
Source record: 164042
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <Pine.BUL.3.90.950608121329.22579B-100000@bull.mimuw.edu.pl>,
stasik@bull.mimuw.edu.pl said:

>Does anyone know if there are available any (hardware/software) upgrades
>for Falcon TOS? I've got TOS 4.02 and I know, that there are new versions.

In the UK TOS 4.04 is available from Compo (email compo@cix.compulink.co.uk),
and also System Solutions (email ssolutions@cix.compulink.co.uk)

Barry wilsontjb@cix.compulink.co.uk

4421. Re: Atari to Serial Mouse Adapter

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: charly@senator.inka.de
Message-ID: <FFKIFDAIUP@senator.inka.de>
Source record: 164043
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3qoiup$8rb$7@mhade.production.compuserve.com> BobR wrote:

>I was wrong to assume it plugs into the mouseport then. How do you handle
>using the mouse for things like terminal programs though, where your serial
>port (at least on an ST with only one serial port) would be connected to
>a modem..?

A real problem, but the only way is to upgrade any ST with STESCC from Harun
Scheuzow from Germany. This little Hardware expands STs with 2 extra serial
hispeed ports. 115kbaud are no problem, it uses the SCC as Falcon and TT.

>No problem there at all..! I wish everyone I knew here in the US spoke...

Thank yoou :)
--

/----------------------/--------------------------------/
/ Karlheinz Sauther / Email: /
/ / /
/ 76726 Germersheim / charly@senator.inka.de /
/ / karlheinz_sauther@lu.maus.de /
/----------------------/--------------------------------/

4422. Pagestream printer driver

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: Dave Brook <Dave@mbha.demon.co.uk>
Message-ID: <802774006snz@mbha.demon.co.uk>
Source record: 164044

Has anyone out there written a printer driver for the HP Colour Laserjet?

Which arm would you like me to cut off for a copy? Alternatively, who would
I have to kill?

All help gratefully received...

--
Dave Brook

4423. Re: Damien M. Jones

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: mparrott@kendaco.telebyte.com
Message-ID: <3rbllq$j8b@news.telebyte.com>
Source record: 164045

The addresses you have are *way* out of date! I'm not even sure I've seen anyone post his current address lately, so I'm not sure what it is, though I do know that when we last spoke, he was on his way to Florida to program PC games (ugh! What folks will do to feed themselves... :)

Damien should have maintained his GEnie account, though, so you might try mailing him at dmj@genie.geis.com and see if you can reach him that way.

Good luck!

- -
Michael Parrott !!! Proudly Using Atari
mparrott@kendaco.telebyte.com (. .) Computers!
(Hyrashio on FurryMuck) ((v)) TT030@48Mhz/4/16/630
o-----/m-m------o
"Old Immortals don't die; they just... DON'T..."
"I'm not a freak... I'm a prototype!"
- -

4424. TRADEprinters for ST stuff

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <hw69V1M.lmcclure@delphi.com>
Source record: 164046

Now that I have a laser printer in the house, my three dot matrix printers are sitting idle, so it is time to trade them for something I will use.

Originally, I was looking to trade one or more of them for an external CD-ROM drive, but as there has been no response, I have decided to expand my list of items I will accept in trade:

Here is what I am offering in trade:

Printer Model	Approx. Cash Value
Panasonic 1091i	$70
Star NX-1000 Rainbow (color)	$75
Citizen GSX-140 (w/ color kit)	$170

Most of you are likely familiar with the Panasonic and Star models mentioned. Both are 9-pin printers. The Citizen is a very nice 24-pin printer, with loads of features including a LCD menu display, loadable macros, reconfigurable push/pull tractor, etc. If I were going to keep any of these printers, it would definitely be this one.

All these printers are in very good condition, and include original manuals and boxes (although the Star's box is missing the styrofoam packing blocks).

ITEMS WANTED IN TRADE:

(1) For the Panasonic 1091i or Star NX-1000R:

* Single speed SCSI CD-ROM drive (for use with Atari ST)
* NVDI 3.0 or higher
* B&W hand scanner for ST (i.e., Migraph or Toad)
* Quantum LPS120S drive mechanism (or LPS105S + <$25)
* External 14.4Kbps data/fax modem
* Set of four 1meg 2-chip or 3-chip SIMMs, 100ns or faster
* Tabby graphics tablet
* Sound digitizer + cash (unless digitizer of equivalent value)

(2) For Citizen GSX-140:

* Double-speed SCSI CD-ROM drive (again, for use with Atari ST)
* External V.34 (28.8Kbps) modem
* Quantum LPS240S + <$30 or larger Quantum drive
* Color multisync for use with ST (i.e., handles 15.75-35.7Khz)
* Iomega ZIP Drive (Hey, I can dream, can't I?)
* Any two of the items listed under (1) + <$25 cash (or one + <$95)

Naturally, I am not averse to cash-only offers, either. <grin>

If you have something not listed that you think I might be interested in, make the offer...the worst I can say is "No thanks".

If you have an item you want to trade but think it is worth more than the printer you want to trade it for (i.e., a Quantum LPS240S for the Panasonic or Star, or a NEC 3Xe for the Citizen), let me know how much extra you would want from me.

--
==========
Think having you car bird-bombed is bad? Just be glad dragons aren't real.
==========LMCCLURE@delphi.com==========

4425. What version is ATARI WORKS up to now ?

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: daveg@werple.mira.net.au
Message-ID: <3rc2dk$5g9@werple03.mira.net.au>
Source record: 164047

Anyone know what version Atari Works up to now ?
I bought mine 2 years ago and it's v1.207 (i think with out looking).

Has any new versions been released. Do Atari reply to emails ?

Regards from

David

4426. Re: Germans buying up Obsolete Computer Systems..

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <D9yIIu.AwM@cix.compulink.co.uk>
Source record: 164048

In message <D9r8xK.Hx1@lazrus.cca.rockwell.com>, nggilber@cca.rockwell.com
said:

> The Amiga has the *best* OS and it is the *Only* home computer that
> will do true multitasking. I know. I have one. I can and do have 4
> or 5 programs up at once plus about 10 or 11 small utility programs
> that always load and are running. All on about 3 megs with a bunch
> to spare. (I have 6 Megs) When I get on line I have running:

Can comment on the *best* bit but the second bit is crap.

The Sinclair QL multi-tasks and supports fully re-enterant code - If I want
5 copies of the editor running at once the system only loads one copy of
the program. And all in 0.75 Mg!!

Steve

4427. Re: SM125 Advice Saught

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: Rod McCall <rmccall>
Message-ID: <3rc74b$4rm@dux.dundee.ac.uk>
Source record: 164049

I bought an SM125 the other day, it looks more 'modern' than an SM124
but I think it is still a 12 inch display.

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)

4428. cm32p

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: nitesurf@nitesurf.ultranet.com
Message-ID: <nitesurf.45.022FE94C@nitesurf.ultranet.com>
Source record: 164050

need editor for Roland cm32p - Atari ST

deperate! please email ASAP!!

4429. Re: ZIP Drive & External CD ROM

Newsgroup: comp.sys.atari.st
Date: 1995-06-10 00:00:00 UTC
From: Jeffrey.Wisniewski@Microserve.com
Message-ID: <95061038565@microserve.com>
Source record: 164051

Now, genie is allowing the use of @genie.geia.com and @genie.com

Shortly it will only be @genie.com

Jeff Wisniewski
Internet Address: Jeffrey.Wisniewski@Microserve.com

4430. Re: Will MajicMac run on Powe

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3redjf$p8o@osiris.wu-wien.ac.at>
Source record: 163905

As of June 9th, MagicMac will run on any 680x0 system with integrated
PMMU *AND ON ALL POWER PC Macs*.
The version for Power PC is slightly more expensive (+DM 50).
The performance on the slowest Power Mac is still twice as fast as the TT.
Expect a dem version of Magic Mac 1.2 for Power PC on usual FTP sites
real soon.

Regards,

Alfred

4431. Re: f/s Falcon Speed

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D9zEzy.5nw@ridgecrest.ca.us>
Source record: 163906

michael grove <mgrove@owens.ridgecrest.ca.us> wrote:
>

> Anyone interested in Falcon Speed for 125.00 U.S.

> Mike :)

The Falcon Speed has been sold.

Thanks, Mike :)

4432. Re: WTB: Falcon or TT

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <D9zG5s.5uw@ridgecrest.ca.us>
Source record: 163907

gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:
>
> Steve G. (steveg@phantom.com) wrote:
>
> : No flames on my pricing, please. I know that new Falcons go for the absurd
> : price of ~$800 and new TT030's go for the even more absurd price of
> : ~$1300, but considering that I can buy a complete 33Mhz 040 Macintosh with
> : 4-MB RAM, 250-MB hard drive, fax/modem, keyboard, mouse, 14" color monitor
> : and about a dozen software packages (plus the comparatively immense amount
> : of third-party support) for $1200, there's no way I can be convinced that
> : the anemic Atari 16-bit machines can have a justifiably high price.
>
> It depends on, whether Macintosh is a real alternative to you, or not..
> For you is apparently is, for some others it isn't. Then, if you want to
> have an Atari (even an "anemic" one..), you're willing to pay more to get
> one. I don't think those computers are very comparable at all; being
> happy with one doesn't mean you're going to be happy with another.
>
> Well, what I mean: e.g. C-Lab Falcon isn't expensive for people who need
> a Falcon instead of a Macintosh.
>
> Greetings,
> TH

Spoken like a gentelman!

Mike:)

4433. ICD & Zip drives a Correction...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3rdm02$9el@golem.wcc.govt.nz>
Source record: 163908

Well blow me down I just had a look on GEnie and this is what I found...

```
------------------------------
Welcome to the ICD RoundTable
------------------------------

*****************************************************************
* *
* New ICD SCSI Pro Utilities released *
* for Atari ST, TT, Falcon *
* *
* See Category 3, Topic 16 for more information *
*****************************************************************

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=

AMIGA PRODUCT ANNOUNCEMENTS (7/2/93)

NEW PRODUCT ANNOUNCEMENTS!
Viper 1230 accelerator for A1200 . . . . . File #58
Viper S2 SCSI-2 controller for Viper 1230. . . . File #57

SOFTWARE UPDATES:
AdRAM (English) v1.5 . . . . . File #62
AdRAM (German) v1.5 . . . . . File #63
AdSpeed (English) v2.3 . . . . . File #64
AdSpeed (German) v2.3 . . . . . File #65
ICDPrepHD (AdSCSI, AdIDE, Trifecta) v4.2 . . . . File #66

NEW PRODUCTS:
Trifecta 500 EC & LX . . . . . See file #48
Trifecta 2000 EC & LX. . . . . See file #49

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ATARI PRODUCT ANNOUNCEMENTS (6/27/94)

SOFTWARE UPDATES:
ADSCSIST.LZH (with ICDBOOT 6.5.5). . . . . File #98
VERSIONS.TXT . . . . . File#100
DOCS.LZH . . . . . File #99
WHATS.NEW. . . . . File #79
ELS.LZH - disable parity on Quantum ELS drives . File #46

NEW PRODUCTS:
ICD SCSI Pro Utilities for Atari . . . . . File #59
The LINK(tm) host adapter. . . . . FIle #40
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-=-=-=

```
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
************************************************************************
```

4434. Re: Pirating Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: mdaymon@rainbow.rmii.com
Message-ID: <3re0lu$po8@natasha.rmii.com>
Source record: 163909

Doug Byfield (Doug.Byfield@miramax.ship.net) wrote:
: Intellectual property rights seem to be too abstract a concept for

There has been evidence to suggest that the mind is not developed enough for abstract thought in many western cultures - the development is slow and tedious.

: some. These same pirates would probably agree that if you caught a
: thief in your house stealing your possessions, you would be
: justified in shooting him. Please tell me what the difference is
: between intellectual property and physical property? The only one I

There ARE differences, but not to the point of justifying theft. For instance, in physical theft you are depriving someone of an item - with intellectual theft, you are possibly depriving someone of profit. However, intellectual theft can go on much grander scale because the theft can continue ad infinitum.

: can see is that intellectual property is too abstract a concept for
: their tiny brains to grasp.

I think that most platforms will die simply because of piracy. It has a much worse effect on smaller markets (Atari ST, Amiga, and to a lesser extent Macintosh) than on large markets where a large profit can be made in the face of piracy. I wish I had my source about me and I would look into the information I saw regarding very poor mental abstraction skills in young people of Western culture.

--
+- Maxwell Daymon -+- mdaymon@rmii.com -+

4435. Long Island NEAR*US AtariMeet!

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: b.poehland@genie.geis.com
Message-ID: <199506110617.AA248691439@relay1.geis.com>
Source record: 163910

June 11, 1995

Fellow Atarians!

Get a pencil and mark your calendars! Grab a phone and call your friends! On June 17th, 1995, NEAR*US will be having an AtariMeet on Long Island!

What's an AtariMeet? Well, it's a get-together with other Atarians from around the NorthEast. It's informal with guest speakers, demos, and Atari goodies to buy, sell & trade. It's where to meet people interested in Atari computers and related products. It's a place to make friends with common interests. It's a place to share information, tips and techniques. Best of all, attendance is FREE!

Our main speaker will be from Wizztronics. Wizztronics continues to support the Atari community with many products like CartMaster, Compatibility Plus, Deka 2 Keyboard interface, and the Falcon Rack. They have brand new products including the Barracuda 040 Accelerator for the Falcon 030 and are continuing work on a several new and exciting projects. This is your chance to find out all the latest, right from the source!

At this time, several other notable Atari developers/vendors have expressed serious interest in attending. They represent both 8-bit and ST areas. Some have not committed as of this date, but Nir Dary of OHAUG has shipped his PAL-upgraded 130XE to Ben Poehland in Pennsylvania. Ben will demonstrate this latest 8-bit upgrade which permits North American 8-bits to run European PAL software without compromising the ability to run NTSC software as well.

There will be tables available for vendors, developers & users wishing to sell and trade Atari related items. Reservations for tables are required, and a small donation for tables is requested to help offset costs. If you are interested in reserving a table, please contact me ASAP!

If you are a vendor or developer of any Atari related products and would like to address the group and/or demo your products, there is time to make your plans right up to the day of the AtariMeet! We want to meet you and will be keeping this AtariMeet as informal as practical to accommodate all interested parties.

During the last 8 months, NEAR*US meetings have drawn Atarians from Connecticut, Massachusetts, New Jersey, New York, and Pennsylvania. Atarians using many different platforms and with varied

backgrounds and skill levels found many common interests, but all with a need for support! Finding support is what NEAR*US is about!

Jonathan C. Mordosky
NEAR*US Interim Chairman

If you need further information, would like to reserve a vender table, or represent a Atari supporting company and would like to address NEAR*US, please feel free to contact me at the following:

on GEnie: J.C.MORDOSKY
on the Internet J.C.MORDOSKY@genie.geis.com
on the IAN & NEAR*US Nets: Jonathan Mordosky
on ACUTE BBS (610) 261-0620: Feedback to SysOp
via US Mail: Jonathan C. Mordosky
P.O. Box 796
Whitehall, PA 18052-0796

What is NEAR*US?

NEAR*US is an association of 8/16/32/64 bit Atari users. It is in a continuing process of reformation. It is non-profit and self-funded. It is not affiliated with Atari Corporation, its subsidiaries or any commercial enterprise. We do not support piracy either directly or implied, or the use of computers for any illegal activity. A short history and more information about past meetings can be found on GEnie and many BBSes.

NEAR*US AtariMeet

Saturday, June 17, 1995 - 12:00 AM to 5:00 PM

Admission is FREE!

Plainview-Old Bethpage Library
999 Old Country Road
Plainview, New York USA

The Plainview-Old Bethpage Library is located in the middle of western Long Island in New York. It is located on a major roadway and is easily accessible from major highways.

Directions from the Long Island Expressway:

Take the Long Island Expressway to Seaford Oyster Bay Expressway (Rt. 135). Take the Expressway south to Exit 10 (Old Country Road). Travel east on Old Country Road about four (4) blocks, the library is on the right. It is a large library with a parking lot in front. Across the street is a large shopping area. The meeting rooms are in the basement.

Directions from the Southern State Parkway:

Take the Southern State Parkway to Exit 28AN (not 28N), the Seaford Oyster Expressway. Take the Expressway north to Exit 10 (Old Country Road). Travel east on Old Country Road about four (4) blocks, the library is on the right. It is a large library with a parking lot in front. Across the street is a large shopping area. The meeting rooms are in the basement.

---------=====>>>>> S E E Y O U T H E R E ! ! <<<<<=====---------

---

4436. Mega STE For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: mparrott@kendaco.telebyte.com
Message-ID: <3rdebs$mgv@news.telebyte.com>
Source record: 163911

I'm posting this for a friend who doesn't have internet access; please reply to the phone number below only!

He's interested in selling the following:

Mega STE w/4 Mb RAM, TOS 2.06, HD Floppy, Keyboard, Mouse,
120 Mb Internal HD
SC-1224 Monitor
Golden Image Hand Scanner
Lots of software

He was looking to get $800 out of this a while back, which he's been informed was a bit unrealistic. So now he's still asking $800, but is willing to entertain offers. :) So don't mind the price *too* much; call him up and offer whatever you think the system's worth.

Please call (360)876-6982 to make offers or get more info on the system.

Thanks!

4437. Re: Pirating Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: nj1@ukc.ac.uk
Message-ID: <11712@falcon.ukc.ac.uk>
Source record: 163912

In article <3re0lu$po8@natasha.rmii.com> mdaymon@rainbow.rmii.com (Maxwell Daymon) writes:
>I think that most platforms will die simply because of piracy. It has a
>much worse effect on smaller markets (Atari ST, Amiga, and to a lesser
>extent Macintosh) than on large markets where a large profit can be made
>in the face of piracy.

I remember reading an interview with a spokeswoman from US Gold. The inevitable question on piracy came up, and I was amazed! She said something along the lines of "Piracy isn't such a widespread problem on the PC. PC owners seem to have a sense of pride in owning the manuals.".

Obviously she hadn't been around a typical Uni for some time - out of all the people I know here who have PC's, I know most of them have very little original software if any at all. I have *NEVER* seen an original copy of Doom, Doom II, Word 6, or any of the other popular titles. It just amazes me how these games companies turn around and say "Oh, we're not publishing for the Atari any more because of piracy", and then turn around and feed stuff to the PC market. Yes, they probably still sell more on the PC even with the piracy, but rubbing Atari users noses in it just seems odd.

Neil.
--
Neil Jones-Rodway With no lovin' in our souls
University Of Kent And no money in our coats
You can't say we're satisfied
-- The Rolling Stones (Angie)

4438. Re: So what's new on the ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: nj1@ukc.ac.uk
Message-ID: <11713@falcon.ukc.ac.uk>
Source record: 163913

In article <802823120_OASIS_@whalley.demon.co.uk> john@whalley.demon.co.uk writes:
>>>Apex Media, DA's Vector, Kobold, Papyrus, BSS Debug, Lattice C5.6

>>how many of the programs
>>you mentioned run well on a ST?

>Can't speak about most of these as I haven't tried them, but Papyrus
>runs perfectly well on my STe...

Well, all of them run fine of the ST, except Apex Media and BSS Debug which are
both Falcon-Only.

There have been quite a few programs released over the last year: Twist 2,
Calamus SL (new version), That's Write 3, and True Image to name just a few...

Neil.
--
Neil Jones-Rodway Keep the boy spinning in their
University Of Kent own litlle world.....
So afraid he'll be what they never were
-- Tori Amos (Flying Dutchman)

4439. Re: Anyone use PC emulato

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: Gareth Jones <gareth.jones@rfdc.ac.uk>
Message-ID: <9506111400102250@rfdc.ac.uk>
Source record: 163914

> > All I really need a PC emulator for is to run Pascal/C compilers
> > for classes... I would be doing this on 1040STfm... Any suggestions
> as
> > to what would be the best one to use? "PC-Ditto" seems to be the
> > cheapest... would this work for me? Thanks in advance!
>
> I've tested Turbo Pascal and Turbo C with PC-Ditto... No prob.
> The typical C compiler setup would probably be almost useless, though...
>

I've used Pascal and 'C' with 'PC-Speed'... Again no probs. The price difference between Ditto (if you can find a copy) and Speed (if you're handy with a soldering iron), isn't all that great either...

Cheers.......... Gareth.

4440. PAL/NTSC on Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: aford@t-ph.demon.co.uk
Message-ID: <802829988_OASIS_@t-ph.demon.co.uk>
Source record: 163915

In article <3qt2rs$pjb@news.rim.or.jp>
tks@st.rim.or.jp (Watanabe Takashi) said:-

>
> Does anybody know if there are any difference on circuit board
>between US and UK Falcons?
>I thought somebody asked similar question recently, but I could
>not find it.
>

I'm guessing, but i would expect the modulator to be different. I've ran my
Falcon on a TV at 60 Hz and it still outputs PAL.

--

****
* Andy Ford * USING OASIS 1.12 *
* aford@t-ph.demon.co.uk * *
****

4441. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3req92$kp4@bs33n.staffs.ac.uk>
Source record: 163916

azog (azog@gti.gti.net) wrote:
: Requiem (cm3hirjd@bs47c.staffs.ac.uk) wrote:
: : Craig. Graham (Craig.Graham@ncl.ac.uk) wrote:
: : : |> an RGB and not a VGA? How about Obsession.. same there too. Don't you

: : : Bad example, Obsession (as with the follow-up Substation) work fine on
: : : VGA monitors (well, SVGA).

: : Doesn't work on my VGA. hence my reason for listing it. Like I said
: : making a demo SVGA compliant is perhaps not so hard, but making it VGA -
: : well, I wish they would, but I'm not sure if they could.

: Obsession and Substation both work fine on my VGA - yes, VGA. An IBM
: 8515 that does only standard VGA...

I have a Samsung VGA CJ 4685(E) and it keeled over dead with Obsession.
Sub Station worked fine though.... hmmmmmm... (and before you say
anything yes I did try just about everything possible to get Obsession
running).

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4442. Dr.T's KCS Omega II users! Info wanted...

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: tkorpi@convex.csc.FI
Message-ID: <3resqi$jnk@pobox.csc.fi>
Source record: 163917

I've been searching for a good and flexible sequencer platform and I
just read about the program described in the subject. The description
I read about it (from Keyboard 12/94) was quite brief, covering mostly
the very basic facts about the program ppq, tracks etc... (which seemed
fine to me.
So, what I'm asking are these:
- I'm planning to use the sequencer both live and studio. Is it suitable
for live use, ie. many songs in memory (I understood from KB that there
are some restrictions, what?), reliability, etc
- I'm especially interested in using mainly pre-programmed sequences,
but 'shaping' the process live. Is it suitable for this kind of thing.
(Drop tracks in and out, change a looped sequence to another...)
- Synchronizing (Midi clock, MTC...)

That's about it. BTW, I'm planning to get the Atari version. If anybody
has time to mail me info about the Atari as well (I haven't used one yet...),
- how's the virus situation, midi interfacing (I remember reading that Atari
ST has a midi port stock...) - thank you!

from Teemu ----> tkorpi@csc.fi
---
from a Sunday Times interview with Marvin the Paranoid Android
Q: Music?
A: Hate it.
Q: Hobbies?
A: Hating music.
Q: What do you like the least?
A: The entire multi-dimensional infinity of all creation.
I don't like that at all.

4443. Re: ICD address (was: Re: ZIP Drive & External CD ROM)

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: sirsmedley@delphi.com
Message-ID: <ZS+-tZX.sirsmedley@delphi.com>
Source record: 163918

-8151 548 Roger Burrows <rzb20@ccc.amdahl.com> writes:

>
>It was _almost_ right :-) Try icdinc@genie.geis.com
>

Well, I just wrote ICD a few days back at icdinc@delphi.com and I got a
reply, so it must be good.

Dan Mazurowski
(Ask me about DEUCE!)

4444. Re: ZIP Drive & External CD ROM

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: jkudron@ic.net
Message-ID: <3rf4ok$mhj@condor.ic.net>
Source record: 163919

In article <3rd969$7se@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz says...
>

>
>The Atari Menu on GEnie has not been updated for over a year, and no new files
>there.....

Roger,

There is a lively discussion on the ICD Rt on GEnie regarding the ZIP drive.

What specifically do you mean that the Atari menu has not been updated in over a year??

There are new files _daily_ (if not hourly) on the STRT.
---
jkudron@ic.net

It could probably be shown by facts and figures that there is no distinctly native American criminal class except Congress.
Mark Twain (1835-1910)

4445. Q:best hard drive driver on falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: af366@ccn.cs.dal.ca
Message-ID: <DA0H2I.1ss@cs.dal.ca>
Source record: 163920

--
i have a 14 meg falcon with cubase audio and am getting dropouts and
clicks that seem to be related to the head not getting to the disc fast
enough.i'musing a fujuitsu drive which is supposd to be capable for the job
and have been in formed maybe i have it partitioned wrong (i'm presently
using AHD1 6.061 WITH one large partition) i'm wondering if someone has
written a faster driver which can handle the demands a hard disc recording
program can require. thanks dick in nova scotia

4446. Re: New C-lab Falcons, an

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: apb25@thor.cam.ac.uk
Message-ID: <3rf455$2l4@lyra.csx.cam.ac.uk>
Source record: 163921

```
CALLUM LERWICK (CALLUM.LERWICK@flight.org) wrote:
: In message #905, A.P. BRIDGETT writes:
```

: We want this to be *cheap*! Use as little redesign as possable.
--
How many PCs are being sold these days that cost £400?? By making a
good upgrade path available, upgrades become more plentiful and
cheaper to make and to buy. Look at PAK 3 - it is expensive partly
because it is such a pain to upgrade a normal ST, a new case being
-very- useful and required for several upgrades.
==========
Adrian Bridgett (apb25@cam.ac.uk)

Windows - the world's first NON-operating system.
==========

4447. Robinson Requiem, get past lion????

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: mss@xs4all.nl
Message-ID: <3rf0of$5gf@news.xs4all.nl>
Source record: 163922

As I mentioned in the title, I was wondering how to defeat/get past the lion. I'm still stuck in the first level/first climate!

Thanx in advance. . .

Martin Molenaar, mss@xs4all.nl

4448. Re: So what's new on the ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: boyd@onramp.net
Message-ID: <3rf8kt$dvt@news.onramp.net>
Source record: 163923

> probably could not afford all of the NEW software available
> and there is at least one good package for each need so what is
> your bitch. The POINT is, be it a MSTE w/PAC030, a Falcon,

That argument's getting OLD... because it's STUPID.
A peice of software is like a paper-back.. It might be the greatest in the world, according to you...
It might be BORING to me. Like saying that we should be happy with living in lookalike houses, driving
lookalike cars, watching the same shows, eating the same food, etc..
Who cares if they DO the same thing (which's usually not the case, but..) or not?

4449. Re: Wizztronic

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: tks@st.rim.or.jp
Message-ID: <3rf9cm$qph@news.rim.or.jp>
Source record: 163924

In article <9506081119.AA40656@cluster1.urz.uni-halle.de>,
<iagaw@cluster1.urz.uni-halle.de> wrote:
>Can anybody give me Wizztronics address? Thanks in advance.
>D

Wizztronics
P.O. Box 122
Port Jeferson, NY 11776
Voice/Fax - (516) 473-2507

I don't have their e-mail address. Anybody?

Takashi

4450. Re: Will MajicMac run on Power Mac?

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <DA11yC.ME9@cix.compulink.co.uk>
Source record: 163925

In message <D9sDtp.MJs@ainet.com>, jonstone@ainet.com said:

> > Sorry Brian, but the answer is "no". In a few months there will also
> > be a version for the PowerMac. (MagicMac uses direct 68040 access,

The latest ST Format has an interview with the programmer of MagicMac who says that there will *not* be a version for the Power PC. Of course, the interview may be a few months old and have been overtaken by events, as he says that he would need some cooperation from Apple for this even to be possible.

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

4451. Re: ZIP Drive & External CD ROM

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3rfifa$hgo@golem.wcc.govt.nz>
Source record: 163926

In article <3rf4ok$mhj@condor.ic.net>, jkudron@ic.net (James J. Kudron) writes:
>In article <3rd969$7se@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz
>says...
>>
>
>>
>>The Atari Menu on GEnie has not been updated for over a year, and no new
>files
>>there.....
>
>What specifically do you mean that the Atari menu has not been updated in
>over a year??

Well read my second post and you will se what I meen...

>There are new files _daily_ (if not hourly) on the STRT.

What one file so far for 1995...!!!

Please read what I posted...???

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4452. Re: New C-lab Falcons, an

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3rfiob$hgo@golem.wcc.govt.nz>
Source record: 163927

In article <3rf455$2l4@lyra.csx.cam.ac.uk>, apb25@thor.cam.ac.uk (A.P. Bridgett) writes:
>CALLUM LERWICK (CALLUM.LERWICK@flight.org) wrote:
>: In message #905, A.P. BRIDGETT writes:

>: We want this to be *cheap*! Use as little redesign as possable.

>How many PCs are being sold these days that cost £400?? By making a
>good upgrade path available, upgrades become more plentiful and
>cheaper to make and to buy. Look at PAK 3 - it is expensive partly
>because it is such a pain to upgrade a normal ST, a new case being
>-very- useful and required for several upgrades.

Don't you know that any thing from Germany costs heaps, there will never
ever be Cheap Atari pruducts from there...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4453. Experienced Atari ST technician sought

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: JMCWILLIAMS@lakers.lssu.edu
Message-ID: <Pine.3.89.9506112206.A309659-0100000@lakers.lssu.edu>
Source record: 163928

My brother sent his recently purchased USED Mega ST to Toad Computers
twice, to get it fixed so that it doesn't continually bomb. The problem
still hasn't been alleveviated. He needs the system to do
serious MIDI work, especially since he just upgraded to Cubase.

The previous owner used to have PC Ditto 2 installed in the system,
and removed it just before selling my brother the system.
I remember that awful card.. it soldered directly to the CPU, and I
suspect that the PC Ditto 2's installation/removal process left something
in a shaky state.

Can anyone recommend a competent ST repair service? I would really
appreciate it, and so would my brother.

Thankfully,

Jeff McWilliams

4454. Re: ZIP Drive & External CD ROM

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: Jeffrey.Wisniewski@Microserve.com
Message-ID: <95061183061@microserve.com>
Source record: 163929

Roger,

I am not wasting my time, actually I was answering someone elses question
about their (ICD's) E-Mail address.

Jeff Wisniewski
Internet Address: Jeffrey.Wisniewski@Microserve.com

4455. Re: ICD & Zip drives a Correction...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: Jeffrey.Wisniewski@Microserve.com
Message-ID: <95061183181@microserve.com>
Source record: 163930

The ZIP drives are usable with the TT/Falcon SCSI port.

On the other Atari's, you need a Host Adapter that supports parity, either the Link II or the adSCSI+ board. A Link I or regular adSCSI board will not work.

There is also a modification that needs to be done.

Jeff Wisniewski
Internet Address: Jeffrey.Wisniewski@Microserve.com

4456. CONTACTING HARD & SOFT DE

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <06111995.224315@empyr.dircon.co.uk>
Source record: 163931

Hi, I am trying to get in touch with 'Hard & Soft' of Germany, who manufacture the TopLink host adaptor.

I need to know what I must do to get their TopLink to work with an IBM 0661-371 SCSI drive. This drive has no onboard termination and cannot provide terminator power, two things that the TopLink requires ! (apparently). Essentially, will it work if I put an active terminator on the SCSI bus ?

I have been given their mail address & phone number, but I can't speak German, and whilst I am sure they speak perfect english, the idea of calling international to ask a possibly complicated question scares the hell out of my phone bill !! :-)

Anyone living nearby want to call them for me ?....or know an e-mail address for them ???

MANY thanks in advance,

Cheers,

Kev.

* ReJoinDer v1.1d *

| Kevan@empyr.dircon.co.uk | FidoNet: 2:442/402 |
| --------------------
| Swansea, Wales, UK. No uuencoded stuff >50k please !|

VQWK 6.20 [Rev H - 04/04/94]

4457. TOPLINK/Gasteiner

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AB12BA.07830026A6.uuout@tippy.com>
Source record: 163932

```
PM> The TOPLINK adaptors are made by GE-Soft, Germany, also making
PM> the Eagle TT clone.

Do you have an address for Ge-Soft. I am very interested in the
Eagle.

... Wipe your nose, your brains are leaking.
___ Mountain Reader II - #00000095
```

4458. Gnuplot for Atari

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AB12BA.07830026A7.uuout@tippy.com>
Source record: 163933

What is this???

... Very Funny Scotty,Now Beam Up My Clothes
___ Mountain Reader II - #00000095

4459. Re: Pirating Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3rfauo$abg@sphinx.Gsu.EDU>
Source record: 163934

Maxwell Daymon (mdaymon@rainbow.rmii.com) wrote:
: Doug Byfield (Doug.Byfield@miramax.ship.net) wrote:

: : can see is that intellectual property is too abstract a concept for
: : their tiny brains to grasp.

: I think that most platforms will die simply because of piracy. It has a
: much worse effect on smaller markets (Atari ST, Amiga, and to a lesser
: extent Macintosh) than on large markets where a large profit can be made
: in the face of piracy. I wish I had my source about me and I would look
: into the information I saw regarding very poor mental abstraction skills
: in young people of Western culture.

This subject is more complex than most people (especially those who see
the world as black/white -> wrong/right..) are willing to admit.

I just recently read a scientific study (if someone's interested, I'll
try to find it again..) that showed some interesting results: piracy in
the U.K. actually _benefitted_ the software industry. And why? This
research reached a conclusion that the benefit of more people _testing_
software, even illegally, is higher than the immediate sales losses.

Pirated software actually worked as demos, and made finally many people
who'd otherwise had never even seen the software, purchase the package
(to get the manuals, updates, support, ...).

What do you think? Was this research rubbish?

Greetings,
TH

4460. Re: Pirating Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-11 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FFLWAJVZUP@dksoft.ping.dk>
Source record: 163935

In <27e_9506102005@miramax.ship.net> Doug Byfield wrote:

>H > Thanks goodness you are NOT a low-life, scum sucking pirate,
>H > eh? Sheesh! And some people wonder why developers don't write
>H > more Atari s/w
>
>Well said, Hutch. I wonder why the concept of intellectual property
>rights is so hard for some users to grasp?

It seems like, (after reading Hutch's words) he didn't pay attention when we had this discussion last time. (sorry Hutch, i couldn't find your original message. Thats the reason why i quote this).

In my opinion it's not the "pirates" who is to blame for the lack of software we have on the Atari platform. I would blame almost anyone else than the pirates.

1. Many of those who you believe are pirates are simply using cracked software on their computer, because that's all they could get. It may sound a bit stupid, but look around and tell me how many dealers are left?

2. As an reflect to the missing dealers, the users got nowhere to test the software before paying for it, which makes it alot simpler to just test a cracked version insted, (if they can't get hold on to a demo version).

Their alternative is to stop using their computer, and what good would that make to the market ?

You got to face that fact, that getting commercial software for the atari platform is getting harder every day. (getting cracked software is very easy though). And why should a decent user struggle with international phone calls which cost a fortune, spending extra cost on a Master/Visa card not to mention euro_cheque and stuff like that, just to be able to pay for the software. Most often a user like that ends up paying doubble the price of the software. And noone has gained anything on the other half of the price.

Of couse there will always be some people saying that they can't afford the software. But thats just a damn lie. IF they can't afford the software i don't see how they can afford the computer itself. Or is that also a cracked computer. You can't do anything to people like that, (and i'm not sure i want to either, because there's still a chance they'll get a few friends on the market with them, and perhaps it's a few better thinking friends).

I could re-mention my own experience with a BBS package i bought long ago, but i have a feeling Hutch still remember that one. So all i need to say to

Hutch is: Think about my experience with my BBS package next time you blame the users for the lack of software on the atari platform.

An easy solution to the above mentioned problems is to do like many authors on the communication side has done. Get support people round the world so the users can registre in their own country. (Simply: Get one person in each country, (which the author feels could have a relative market for his software), to collect alot of registrations, as it'll be easyer and cheaper for all people. This person will soon have a status like a dealer.
But ofcouse, this means the author has to do some work. But isn't that what he is getting paid for ?

I'm sure this would change something, at least it has done for alot of authors on the communication side.

None of the above is meant to be excuses. It's causes! and my solution to get a step futher the ideal world, (which is un-reachable btw.).

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

4461. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <3ric96$cfm@blackice.winternet.com>
Source record: 163752

> mdg@ukc.ac.uk (Martin Griffiths) writes:
> In article <3rhefu$scc@macondo.dmu.ac.uk> Alan Parker <se2ap@dmu.ac.uk> writes:
> :>I've just (almost) finished a slideshow demo which will be going on the usual ftp
> :>sites

> It seems *madness* to write demos for RGB when only about 10% of Falcon owners
> actively use their machine with one of these monitors. I can't believe you
> sit at an RGB monitor coding or even worse a TV... you'll go mad!
>
> Griff

>>>>

I have to agree. I replaced my RGB with a VGA the first day I had my
FALCON. Since then I've upgraded to a Screen Blaster II and a SONY 15SFi,
MultiScan. Any program that is strickly RGB is useles to me. I am NOT going
back to RGB.
Rich Mier

4462. Hard Drive terminations

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <3rifmt$7ms@batph8.bnr.ca>
Source record: 163753

I am starting to have some problems with my Hard Drives. My setup is as
follows:

Atari TT
Quantum LP120S GM120S01X internal Drive
Seagate ST157N connected to the SCSI port. The cable is a 3 foot Atari
to Centronics, connected to a 3 foot system cable (centronics - 50 pin),
making the effective cable length 6 foot.

I have no idea how to check for SCSI chain terminations, so I don't
know if everything is set up right.

Questions:
1. Is the cable lenght too long? The idea was to eventually move the
Seagate into a drive case and have the system cable long enough to
put new connectors on it for another hard drive and a tape drive,
possibly a CD ROM sometime in the future.

2. How do I check for SCSI terminations? I have heard of people
terminationg the internal SCSI chain as well as the external chain.

For you Linux users:
Someone was saying that they were having SCSI timeout errors (danger
Will Robinson, and all that). Since moving to 0.9.7, I have seen this
three times now, which is why I am asking this question. I never saw
SCSI problems before this new kernel (with 9.4, 5, nor 6).

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<

4463. Searching for Software for an 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: ia93lust@info.os.htl-bw.ch
Message-ID: <1995Jun12.164617.28625@htl-bw.ch>
Source record: 163754

Does Software like Excel or other Spreadsheets exist for the 1040. I've got theKSpread but it's quite primitive.

And from where can I get the usefull addresses?

Thank you for respondes

--
--
\\\//
(o o)
------ooO--(_)--Ooo----------
Lusti Mark (ia93lust@info.os.htl-bw.ch) Hoehere Technische Lehranstalt
Computer Science 4. semester Switzerland, Brugg-Windisch

--
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\\\//
(o o)
------ooO--(_)--Ooo----------
Lusti Mark (ia93lust@info.os.htl-bw.ch) Hoehere Technische Lehranstalt
Computer Science 4. semester Switzerland, Brugg-Windisch

4464. Re: Will MajicMac run on Power Mac?

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: tt@muc.de
Message-ID: <tt-1206951914590001@tempel.muc.de>
Source record: 163755

In article <DA11yC.ME9@cix.compulink.co.uk>, dcohen@cix.compulink.co.uk ("Daniel Cohen") wrote:

> The latest ST Format has an interview with the programmer of MagicMac who
> says that there will *not* be a version for the Power PC.

Really? I *am* the programmer of MagicMac and I did an interview but I think that I didn't say that there'll never be a PPC version. I might have said that it'll not be available soon.

Now, it is available. The demo named magicmac-1.2-demo.sit will be available on info-mac mirrors in a few days.

Thomas

4465. Minix Setup! ARRGH!

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: dstuart@gpu3.srv.ualberta.ca
Message-ID: <3rigse$hrq@rover.ucs.ualberta.ca>
Source record: 163756

Okay, I am having quite a bit of difficulty here.

First off, let me explain my situation.

I have a falcon with only an 80meg HD (this has been partitioned into 4 20 megs). Until recently I have not needed to do anything except run GEM apps, and so I have not needed to install any other file system. Having said that, after spending two years in comp. sci and dealing with unix systems all the time, I love 'em, and I want to set something like this up on my atari. Also, I recently got a SLIP account, and mint-net was recommended.

At any rate... I've installed mint. That was the easy part. I didn't need to re-partition any hard-drives, or do anything out of the ordinary.

What I would like to do, ideally, is set up something like a bash shell running mint and minix (or maybe linux?) to allow the extra long-names, and then attempt to get mint-net running, etc. Basically I would like to make the transition over to something much more unix-like.

Anyway, now comes my problem.

Minix.

I can't run minit.ttp from the desktop- so I got ahold of a bash shell. The bash shell didn't come with any of the standard utilites (ie: ls, mv, cp, cat, more), so I had to get those (just where the heck are cat and more, anyhoo?), after finding a few utilites, then I could actually move around in my shell, and execute minit.ttp. Seeing as how I didn't want to wipe my entire hard-drive, I typed "minit.ttp -V -n 2 A:", and that promptly initialized the disk I had set up. I think. Problem is, the disk is still limited to 8.3 filenames. The docs are, umm, well... not that helpful. What am I doing wrong?

Also, I can't seem to get onto any other drives other than the one I started out on (although, this could posisbly be a device probem?)- so if someone could help me with that too, it would also be helpful.

Remember, I've started this from scratch, so if I haven't listed it here, I probably don't have it.

I don't suppose there's something like "the idiot's guide to installing minix" anywhere? I've had a lot of unix experience, but nothing in the setup department.

reply to this account or stuart@falun.cs.ualberta.ca

Dave

4466. Atari System & Accessories for Sale

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: STEPANSKI@saturn.rowan.edu
Message-ID: <3rhtt6$e7j@gboro.rowan.edu>
Source record: 163757

FOR SALE ATARI COMPUTER SYSTEM AND ACCESSORIES
All for $250
Call Karen at 609-953-1987
or contact stepanski@saturn.rowan.edu

System
- Atari 520 ST with extended keyboard
- Color Monitor SC 1224
- 3.5 inch disk drive SF 354 & master 3S
- Mouse
- 2 Joysticks
- Supra Modem 2400
- Cords
- More than 150 disks and 2 cases

Games
- Dungeon Master
- Chaos Strikes Back
- Flight Simulator

Books
- Atari ST book
- Programmer's Guide
- ST Basic Sourcebook
- Atari ST Tricks & Tips
- Atari ST Machine Language

4467. Re: STe system for sale

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: joydivisin@aol.com
Message-ID: <3rij6i$g7@newsbf02.news.aol.com>
Source record: 163758

Hi -

Would you consider selling the Ste separately? Thanks.

4468. Re: Best FTPsite?

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: besch@student.uni-kl.de
Message-ID: <1995Jun12.160939@alma.student.uni-kl.de>
Source record: 163759

> Hello everybody!
> I'm an old ST user, bought the first one in 1987 i think. Still remember these
> good(?) old days with 512k memory and a singel-sided diskdrive... Now my
> father has bought one and I hope to be able to supply him with some good
> PD-stuff from the net. Therefore, I wonder if anybody out there know the
> address to any good FTParchive. I have tried atari.archive.umich.edu but the
> connection is so slow. Is there any good sites here in europe? I would be very
> thankful for some help with this.

> Tanks in advance
> /Fredrik

Another very good ftp site is ftp.uni-kl.de and ftp.cnam.fr. Just try them out

Bye, from GB

4469. Re: Q: .zoo decompressor

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: bjgrier@bnr.ca
Message-ID: <3rhn6j$1la@brtph500.bnr.ca>
Source record: 163760

In article <MARTONY.95Jun12160419@arnor.ele.kth.se>, martony@ele.kth.se (Adam Martony) writes:
|> Hi,
|> I have a problem with a .zoo file. It's too big for a 720kb disk to hold both
|> the .zoo file and the decompressed file, and I can't find a zoo program that
|> can store the decompressed file on an other disk. The closest I've got was
|> with boozgem, that let me choose disk b: for the extracted file(s), but then
|> it tried to extract it all on the "source" disk...
|>

If you have a command shell do this:
1) change directory to where you want the files to end up
for example B:/
2) zoo -e a:/archive.zoo

Otherwise
|> I've got an 1040 STe with the builtin 720kb disk, no harddisk, no extra floppy.
|>
|> BTW, is it possible to decompress files on for example a PC, and use them on
|> my Atari? I tried to de'zoo the file on a PC emulator on a HP workstation,
|> it looked okay, it was the right size, but when I tried to run it on my STe
|> it started loading and then got back to the desktop without anyting else
|> happening.
|>

Things have worked for me on a PC, but since you are running soft-windows
it is anyones guess. (I try and only place file in the root of the floppy
when transferring to/from a PC)

Brian

4470. Re: ZIP Drive & External CD ROM

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: Andy Maccallum <mindbomb_bbs@delphi.com>
Message-ID: <Ru4-1Ti.mindbomb_bbs@delphi.com>
Source record: 163761

Roger Sheppard.. <sheppard_r@ix.wcc.govt.nz> writes:

>I think you are wasting your time, I have tried e-mailing ICD direct on
>GEnie and via the net and never got any replies..

I've had Tom reply within 24hrs not once but twice on the two occasions I've
emailed him... :)

Maybe I was just lucky

Andy

>The Atari Menu on GEnie has not been updated for over a year, and no new files
>there.....
>
>
>Looks like you should have brought a Amiga you would get far better support..??

...uh...nah, I don't like the available amiga bbs software.

4471. Re: Pirating Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: mdaymon@rainbow.rmii.com
Message-ID: <3rg7te$4jf@natasha.rmii.com>
Source record: 163852

N.Jones-Rodway (nj1@ukc.ac.uk) wrote:
: In article <3re0lu$po8@natasha.rmii.com> mdaymon@rainbow.rmii.com (Maxwell Daymon) writes:
: >I think that most platforms will die simply because of piracy. It has a
: >much worse effect on smaller markets (Atari ST, Amiga, and to a lesser
: >extent Macintosh) than on large markets where a large profit can be made
: >in the face of piracy.

: I remember reading an interview with a spokeswoman from US Gold. The inevitable
: question on piracy came up, and I was amazed! She said something along the lines
: of "Piracy isn't such a widespread problem on the PC. PC owners seem to have a
: sense of pride in owning the manuals.".

She's an idiot, to put it lightly. It's simple math. The larger your market, the more pirates you can tolerate with the same return.

First off, you have your active segment and your inactive segement of the market. The Atari ST and the Amiga both (probably) have fairly sizable inactive segments right now:

MARKET - INACTIVE = POTENTIAL

Now take piracy, which is GENERALLY a human condition by percentage and then add to it factors. (Factors for the Amiga and Atari would be that the entry level machines cater to a market without a lot of extra cash, so you will have x1 added to the total percent, but you might also have loyal users comparitively so you subtract x2 and so on):

POTENTIAL * (1 - %piracy) = ACTUAL

Now you have to take the actual figure of the people in the market and subtract the disinterested. There are a lot of MIDI people on the ST who don't really care about it "as a computer" and likewise with the Video Toaster on the Amiga. You must also eliminate the segment not interested in the product. A game player won't care about the spreadsheet user, etc.

ACTUAL - DISINTERESTED = VIABLE

Where this is you viable market and where you expect sales to be.

If you go through and plug in the clone, Atari, and Amiga market numbers you'll find that even at levels of NO piracy and EXTREME market interest, the clone will yield more sales simply because of the sheer size of the market.

That's why piracy hurts more on the "lesser" market-share platforms. It has nothing to do with "owning the manual pride" - sometimes I can't believe how incredibly STUPID companies are.

: companies turn around and say "Oh, we're not publishing for the Atari any more
: because of piracy", and then turn around and feed stuff to the PC market. Yes,
: they probably still sell more on the PC even with the piracy, but rubbing Atari
^^^^^^^^^^^^^^^^^^^^
: users noses in it just seems odd.

Yep. This is the key. You always have to rememeber that they only know
what gets them more $$$'s. Not necessarily WHY.

--
+- Maxwell Daymon -+- mdaymon@rmii.com -+

4472. Falcon compatibility question

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: gustavo@dent.uchicago.edu
Message-ID: <DA1FxI.9Mq@midway.uchicago.edu>
Source record: 163853

Hi there!
Does anybody know if XoR (universal synth
patch-editor/librarian) or KCS (midi sequencer), both written for the
ST, run on the Falcon? Thanks in advance.

Gustavo Comezana

4473. I need a ST repair service recommendation

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <3rg985$1c7@usenet.INS.CWRU.Edu>
Source record: 163854

My brother bought a used Mega-ST, as a replacement to his ageing
1040ST. He relies on it mostly for MIDI stuff, like Master Tracks and
Cubase. The original owner has installed a PC-Ditto 2 IBM PC emulation
board. I remember those... they were nasty. They had to be soldered
directly to the 68000 CPU.
Anyhow, my brother didn't want the PC Ditto 2 so he had the original
owner remove it before sale. Now the Mega ST bombs A-LOT. It's been
to Toad computers TWICE to be fixed, and it still bombs.

Can anyone recommend a good ST repair service? Somebody who knows what
they're DOING, and is thorough?

Many thanks.

Jeff McWilliams
who can also be reached at: jmcwilliams@lakers.lssu.edu

--
Jeff McWilliams -->classic Atari black-hole resident.
cd827@cleveland.freenet.edu

4474. Re: Mega STe DMA chip

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: sidcelery@cix.compulink.co.uk
Message-ID: <DA1F1F.n0s@cix.compulink.co.uk>
Source record: 163855

In response to mcguired@moose.erie.net's message:
> I am finally concluding that my son's Mega STe's inability to recognize
> external hard disks is due to a hardware problem. Before I dive into
> it, can anyone tell me where the DMA chip is located in a Mega STe?

It's directly under the host adaptor. Some are socketed while others (like
mine) are soldered to the motherboard.

Are you sure you haven't got the SCSI ID's the same on both drives?

I can't remember seing the symptoms of your problem, but if you mail me
I can suggest what I can.

--
regards * InterNet: sidcelery@cix.compulink.co.uk *
%%*%*%*%*%* # also: 100:1011/143.0@turbonet.ftn #
% Harry S % * 2:254/108.16@fidonet.org *
%%*%*%*%*%* # 90:102/143.0@nest.ftn #

4475. Re: Germans buying up Obsolete Computer Systems..

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <3rgaao$54p@usenet.INS.CWRU.Edu>
Source record: 163856

>|> Hobbyist programming is dying. Discuss.
>
>Yes, I think it is, and it's a shame. But that said, there is something
>appealing to the few remaining hobbyists about keeping to a small scene.
>If you're only really doing it for fun, not for the money, then no one
>will notice in the PC world, where shareware houses have big K turnovers.
>Your efforts tend to be better recieved on a smaller scene like the Atari,
>and if you write a quite good program, likely you'll get a mailbox full
>of 'good going' letters, and a magazine write-up.
>
>Craig.
>(Who has no reason to leave the atari, it's just about to get interesting).

Okay, I'm gonna go out on a limb here. I normally don't read
c.s.a.st anymore. I've been an Atari 8 bit system user for years,
and only in the past 7 months did I upgrade to a 386 PC that I
built myself after ordering all cheap, generic parts.
The PC purchase came mainly as a result of college pressure: Everything
here is Gateway 2000, cow boxes by the pallette load.
Professors hand out things like PSPICE, Mini-TK solver, etc.,
and then assign homework or labs using those systems, which led to
my purchase of a Intel based system.

I'm still a DOS user... using a command line replacement called 4DOS from
a little company called JP Soft. Moving from SpartaDOS-X on the Atari
to 4DOS was pretty painless.

Lately I've been feeling the urge to upgrade beyond my generic
386 system, with vanilla VGA and 1 meg of RAM to something better.
OS/2 Warp has caught my eye, mostly because it ISN'T Microsoft Windows
or Windows 95. (So has Linux... but you seem to need a PHD to
FULLY understand Unix...) Because of that there seems to be a similar
small-community type spirit on the OS/2 Warp newsgroups. It's funny,
I thought I'd NEVER be in favor of an IBM product, but when the alternative
is the Bill Gates behemoth, anything else will suffice.
Warp is still a resource hog compared to say, TOS on the Falcon,
requiring 8 megs of RAM and 60 megs of hard drive space just to get
the OS loaded... but the same community spirit that kept me with the
Atari 8 bit for so long exists to some extent in the Warp user community.
There are small companies out there, like Athena Design, trying to put
out innovative products, and doing so against the raging torrent that is
Microsoft.

The PC is still a major pain in the rear. If I want to upgrade my
hard drive I have to worry about IDE, Enhance IDE, ATA-2,

a limit built into most BIOS systems that says if your hard drive is bigger than 504 megs then all sorts of tricks have to be employed.... or if I go SCSI, another can of worms, do I get the host adapter that's bus mastering or not... and will that particular card be able to work with the operating system I upgrade to later?

I just installed a modem... and once again had to wrestle with IRQ settings, and COM port addresses, and a modem card that wanted to short out my battery holding my CMOS settings because the CMOS settings battery is right next to a card slot...

[sigh].. the Intel world is still an ugly one. Components are cheaper... $79.00 for a 1 meg DRAM Super VGA card... but things aren't any less ugly over here.

Here's wishing better luck in the Atari world... I've been out of touch with it for a while and so don't know □{how well things continue to be supported.

Jeff McWilliams

--
Jeff McWilliams -->classic Atari black-hole resident.
cd827@cleveland.freenet.edu

4476. Re: What is Mint?

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3rg9uf$l0t@golem.wcc.govt.nz>
Source record: 163857

```
] : Is it PD sw. I have tried to get into the Atari archive Ftp Ohio withou
] : any luck. Always comes unable to access. Any advice on this.
]
] MiNT is PD, but AES 4.0 is not. The latest version of MiNT is 1.12 which
] doe not come with MultiTOS - MultiTOS comes with an older version.
]
] I think nobody can ever get onto aaue - unless they are very lucky.
] Instead, just ftp to src.doc.ic.ac.uk and go to the packages/atari/umich
] directory. This is a mirror of all the Atari files on aaue.

Gopher to "merit.archive.umich.edu" and follow the obvious links which
gives you a quite fast link to atari.archive.umich.edu via it's own
local gopher server.

Most sites have www or gopher servers, makes things much easier, (as
long as their servers recognise .TOS and .LZH as file extenders which
most of them don't, making them nigh on impossible to obtain any way
other than normal FTP... anyone at ftp.uni-paderborn.de reading this? :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells.           Council! - Maintainer of the Generation-X Comics FAQ!
```

4477. Load TOS 1.4 From Disk?

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: dogmeat@netcom.com
Message-ID: <dogmeatDA1H48.GA8@netcom.com>
Source record: 163858

[Article crossposted from comp.sys.atari.st.tech]
[Author was Brett Nair]
[Posted on Mon, 12 Jun 1995 02:41:08 GMT]

To All STheads:

I have a copy of TOS 1.4 .IMG and TOSLOADA.PRG - but I can't get
it to load over the ROM 1.62 I have in my STE. Any suggestions?

--
--
Brett Nair - dogmeat@netcom.com

"Holy the lone juggernaut! Holy the vast lamb of the middle-class!
Holy the crazy shepards of rebellion! Who digs Los Angeles *IS* Los Angeles!"
- Allan Ginsberg, "Introduction To Howl"
--
--
Brett Nair - dogmeat@netcom.com

"Holy the lone juggernaut! Holy the vast lamb of the middle-class!
Holy the crazy shepards of rebellion! Who digs Los Angeles *IS* Los Angeles!"
- Allan Ginsberg, "Introduction To Howl"

4478. info wanted

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: tsco01@cs.auckland.ac.nz
Message-ID: <tsco01-1206951618550001@uglt6.cs.auckland.ac.nz>
Source record: 163859

kia ora/hi!

I'm looking to buy a small atari-st system to use for midi sequencing (wot an original reason to buy an atari!)....i want to know a few things about the st,
for instance what models have midi ports built in? (does the 520?) and can a mono system with just say 1-2meg run a midi sequencer?? Can harddrives be installed in the 520/1040 and what type?

is anyone out there in nz with a suitable system for sale??

thanks...

--

Thomas A Scovell ('Electic' at aHigherLevelProductions)
email: tsco01@cs.auckland.ac.nz
snail: O'Rorke Hall, 16 Mount St, Auckland 1, New Zealand / Aotearoa
voice: +64-9-302-1703 (GMT+12)

4479. Calamus 95 -> anger?

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3rgggs$230@sphinx.Gsu.EDU>
Source record: 163860

People at German MausNet seem to be pretty upset because of what DMC, the maker of Calamus SL is doing right now..

New versions of SL have been announced, both for Atari, and MagiCMac (!). That's the good news. The bad news is that DMC seems to try to turn Atari users into Mac-users by pricing the Atari-version far above the MagiCMac-version =-(... !

Shit. (sorry)

This happens by including some good and expensive utilities, like BRIDGE conversion module, CD-ROM drivers, and some other excellent modules to Mac-version, but not to Atari-version. If you want to use the Atari-version, and still get these excellent add-ons, you have to pay a considerable amount of money to get them separately !

I guess, the MagiCMac -users cheer now - but I don't. This is _not_ fair business, if DMC really tries to get rid of us this way. Now I'd like to hear some comments from American DMC. Are we going to have to pay more in the future, to get Calamus SL for Ataris, Eagles, Medusas, etc..??

TH

4480. Oids, Dungeon Master and FTL questions.

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: alien@stang.netspace.net.au
Message-ID: <3rgne6$3r6@otis.netspace.net.au>
Source record: 163861

Hello,
I was wondering whether it would be possible to still find
the game called Oids for the ST? Either from someone wanting to sell
it or some store might stil have it not sure. I don't own an
ST but I have always wanted to check this game out and would buy
it just to play it. I think it was released by Mirrorsoft (not sure)
but I know it was done by FTL (Faster than Light?), the people
that did Dungeon Master. This game was only released on the St, to my
knowledge, and I want it! :)

Failing this, is there a contact address/number/email for FTL,
if they're still around?

Thanks in advance..

Diego Barros

--
.---.
| Diego Barros | "It takes two to lie. One to lie. |
| e-mail > alien@netspace.net.au | And one to listen." -Homer Simpson|
| home page > http://server.netspace.net.au/~alien |

4481. .gif to .xbm?

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: arch@netspace.net.au
Message-ID: <arch-1206951738240001@dialup-a34.netspace.net.au>
Source record: 163862

Hi.

Can anyone out there please tell me if there is a utility to convert
.gifs, .tiffs, .imgs or .pict to .xbm format?

cheers.

4482. Re: So what's new on the ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DA1v6A.GxH@ridgecrest.ca.us>
Source record: 163863

boyd@onramp.net wrote:
>
> > probably could not afford all of the NEW software available
> > and there is at least one good package for each need so what is
> > your bitch. The POINT is, be it a MSTE w/PAC030, a Falcon,
>
> That argument's getting OLD... because it's STUPID.
> A peice of software is like a paper-back.. It might be the greatest in the world, according to you...
> It might be BORING to me. Like saying that we should be happy with living in lookalike houses, driving
> lookalike cars, watching the same shows, eating the same food, etc..
> Who cares if they DO the same thing (which's usually not the case, but..) or not?
>
>

I tend to disagree. A good peice of software is a tool. If you buy
Snap-On instead of some cheap pot-metal crap, then it will last
you a long while and do the job quite nicely. If you want a larger
(more expensive?) selection go buy a Hundi (sp?) and let Microsoft
Bob drive you around. You also need to hit return a little more
often.

Mike :)

4483. Gemulator 4.0

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: Chris Richardson <richards>
Message-ID: <3ri8rf$sn2@mmddvan.mdd.comm.mot.com>
Source record: 163864
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

In the process of seriously considering the new Gemulator as an addition to my PC, I was wondering if anyone out there has practical experience with the older version (or the new version) and if so, could you Email me with your impressions. I specifically want to run

Timeworks,
Fontkit 4.0
Degas

Thanks in advance.

THIS IS AN 87% MATTER PRODUCT: The Remaining Volume Consists Primarily of Unstable Tachyon Particles And Is Therefore Likely To Be Included In The Next Episode Of Star Trek: The Next Generation.

4484. Re: Atari S3M player?

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199506122139.a24094@iz.maus.de>
Source record: 163865

In <199506062221.a32320@a2w.maus.de>, Ian Taylor @ A2W (Ian Taylor) wrote:

IT>I have tried a player called octalyse for the STE. My MSTE can play
IT>its 8 track octalyse format mods, apparently it will also run on an
IT>8MHz STE.

Yes, it works. I've tried Octalyser on my 1040STE but I wasn't able
to make it work on my TT - probably because of the video system
manipulations used to enlarge the screen size. :-(

IT>Do 8 track S3M modules need so much CPU power?

8 tracks? AFAIK S3M modules consist of 16 8-bit sample channels and 16
AdLib-like sound channels.

cu...Ole

Ole_Pahl@iz.maus.de (no messages >16kB!) AX.25: DK1LP@DB0RDB.#SLH.DEU.EU
Ole_Pahl@chicago.shnet.org

4485. Re: ST game called Crack'ed - was it ported to the IBM?

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: Ian_Taylor@a2w.maus.sub.org
Message-ID: <199506122145.a33710@a2w.maus.de>
Source record: 163866

Keith N. Murchison (cb092@FreeNet.Carleton.CA) wrote on 08.06.95:

>Atari Corp developed and sold a game for the Atari ST called
>"Crack'ed." Lots of copies were sold.
Couldn't have been much else around at the time.

>The game involved shooting birds and other foes before they ate your
>eggs.
That's the one - amazing concept ain't it.

>Does anyone know if this game was ever ported over to run on the IBM?
Nah, never seen it on a mainframe ...

>If so, I'd like to get a copy for my daughter.
Whatever for, don't you like her?

Crack'ed my rating: 2 out of 10.

Ian_Taylor@a2w.maus.de The hidden secret of life is

4486. WANTED: !Signum driver for HP deskjet

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: Werner Graff <wgraff@ppc.lpc.ethz.ch>
Message-ID: <3rh4cc$eac@elna.ethz.ch>
Source record: 163867

Anyone knows where I could get a driver for a HP deskjet to
use out of !Signum ??

Thank a lot

werner

4487. Re: New C-lab Falcons, an

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3rh7nv$7mk@prime.mdata.fi>
Source record: 163868

In article <910_9506110154@flight.org>,
CALLUM LERWICK <CALLUM.LERWICK@flight.org> wrote:
>In message #769, ROD MCCALL writes:
>
>> : SIMMS instead of the stupid Atari system. Typical Atari,
>> : puts SIMMS in the STE, everyone loves them, then reverts
>> : to its own system for the Falcon. System should be able
>> : to support 2,4,8 and 14 meg configurations.
>
>Huh? This is new to me! The Falcon doesn't* use SIMM's!!! ARRRRGGGHHH!!!

Yes, it uses SIMMs, via cheap third party plug-in adapter cards
(and many people use them, too).

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

4488. Re: Q:best hard drive driver on falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3rh9cr$7ni@prime.mdata.fi>
Source record: 163869

In article <DA0H2I.1ss@cs.dal.ca>, dick snook <af366@ccn.cs.dal.ca> wrote:
>
>i have a 14 meg falcon with cubase audio and am getting dropouts and
>clicks that seem to be related to the head not getting to the disc fast
>enough.i'musing a fujuitsu drive which is supposd to be capable for the job
>and have been in formed maybe i have it partitioned wrong (i'm presently
>using AHD1 6.061 WITH one large partition) i'm wondering if someone has
>written a faster driver which can handle the demands a hard disc recording
>program can require. thanks dick in nova scotia

AHDI can't hadle partitions bigger that 256Mb (someone correct me if
I'm wrong). What's the size of your drive?

Get HOW_FAST from Hensa, with it you'll see the real throughtput of
your drive, dropouts and calibrations.

ICD Pro 6.5.5 works fine with CAF. Please note that CAF uses *direct*
SCSI-II commands for playback and recording, only part that uses the
driver (AHDI in your case) is the Offline (at least that's what C.
Steinberg told me some time ago). "HDdriver" -software is also
CAF-friendy.

Clicks are mostly a result of a fragmented data, and if you record to
a fragmented drive, you'll get clicks when the record-file jumps around
seeking free space. Get Diamond Edge for doing the disk maintenance and
defragmenting.

Hard drives do also get slower by age (like cars). If it
was OK as new, it might not be after 3 yeas of usage.

I bought IBM DPES-31080 1080MB SCSI-II drive, and after that I haven't had
any problems whatsoever with CAF. It's an AV-drive that does give a steady
in/out rate without any thermal calibration. The test programs say it's not
a very fast drive (1450Mb/s), so the steadyness of the data flow seems to
be more important than fast transfer rate. When talking about 1Gb drives
and bigger the seek rate is nearly always fast enough (10-12ms in real
life), because the physical distances inside the drive get smaller.

PS. join the mailing list:
Send Email to: majordomo@mcc.ac.uk
Body text: subscribe cubase-users your@address
...and you'll get more info soon.
There's also an ftp site with UPDATES etc. : ftp.mcc.ac.uk (pub/cubase/)

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

4489. Calamus SL 95 (?)

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: johan.nordlander@engelska.umu.se
Message-ID: <johan.nordlander-1206951351190001@nod.eng.umu.se>
Source record: 163870

What are the differences between the Calamus 95 upgrade for the Atari and
that for the MagiCMac? Why are two versions needed anyway? Etc, etc.

--
Johan Nordlander Atari TT/30 & Mac Quadra 800
Department of English Linguistics -- a profession
Umea University not an opinion!
S-901 87 Umea
Sweden
Tel. int. + 46-90-166236
Fax. int. + 46-90-166023
E-mail:johan.nordlander@engelska.umu.se

4490. Re: WANTED: !Signum driver for HP deskjet

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3rh7u4$pg8@golem.wcc.govt.nz>
Source record: 163871

In article <3rh4cc$eac@elna.ethz.ch>, Werner Graff <wgraff@ppc.lpc.ethz.ch> writes:
>Anyone knows where I could get a driver for a HP deskjet to
>use out of !Signum ??

Thier could be for Signum III, but I don't any for I or II, mind you it does
not use a drive as such but bit maped fonts, well the Signum
that I have does....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4491. Re: ATARI STe 1040

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: martony@ele.kth.se
Message-ID: <MARTONY.95Jun12140817@arnor.ele.kth.se>
Source record: 163872

In article <DA1BG3.IG1@cix.compulink.co.uk> rgivan@cix.compulink.co.uk ("Roland Givan") writes:

In message <3ra70d$3ll@hermes.louisville.edu>, sebelt01@starbase.spd.louisville.edu said:

> New question: Is there any reason to buy faster SIMMS? will they
> speed up anything? or will two 30 pin, 8-bit 120ns be the same?

Not really. Faster SIMMs won't make your STE go any faster. My STM is a mix of 120ns and 80ns. It works just fine.

> New question 2: Where can I get the best deal on these SIMMS?

You might be able to find a dealer who does 2nd hand SIMMs. As anything from 70-150ns will do - you should be able to pick up older slower memory for very little. I've just bought (in the UK) 2nd hand 70ns SIMMs for a PC - and saved about 30%.

> New question 3: Where can I get an old (or new?) Atari HD? I only
> need 10-20 Meg (Just enough room to set up some PPP software and

The real cost is the host adaptor. 40Mb-100Mb SCSI drives are pretty cheap. I wouldn't bother with anything less than 30MB personally.

So whats the cost for a new or used adaptor?

And do I need some software to use the harddisk?

Thanks,
/Adam

4492. Roland cm32p editor

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: nitesurf@nitesurf.ultranet.com
Message-ID: <nitesurf.46.08982912@nitesurf.ultranet.com>
Source record: 163873

looking for Roland cm32p editor - anybody ever hear of one or know where to look?

desperate!!!!

4493. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3rhdni$rvf@macondo.dmu.ac.uk>
Source record: 163874

xitqu@ucssun1.sdsu.edu (xiting) wrote:

> A friend of mine said he had to run the AHDI driver (after booting
>with ICD) to get it to work (at least I think that's the demo he had).
>
> Dan

I already use AHDI and it doesn't work, thanks anyway!

Alan.

--
/--\
| From: Alan Parker |
| E-mail: se2ap@dmu.ac.uk |
| WWW: http://www.cms.dmu.ac.uk/~se2ap/ |
| System: Falcon030 4mb/170mb FPU |
\--/

4494. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3rhefu$scc@macondo.dmu.ac.uk>
Source record: 163875

josk@stud.unit.no (Jo Even Skarstein) wrote:
>The difference is basically that VGA has a higher refresh-rate than RGB,
>normally
>71Hz compared to RGB's 50 or 60Hz. This causes problems when the demo is timed
>to the music, as the graphics will run to fast (Or too slow...) on a VGA
>compared
>to a RGB. RGB-monitors are more popular among demo-coders because the lower
>refresh-rate allows you to do more between the syncs.

NOTE: this post regards all the previous posts along this thread, not just the above!

I've just (almost) finished a slideshow demo which will be going on the usual ftp
sites
soon. It works on VGA and RGB monitors and I agree that it isn't difficult to get most
demos to work on VGA, infact this demo looks better on VGA!

But I have to disagree with Griff, for most demos getting a 'nice' VGA version and a
'nice' RGB version is a 100% pain in the butt. So from now on I will NOT be supporting
VGA monitors in any demo I make (sorry Rich, it's just too much hastle!).

Reasons why:

1) Bandwidth, ok 10% less bus bandwidth might not seem like much, but many effects in
demos run just at the limit to run on 1 or 2 frames. Consiquently it is either
akward or impossible to get a VGA version running in the same number of frames.
E.g - I had to make all my 3d shapes smaller for VGA monitors on my first intro,
so not only did the demo not look as impressive I had two lot's of sequence
info for the 3d shapes.

2) Demo timing, for my last intro I had to do two demo timings, one for each monitor,
I suppose I should have used timer A, but I didn't think of that at the time....

3) Incorrect timer B timing in VGA screen modes. That's right, in VGA True Colour mode
the timer B interupts occur about 1/4 accross the screen. I wanted to make an extra
low vertical rez by repeating each line twice (using timer B), but it doesn't work!

4) Worse screen manipulation. In the above example I just set line doubling on for the
RGB mode to halve the vertical rez, of course VGA already has that bit set.

5) It's just too much hassle. Believe me I have made two demos now that support both
monitor types properly and it does my head in.

I have my say, I'm waiting to get burnt!

Alan.

--
/--\

| From: Alan Parker |
| E-mail: se2ap@dmu.ac.uk |
| WWW: http://www.cms.dmu.ac.uk/~se2ap/ |
| System: Falcon030 4mb/170mb FPU |
\---/

4495. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: Alan Parker <se2ap@dmu.ac.uk>
Message-ID: <3rheg3$scc@macondo.dmu.ac.uk>
Source record: 163876

xitqu@ucssun1.sdsu.edu (xiting) wrote:

> A friend of mine said he had to run the AHDI driver (after booting
>with ICD) to get it to work (at least I think that's the demo he had).
>
> Dan

I already use AHDI and it doesn't work, thanks anyway!

Alan.

--
/--\
| From: Alan Parker |
| E-mail: se2ap@dmu.ac.uk |
| WWW: http://www.cms.dmu.ac.uk/~se2ap/ |
| System: Falcon030 4mb/170mb FPU |
\--/

4496. Re: Atari S3M player?

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3rhe3o$ns8@bs33n.staffs.ac.uk>
Source record: 163877

D.L.Hastings (cs93dlh@sid.dcs.exeter.ac.uk) wrote:
: In article <3r79v2$au8@bs33n.staffs.ac.uk> cm3hirjd@bs47c.staffs.ac.uk (Requiem) writes:

: > : Mega Tracker? All of these will import S3M modules, and play them
: > But only Graoumf Tracker does it at a decent quality :)

: Where can I find Graoumf?

Try looking at the index files on the popular Atari FTP sites.
I'd say something like pub/Atari/Falcon/Music would be a good place to
start looking, wouldn't you?

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4497. Re: Pirating Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3rhejp$ns8@bs33n.staffs.ac.uk>
Source record: 163878

Doug Byfield (Doug.Byfield@miramax.ship.net) wrote:
: H > Thanks goodness you are NOT a low-life, scum sucking pirate,
: H > eh? Sheesh! And some people wonder why developers don't write
: H > more Atari s/w

: Well said, Hutch. I wonder why the concept of intellectual property
: rights is so hard for some users to grasp?

: We have both heard all the excuses from pirates: "The software is
: too expensive, its not used that often, it's not good enough to buy,
: etc" ad naseum. No matter what excuse is used, it is still theft,
: plain and simple.

Too expensive/bad quality etc. Well that was a fair enough argument a few years ago but today there is software you have to get a copy of if you want it simply because it is impossible to purchase it from anywhere. No shops sell ST stuff, mail order companies only supply a *few* copies of recent stuff and if they do have old titles they are usually in a very small minority. Some software titles are just impossible to track down these days, I guess people can advertise on the Usenet and in classifieds etc. but when the companies concerned have either left the ST altogether or have gone bankrupt or simply vanished into thin air it does make you wonder how much it really matters if you copy the occassional outdated program. I am talking *old* software here btw, not anything you'd see advertised in ST Format/etc.

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4498. Re: Robinson Requiem, get past lion????

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3rheqn$ns8@bs33n.staffs.ac.uk>
Source record: 163879

mss (mss@xs4all.nl) wrote:
: As I mentioned in the title, I was wondering how to defeat/get past the
: lion. I'm still stuck in the first level/first climate!

You know that knife you stole from the bloke at the start?
Use it.
And yes, it does work.
you can then cut up the tiger/lion thing and make fur gloves/hat.
oh and eat the meat as well.
if you get injured a bit, use the medi-pack to 'mend' yourself.

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4499. Re: New C-lab Falcons, anyone have details?

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3rhemd$dqm@news.iesd.auc.dk>
Source record: 163880

In article <DA1BFy.IDo@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk ("Roland Givan") writes:
> E.8zq@bath.ac.uk> <3r3n4o$bi2@golem.wcc.govt.nz> <RW+fV-P.lmcclure@delphi.com>
>
> X-Newsreader: CixRead/CixComm
>
> In message <RW+fV-P.lmcclure@delphi.com>, lmcclure@delphi.com said:
>
> > * CPU: Since very few programs actually make use of the MMU of the
> > 68030, if it would help cut costs, drop down to a 68EC020.
>
> Well I supose if all you want to do is run some music software and the odd
> bussiness package - this might be okay.
>
> However it cuts off any hope of running decent multitasking operating
> systems - as you can't do virtual memory on an 020. I wouldn't buy an 020
> machine under any circumstances at the moment. I already have a TT, but
> *would* consider a 030 Falcon if it was cheap enough.
>
> All AFAIC and IMHO of course.
>
> :-)

Putting a 68020 into a Falcon is TOTALLY out of the question. The 68020 is slower than an 68030, smaller internal cache etc.etc.

NO NO NO NO and NO! The only way is UP! in CPU class when it comes to the Falcon.

Keep Cool and Flying...

ChainXOR...

4500. Programmer required

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3rhg4o$nu2@bs33n.staffs.ac.uk>
Source record: 163881

I've got a fair few graphics laying around on my hard drive that I've drawn myself, there are about 100 16x16 sprites for a shoot-em-up that I never coded and who knows what else. Anyway are there any programmers out there who'd like to get in touch with me and work on a little game idea I have??? Its nothing major, but with nice graphics and nice gameplay it might qualify for a cover disk release.

Gimme a ring (01785 663383 until June 20th after which its 01275 843241) or write to me at: 10 Oak Drive, Portishead, Bristol, BS20 8QS.
Or email me here!

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4501. Re: Compton CDs on ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: bjgrier@bnr.ca
Message-ID: <3rhido$pf8@brtph500.bnr.ca>
Source record: 163882

In article <8AAF4E0.0783002651.uuout@tippy.com>, edward.baiz@tippy.com (EDWARD BAIZ) writes:

|> BJ> I've read somewhere that there is a program available on Genie
|> BJ> that allows ST and FAlcon users access to Compton M.O.S.T.
|> BJ> format CD ROMS. Is that the same system I frequently see long
|> BJ> infomercials about...with the neat interactive games and
|> BJ> learning programs? If so...is it the same on the ST or are
|> BJ> you only allowed still graphic and text interfaces? Finally,
|> BJ> if someone like myself, who isn't on Genie and doesn't intend
|> BJ> on doing so wanted to check out this program...where could I
|> BJ> find it?
|>
|> Actually the program on GENIE is a demo which has limited functions.
|> The full version allows you to access the graphics and sound of the
|> M.O.S.T. CD's whereas the demo just lets you see the text. The demo
|> should be on most BBS's that have Atari programs and there is a file
|> in the demo package that has an address where you can order the full
|> version. I have the file in our computer club if you cannot find it.
|>
|>
|> ... I'm on a rotation diet. Everytime I turn around, I eat!
|> ___ Mountain Reader II - #00000095

Or your can send me email for the latest copy. Currently I am trying to fix a few things to support video adpaters (i.e. Lexicors Nova board)

Brian

4502. Q: .zoo decompressor

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: martony@ele.kth.se
Message-ID: <MARTONY.95Jun12160419@arnor.ele.kth.se>
Source record: 163883

Hi,
I have a problem with a .zoo file. It's too big for a 720kb disk to hold both the .zoo file and the decompressed file, and I can't find a zoo program that can store the decompressed file on an other disk. The closest I've got was with boozgem, that let me choose disk b: for the extracted file(s), but then it tried to extract it all on the "source" disk...

I've got an 1040 STe with the builtin 720kb disk, no harddisk, no extra floppy.

BTW, is it possible to decompress files on for example a PC, and use them on my Atari? I tried to de'zoo the file on a PC emulator on a HP workstation, it looked okay, it was the right size, but when I tried to run it on my STe it started loading and then got back to the desktop without anyting else happening.

Thanks,
/Adam
martony@ele.kth.se

4503. compulsive posting, part 2

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506121448.AA04634@ilmen.lanl.gov>
Source record: 163884

> From: CALLUM.LERWICK@flight.org (CALLUM LERWICK)

Hey, 22 posts this weekend, Callum.

I think you broke your old record! ;-)

-Hutch- @ Fair Dinkum Tech

P.S.: I'm not arguing Callum's right to post (not even those of the "me too" and "I agree" ilk). I simply find it humorous, that's all.

4504. Re: Will MajicMac run on Power Mac?

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: and@sun1.mim.uni-hannover.de
Message-ID: <1995Jun12.144105.18926@newsserver.rrzn.uni-hannover.de>
Source record: 163885

```
In article Thomason@fpc.ct.se, tom.thomason@fpc.ct.se (Tom Thomason) writes:
>On 05 Jun 95, Brian J. Roland shot this through the ether to All ...
>
> BJR> Has anyone tried running the MajicMac ST/STe emulator on a Power
> BJR> Mac? A catalogue I have describes the emulator as fully functional
> BJR> with all 68030 based Macs...but says nothing about Power Macs that
> BJR> use the new RISC processor. If it works...please let me know cuz
> BJR> I'd like to pick that little gem up for my Power Mac.
>
> MagiCMac does *not* work on Power Macs!

MagiCMac **DOES** work on Power Macs!!

---

------------------------
ANDREAS KROMKE
```

4505. Re: new Falcon demo kicks butt/LAZER

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: e9327376@stud1.tuwien.ac.at
Message-ID: <e9327376.14.003D365C@stud1.tuwien.ac.at>
Source record: 163886

Hi All!

I just want to explain some details about our demo (The Lost Blubb/Lazer)

I am very sorry to hear that many of you had HD-problems, but we have quite limited resources to test our software here in Austria. The only Falcon-owners I know are our crewmembers and it worked fine on all HD-drives we have. I even could test it on a Syquest during the Fried Bits and it worked there too. A further suggestion for running the demo is installing a HD-cache, which should help the demo accessing the HD. Also try defragmenting your HD.

Some comments on doing demos on VGA:

Martin Griffiths (Btw, hi!) wrote that the Lost Blubb could be converted to VGA in a few days (or so). It couldnt. It is possible but it would have been so much work, so we refused to do it. The reason is that the demo runs in a multitasking system (as explained in the readme file), so files are being depacked in the background. Due to the fact that most effects need a high priority to run smoothly, depacking takes quite a long time. So a cut of 10% (or how much it now is) stretches the time the effects need for depacking, wich furthermore means that the high pace in the demo couldnt have been kept in the VGA-version. This means timing the demo twice (it is VBL-timed btw), and we didnt have the energy to do that. I hope you understand this. All of our recent things (and some new ones n/a yet) run on the VGA, so we are not ignoring the it (I have one myself and I prefer it.). The demo is actually an exception, as we try to do it all as flexible as possible.

I still hope that you enjoyed the demo.
If you have any comments or questions, just email me.

See you Lazer,

Harald Riegler (Energizer/Lazer)

PS: The demo was programmed on a 60MB IDE with AHDI (Photons Falcon) and on a Quantum 360 SCSI and 60MB IDE (mine) with Hushi, all 4MB ram.

4506. An old amiga demo

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: IAN ANDREW GARRISON <garrison@coventry.ac.uk>
Message-ID: <Pine.ULT.3.91.950612163453.6103A-100000@rowan>
Source record: 163887

Does anyone know if there was an STE copy of State of the Art 2 produced
from the amiga version?

And if so, where can i get it?

ta!

```
**************************************************************************
* *
* Look kiddies, *
* *
* Here comes BOD.... *
* _ *
* (_) *
* / \ *
* /___\ *
* | | *
* *
**************************************************************************
```

4507. Help! I need Dr. T's X-OR profiles

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: kxs156@email.psu.edu
Message-ID: <3rhrml$f59@hearst.cac.psu.edu>
Source record: 163888

I just bought a used copy of this great program, but it's a pretty old
version, (1.3b) and it doesn't have any drivers for some of my synths.
If anyone has drivers for Ensoniq's SQR (or SQ1/2) and Yamaha's TG-33
(SY22 might also work) then I'd really appreciate copies of these.
I have UU and MIME decoders.

Kaspar Stromme 40mhz68030/'882;9MB;340MB
kxs156@email.psu.edu DCTV true-color system

PC-MAC = PoliticalCorrect-MindAbsentComputing

4508. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: mdg@ukc.ac.uk
Message-ID: <891@stork.ukc.ac.uk>
Source record: 163889

In article <3rhefu$scc@macondo.dmu.ac.uk> Alan Parker <se2ap@dmu.ac.uk> writes:
:>I've just (almost) finished a slideshow demo which will be going on the usual ftp
:>sites
:>soon. It works on VGA and RGB monitors and I agree that it isn't difficult to get most
:>demos to work on VGA, infact this demo looks better on VGA!
:>
:>But I have to disagree with Griff, for most demos getting a 'nice' VGA version and a
:>'nice' RGB version is a 100% pain in the butt. So from now on I will NOT be supporting
:>VGA monitors in any demo I make (sorry Rich, it's just too much hastle!).

:>Reasons why:
:>
:>1) Bandwidth, ok 10% less bus bandwidth might not seem like much, but many effects in
:> demos run just at the limit to run on 1 or 2 frames. Consiquently it is either
:> akward or impossible to get a VGA version running in the same number of frames.
:> E.g - I had to make all my 3d shapes smaller for VGA monitors on my first intro,
:> so not only did the demo not look as impressive I had two lot's of sequence
:> info for the 3d shapes.
:>2) Demo timing, for my last intro I had to do two demo timings, one for each monitor,
:> I suppose I should have used timer A, but I didn't think of that at the time....

Any reasonable 3d routine should be using a timer for frame compensation, this
saves a lot of trouble with timings (as you've discovered).

:>3) Incorrect timer B timing in VGA screen modes. That's right, in VGA True Colour mode
:> the timer B interupts occur about 1/4 accross the screen. I wanted to make an extra
:> low vertical rez by repeating each line twice (using timer B), but it doesn't work!

I think setting the 'active edge' bit solves this problem - its 3 lines of code
for this (gosh.. VGA is such hassle!)

:>4) Worse screen manipulation. In the above example I just set line doubling on for the
:> RGB mode to halve the vertical rez, of course VGA already has that bit set.

Why didn't you just create 320x100 VGA mode... to do this you 'create' a 320x200 video mode
with some software like 'blow-up' and then grab the values for this mode and set the
linedoubling bit..... (not much hassle at all)

:>5) It's just too much hassle. Believe me I have made two demos now that support both
:> monitor types properly and it does my head in.
:>
:>I have my say, I'm waiting to get burnt!
:>
:>Alan.

It seems *madness* to write demos for RGB when only about 10% of Falcon owners
actively use their machine with one of these monitors. I can't believe you

sit at an RGB monitor coding or even worse a TV... you'll go mad!

Griff
--

4509. Re: Mega STe DMA chip

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: troyc@bnr.ca
Message-ID: <3ri01q$o9@batph8.bnr.ca>
Source record: 163890

In article <Pine.LNX.3.91.950610002457.27495B-100000@moose.erie.net>,
Dennis McGuire <mcguired@moose.erie.net> wrote:
>
>
> I am finally concluding that my son's Mega STe's inability to
>recognize external hard disks is due to a hardware problem. Before I
>dive into it, can anyone tell me where the DMA chip is located in a Mega STe?
>
>

WAIT! Before you assume it is a problem with the DMA Chip, you should first
check to see that the internal drive interface is jumpered. I had to do this
to my MSTe to get the external drives to work. Look under the "hood" towards
the back. You should see the clock battery velcroed to the back. In the
upper right hand side you will see two rows of pins sticking up (I am not sure
how many since I am not at home right now). If there are no jumpers across
any of the pins, then you need to get 8 jumpers and put them across the first
8 pins starting from the bottom.

Maybe someone else can provide better instructions, but hopefully this is
the problem, not a DMA problem.

Also, the MSTe needs to use an ACSI -> SCSI adapter like the ICD Link. It
does not have a built in SCSI interface like the TT or falcon.

Bell-Northern Research Troy Carpenter Atlanta, Georgia
troyc@bnr.ca I speak for myself, not BNR
"You're so open minded that your brain leaked out" - Steve Taylor
>>>>>>>>>>>>>>>>>> The best thing in life costs exactly that <<<<<<<<<<<<<<<

4510. Bad Ste DMA

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: Sim <py4sdh@bath.ac.uk>
Message-ID: <Pine.SUN.3.91.950612190614.953A@slc-26>
Source record: 163891

Hi all,

A few weeks ago someone posted the chip number of the Dodgey DMA
chip for STe. Mine is a first revision STe, the chip number is c025913-38 so
can someone confirm wether this is the suspect part number.

If this is the bad DMA chip, is there anything I can do about it
other than replace it? IIRC the problems only occur after a few hours of
use, so this suggests to me that, it's a simple heating problem. Could
this be cured by having a fan or heat sink? And how come the problem
dosen`t affect either the floppy disc drive or DMA sound chip? I`ve never
had corrupt floppies or bad dma sound even after running my Ste for 10s
of hours in a warm room.

____ ____ _ _ _ Simon Hammett - py4sdh@bath.ac.uk _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
| http://www.bath.ac.uk/~py4sdh/index.html |

4511. STE joysticks

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fdc2f9b_Tom.Thomason@fpc.ct.se>
Source record: 163892

On 10 Jun 95, Jannette L Hutchison shot this through the ether to All ...

JLH> I just picked up an STE and was wondering what type of joysticks
JLH> are compatabile with the two ports on the left side of the case?

Those two ports are intended for analog joysticks. AFAIK there are none available for the Atari ATM. The good news is that you should be able to use Jaguar joypads in these ports and they can be purchased separately. I say _should_ be able to use them because I have a Falcon and can't check this out on an STe. The Falcon ports I'm using are (again AFAIK) identical to those found on the STe.

Cheers,
Tom

(UUCP Dialup connection)

4512. New Falcon Extension board ?!

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2fdc2994_Christian.Mittendorf@ostkupan.ct.se>
Source record: 163893

Hej!

Yesterday I dl german magazine ATOS 5.

They said that the makers of BlowUp now offer a Falcon expansion board,
called Falcon EXtender.

The following features are named:
- Higher CPU (40MHz) and Bus speed
- Higher DSP speed (50 MHz)
- included BlowUp I
- FastRam option with max. 32 Mb

Could anybody give some more information about this? I would like to know how
much it should cost and how fast the Falcon could become.

mvh,
christian

+++
Internet: chris@ostkupan.ct.se

(UUCP Dialup connection)

4513. Re: Atari Dealers in Ohio?

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: bign@fragile.termfrost.org
Message-ID: <3ri1tk$p5f@echoes.Wittenberg.EDU>
Source record: 163894
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

On 3 Jun 1995 04:24:04 GMT BobR (76702.1466@CompuServe.COM) wrote:
: > I'm looking for stores selling new and/or used Atari (8-bit or ST) har
: > and software in Ohio;

: I only know of one Atari dealer still in business in Ohio:

: Rising Star Computers in Dayton... (800) 252-2787

If you can get a REAL person to answer the phone. Don't waste your time,
better to give D&P Computers a call @ 216-926-3842. Prices are normally
better than TOAD. Free catalog.

--
****
* Todd Hogarth | Beer, *
* bign@eskimo.com | It's not just for breakfast anymore! *
* bign@fragile.termfrost.org | Help Me Find Bigfoot (Ale) In Ohio *
****

4514. Re: Atari in Paris?

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: amsler@nevada.edu
Message-ID: <3ri2at$ll0@news.nevada.edu>
Source record: 163895

Gert van der Knokke (gert@ttgk.nextjk.stuyts.nl) wrote:
: In <7879-277089601@sterbbs.nl> fvdakker@sterbbs.nl wrote :

: Do you happen to know if ACN bought the rest of the
: ST/STE/MegaST/MegaSTE/TT and pc boards which Atari Benelux was offering?

: Gert

Does anyone have any of the recently-sold TT boards for sale and, if so,
at what price?

- John J. Amsler
Hitchhiking along the "Information 'Superhighway'" in a MegaSTe <g>

4515. NVD3 + WF2 HELP v1.2

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: alan@aybee.demon.co.uk
Message-ID: <950612Z201606.091alan@aybee.demon.co.uk>
Source record: 163896

Three weeks after last begging for help (and receiving none)..,

I am still attempting to get NVDI3 and Wordflair to work together, however a visit to the Spotlight show in London proved that these two items can work together: Hisoft demonstrated this marvel :-)

Thanks to Richard (hisoft) for some help... BUT..,

Wordflair2 now loads, Speedo fonts may be selected, used , but when you ask it to print = 'Life not found' 'Gothic not found' It can't find fonts to print?
They are there, sitting happily in C:/NVDI3 , or I've tried C:/BTFONTS as installed by NVDI.

I have tried fiddling with font caches, reinstalling NVDI, removing all acc's ...but any clues folks?

Alan STFM 2.5 TOS 1.2 (yep-could this be the prob?)

--
****
| Alan Baker | 48/PO13 9QP Snail Mail |
| alan@aybee.demon.co.uk | +44 (0)1705 529099 |
****

4516. Emajic Logic & Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <3ri75a$7k4@NNTP.MsState.Edu>
Source record: 163897

Aloha,
I'm seriously considering buying myself a copy of Emajic's Logic.
Does anyone know if this will work with Geneva and Neodesk? If not, will
it work with any known multi tasking system for the STe? If Logic is run
by itself...can you also run a patch editor such as Xor or sound surfer
along side it? Any info on this would be helpful.

Thanks,
Brian

4517. NeoDesk & MajiC

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: bjr2@Ra.MsState.Edu
Message-ID: <3ri7gc$7k4@NNTP.MsState.Edu>
Source record: 163898

I currently use NeoDesk and Geneva. I've heard tons of great things about MajiC...Is it really much better than Geneva? If I were to decide to try this program out...would it link up with NeoDesk or would I have to drop another 60 clams for Ease and KiBold? I'd like to hear some opinions on MajiC vs. Geneva. So far...I've been really impressed with Gribnif support and I'd never abandon them...but I am very courious about MajiC and how well it works with NeoDesk.

Brian

4518. ST Beermat disks

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: firefox@byron.apana.org.au
Message-ID: <3rh7du$q02@hack.byron.apana.org.au>
Source record: 163899

[No readable article body recovered]

4519. Price to sell STE?

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: Pent1 <scottw@ctv.bell-atl.com>
Message-ID: <3ribuk$mrr@banews01.bell-atl.com>
Source record: 163900

What would a reasonable price be for selling a Mega STE w/4mb RAM, 170mb HDD, 13" monochrome monitor? (Everything is in mint condition...never moved, lightly used.)

I haven't even decided to sell it, and will make that decision based on what I might be able to get for it. (I'd like to sell it as a high-end MIDI sequencer, bundled with C-LAB's "Notator SL" sequencing/notation program and about $1,000 worth of peripherals...)

--- Scott

4520. Re: ATARI STe 1040

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: keiths@pavilion.co.uk
Message-ID: <3ridup$8tu@fitzherbert.pavilion.co.uk>
Source record: 163901

sebelt01@starbase.spd.louisville.edu (videogame) wrote:

>ME TOO. Really, I need to know WHAT I can plug into the hard drive port.
>I also need to know what flavor of SIMMS I need to upgrade from 1 to 2 megs
>on this 1040 STe.

The STE takes normal SIMMS that you can use on a PC. In fact it is not
so fussy! I fitted some that wouldn't work on a PC. BTW I took off my
shielding than I needed to. Just remove the shielding over the power
unit to expose the SIMMS in the middle.

As far as the hard disk is concerned the normal SCSI will work with an
adaptor like the ICD link. I have heard of people using IDE and MFM.
Not sure about those.

Keith
100:1011/12.0
2:254/108.12

4521. Re: Q:best hard drive driver on falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: erlingh@datter.pvv.unit.no
Message-ID: <ERLINGH.95Jun12103044@datter.pvv.unit.no>
Source record: 163936

In article <DA0H2I.1ss@cs.dal.ca> af366@ccn.cs.dal.ca (dick snook) writes:

--
i have a 14 meg falcon with cubase audio and am getting dropouts and
clicks that seem to be related to the head not getting to the disc fast
enough.i'musing a fujuitsu drive which is supposd to be capable for the job
and have been in formed maybe i have it partitioned wrong (i'm presently
using AHD1 6.061 WITH one large partition) i'm wondering if someone has
written a faster driver which can handle the demands a hard disc recording
program can require. thanks dick in nova scotia

Unfortunately, that would not help anything, as cubase uses its' own
built-in driver for disk-io.

Erling.

4522. Re: New C-lab Falcons, anyone have details?

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: amsler@nevada.edu
Message-ID: <3rgtq0$f0r@news.nevada.edu>
Source record: 163937

Gaven Miller (gmiller@inca.co.nz) wrote:

[snip]

: I'd have bought a Falcon if it was an '040 machine with at least 16MB of
: RAM.

Same here!!

: Being a graphics machine, where you need a LOT of processing grunt (a
: 16Mhz 68030 doesn't have enough to satisfy my need to chuck around many
: megabytes in RAM quickly) and the screen takes up part (or, in the case of
: current Falcons, all) of your RAM, I do NOT know why they released a
: memory-deprived 1MB and 4MB models - they should have started at 8MB.

Amen to that!

- John

4523. Re: Controlling ST from mac via null

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: Bob Brown <bob@earthlight.co.nz>
Message-ID: <Pine.SUN.3.91.950612205026.8430E-100000@earthlight.co.nz>
Source record: 163938

On 8 Jun 1995, the only one wrote:

> I've got my st and mac connected with a null modem, I was wondering if
> there is any source code(on the atari side) for tele programs, What I want
> to do is send signals(in the background) to the atari, where a few graphic
> pictures would apear on screen. No real future value, just want to set my
> home work station to look 'cool'.

I'd personally use GFA Basic to do this. I've written a few programs to
provide an interactive interface for a null modem link between my ST and
an old XT. The comms stuff is really easy ... once you write the main
routines (like init, get input, write line etc) the rest is easy!

If you want any more help, email me! Same goes for everyone else interested!

Bob Brown, \|/ ____ \|/ bob@earthlight.co.nz
9 Severn St, @~/ ,. \~@ Don't Panic, rb1@mercury.tekotago.ac.nz
Mosgiel, Otago, /_(__/)_\ and don't forget Bob Brown@3:770/540
NEW ZEALAND __U_/ your towel! +64 3 4895575 (voice)

4524. Re: Experienced Atari ST technician sought

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3rgs6l$njj@golem.wcc.govt.nz>
Source record: 163939

In article <Pine.3.89.9506112206.A309659-0100000@lakers.lssu.edu>,
JMCWILLIAMS@lakers.lssu.edu writes:
>My brother sent his recently purchased USED Mega ST to Toad Computers
>twice, to get it fixed so that it doesn't continually bomb. The problem
>still hasn't been alleveviated. He needs the system to do
>serious MIDI work, especially since he just upgraded to Cubase.

I have the same problem and I am Computer/Electronic Technician of many years
and I can't fix my own machine..

Intermitant problems are very hard to fix and costly...

In the long run its far cheaper to toss the machine and get another one...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4525. Re: Calamus 95 -> anger?

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3rgsia$njj@golem.wcc.govt.nz>
Source record: 163940

In article <3rgggs$230@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) writes:
>People at German MausNet seem to be pretty upset because of what DMC, the
>maker of Calamus SL is doing right now..
>
>New versions of SL have been announced, both for Atari, and MagiCMac (!).
>That's the good news. The bad news is that DMC seems to try to turn
>Atari users into Mac-users by pricing the Atari-version far above the
>MagiCMac-version =-(... !
>
>Shit. (sorry)

Some maths are required, Mac sales say 100,000..??
Atari sales may be 100...???

Its simple the more you sell the cheaper it gets, the Atari market is DEAD,
yes DEAD....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4526. Re: Load TOS 1.4 From Disk?

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3rgsn4$njj@golem.wcc.govt.nz>
Source record: 163941

In article <dogmeatDA1H48.GA8@netcom.com>, dogmeat@netcom.com (Brett Nair) writes:
>[Article crossposted from comp.sys.atari.st.tech]
>[Author was Brett Nair]
>[Posted on Mon, 12 Jun 1995 02:41:08 GMT]
>
>To All STheads:
>
> I have a copy of TOS 1.4 .IMG and TOSLOADA.PRG - but I can't get
>it to load over the ROM 1.62 I have in my STE. Any suggestions?

Its Simple, it will not run, you have a STE not a ST.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4527. Re: Pagestream printer driver

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: amsler@nevada.edu
Message-ID: <3rgv2g$f0r@news.nevada.edu>
Source record: 163942

Dave Brook (Dave@mbha.demon.co.uk) wrote:

: Has anyone out there written a printer driver for the HP Colour Laserjet?

: Which arm would you like me to cut off for a copy? Alternatively, who would
: I have to kill?

: All help gratefully received...

: --
: Dave Brook

I don't *think* there ever was one written for the color LaserJet.

Alas, another outstanding Atari product fallen by the wayside. Sigh.

- John J. Amsler
(Fifty US dollars to anyone who writes a PageSTream JPEG import driver.)

4528. Re: 040 accelerators

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.802948188@gen-off-2>
Source record: 163943

guenther@cabal.shnet.org (Thorsten Guenther) writes:

>Because you can't stand the fact that Postscript is _not_ WYSIWYG?
I don't understand the question. It's an application that is (or is
not) WYSIWYG. If an application generates duff PostScript, then that's
the fault of that app, not of PostScript itself.

--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

4529. Re: Will MajicMac run on Powe

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.802948660@gen-off-2>
Source record: 163944

CALLUM.LERWICK@flight.org (CALLUM LERWICK) writes:

>MagicMac ...knowlege of the German language is usefull)
Why? I run the English version of MagiCMac.

>Anyone know if it will work on an '040?
Yes it does. I use a Performa 475 (68LC040). I know other people who
are running on machines with full 040.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

4530. Re: Dead Keys (Was Lost My Control Key???)

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3rg2ab$bth@status.gen.nz>
Source record: 163945

tom lamparty (ab164@yfn.ysu.edu) wrote:
:
: >The same sort of thing has happened to me, but with the space bar
: >instead. That means I can't use my Atari for much really :/ Is there a
: >way to fix these problems (I have cleaned the keyboard etc...) - or a
: >cheap place that sells keyboards?

Assuming you have the TT030 or Mega STe keyboard: Firstl physically
check inside to determine the cause of the problem. For me, the scuffing
of the internal casing had severed the PCB track which is on a thin
plastic backing. The cure is to lightly sand the track each side of the
break with 400 to 600 sandpaper to remove the lacquer, go gently as the
copper track can easily be rubbed off! Carefully prick several SMALL
holes through the plastic and copper track and thread a thin wire from
a multistrand cable through them. I have had no problems since, although I
taped the area to give protection from further scuffing.
Alternatively, you can follow the tracks to the main keyboard PCB, solder
wires from there to an external push switch taped to the side of your
keyboard. Sounds crude but is possible - and costs nothing! Hope this helps.

- Brian Becroft - President Tariland Computer Club Auckland New Zealand -
- mbecroft@iconz.co.nz -

4531. Re: What is Mint?

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3rg3i7$bth@status.gen.nz>
Source record: 163946

Novotny Pavel (novotnyp@ERE.UMontreal.CA) wrote:
: Could someone please tell me what Mint is. I see it mentioned everywhere.

MiNT is an extension to the ST's OS. It adds many functions to the OS, including Multitasking (with many unix like functions), the ability to load extended filesystem drivers (for example you can access a Minix filesystem under MiNT without having to run Minix.) If you're filesystem supports it, you can give files an owner and access permissions as with Unix.

MiNT also allows other additional parts to be added on, like MiNTos or MiNTnet for SLIP or PPP. You can obtain ports of many unix programmes such as X-Window, many networking utilities and so forth to run under mint. It is easy to port programmes to MiNT as it is very similar to unix.

MiNT uses "Pre-Emptive multitasking with adaptive prioritization" which means that one task cannot hog all the processor's time, unlike a cooperative system like Geneva. Each task can be given a priority which is used as a sort of rough guide to teh amount of processor time a task is given. Even a top prioority task will not, however, leave no time at all for other tasks. If a task is doing nothing however, it will not be given any processortime no matter what it's priority.

If you do not write programmes yourself, you might find that MiNT on it's own is not that useful. However, if you buy MultiTOS, you get MiNT with AES 4.0. AES 4.0 can only run under MiNT and can multitask (allowing GEM applications to multitask) as well as having many improvements including MS Windows like 3D buttons, multicolour icons, and many other functions only of much interest to programmers.

: Is it PD sw. I have tried to get into the Atari archive Ftp Ohio without
: any luck. Always comes unable to access. Any advice on this.

MiNT is PD, but AES 4.0 is not. The latest version of MiNT is 1.12 which doe not come with MultiTOS - MultiTOS comes with an older version.

I think nobody can ever get onto aaue - unless they are very lucky. Instead, just ftp to src.doc.ic.ac.uk and go to the packages/atari/umich directory. This is a mirror of all the Atari files on aaue.

Hope that explains it.

- Mario Becroft (mbecroft@iconz.co.nz)

4532. Re: Magic now for Power PC available

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DA1B8w.Kr2@crash.cts.com>
Source record: 163947

Alfred Radauer (h9250467@idefix.wu-wien.ac.at) wrote:
: Hi to all!

: ASH officially released MagicMac for Power Macintoshes. They claim this
: version to be twice as fast as a TT on average on the slowest Power Mac
: machine (6100). Expect great performance on the 604 modells and the new
: PCI Macs then :-)
: The version costs DM 299 (as opposed to DM 249, AFAIK, for the 68k version).
: A license for poermac version for 68k version owners is sold for about DM 99.
: I think this is good news :-)

: Regards,

: Alfred

Is there a demo online?? I have a PowerMac and would like to see exactly
what it is that I would be buying.

Rich

4533. Re: New C-lab Falcons, anyone have details?

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DA1BFy.IDo@cix.compulink.co.uk>
Source record: 163948

E.8zq@bath.ac.uk> <3r3n4o$bi2@golem.wcc.govt.nz> <RW+fV-P.lmcclure@delphi.com>

X-Newsreader: CixRead/CixComm

In message <RW+fV-P.lmcclure@delphi.com>, lmcclure@delphi.com said:

> * CPU: Since very few programs actually make use of the MMU of the
> 68030, if it would help cut costs, drop down to a 68EC020.

Well I supose if all you want to do is run some music software and the odd
bussiness package - this might be okay.

However it cuts off any hope of running decent multitasking operating
systems - as you can't do virtual memory on an 020. I wouldn't buy an 020
machine under any circumstances at the moment. I already have a TT, but
would consider a 030 Falcon if it was cheap enough.

All AFAIC and IMHO of course.

:-)

Roland.

@CiX

4534. Re: Anyone use PC emulators?

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DA1BG0.IEI@cix.compulink.co.uk>
Source record: 163949

uk> <1995Jun9.191027.5325@lsl>
X-Newsreader: CixRead/CixComm

In message <1995Jun9.191027.5325@lsl>, timbe@lsl.co.uk said:
> In article <D9vpCw.LsD@cix.compulink.co.uk>, rgivan@cix.compulink.co.uk
> ("Roland Givan") writes:

> > What I meant to say was that although he thinks he is writing
> > standard C, his code is littered with Borland specific stuff. When
> > I point these out - his normal response is that thats what his
> > lecturer told him to use. He seems unable to distinguish between
> > the C language itself - and the Borland specific libraries.
>
> I am not suprised, lectures frequently dont know half as much as we
> assume they know. I am glad I never went to any of the C courses at

Agreed - though I must admit the lecturers I had were very good. If they
had any faults it would have been being too Unix centered. As it happens
I like Unix - but occasionally come unstuck if I have to use a system
which has no Unix compatibilty libraries.

> Please point out to such people that they are wrong, ANSI is
> there for portability.

I try - but its a losing battle. The same goes for C++. More and more
Visual C++ is becomming the accepted norm. I don't know Visual C++ but
AFAICT its tied down to MS Windows - which doesn't interest me one bit.

;-(

Roland.

@CiX

4535. Re: Mint,Minix,Linux... ?

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DA1BG2.IFG@cix.compulink.co.uk>
Source record: 163950

In message <802690689snz@mbha.demon.co.uk>, Dave@mbha.demon.co.uk said:
> Is not knowing the same as being a pratt?

No - not *asking* is the same as being a pratt! ;-)

> I have read several threads about linux, minix partitions, mint etc...
> and would especially like to see something resembling xwindows or
> motif on my TT.

You're not the only one!

>Have I said something daft?

Not in the least.

There are 2 choices for X Windows on the TT:

1) MiNT-X
2) Linux/68 + X11R6

1) This is a port of X11R5 which sits on top of MiNT much like AES 4.X sits on top of MiNT to be MultiTOS. MiNT-X is okay - but a bit rough around the edges. The main advantage of this setup is that it will run on any ST with 2-4Mb of memory. Its mono only though.

2) This is a port of the Linux OS for the PC onto the 68030. It requires a 68030 *and* an FPU. The X11R6 is the latest version of X-Windows and is pretty solid. As Linux can do Virtual Memory - RAM is not so much of a problem - but 8Mb is generally necessary to get it to run X at a good speed.

I have both installed on my TT - but (2) is becomming more and more used as applications get ported to it.

TT-hi or a graphics card is best - as TT-med is poky :-(

Motif is currently not available as it is copyright software AFAIC. There is no reason though why it could not be ported to MiNT-X and Linux/68-X11R6 AFAIK. It wouldn't be free however.

MINIX is an older Unix like OS which ran on PCs and STs. Although pretty much replaced by MiNT and Linux/68 - it was small and stable - and had a very good filesystem. This filesystem has been ported to MiNT and Linux/68 and is very popular. Linux also has other better filesystems ported from the PC version of Linux.

> it possible to run gem applications?

Not under X-Windows at the moment. OTOH having X-Windows installed doesn't stop you from booting into TOS/GEM mode though.

> where do I go to for an easy-to-set-up unix-like environment.

Good question. There is a distribution package for MiNT-X around which will do most of what you want. Its really designed to run the Chimera WWW browser - but as this requires a pretty full MiNT-X setup - it should do.

Linux/68 is much more 'alpha'. I installed mine from a PC Linux CD-ROM which just happened to have a copy of the FTP site the 68030 version was on. Even though I had to get some of the files from people on the 'net - and from the X11R6 distribution CD-ROM I have.

:-)

Roland.

@CiX

4536. Re: ATARI STe 1040

Newsgroup: comp.sys.atari.st
Date: 1995-06-12 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DA1BG3.IG1@cix.compulink.co.uk>
Source record: 163951

le.edu> <FFISDHAQUP@zaphot.augusta.de> <3r98r8$jhm@gti.gti.net <3ra70d$3ll@her
mes.louisville.edu>
X-Newsreader: CixRead/CixComm

In message <3ra70d$3ll@hermes.louisville.edu>,
sebelt01@starbase.spd.louisville.edu said:

> New question: Is there any reason to buy faster SIMMS? will they
> speed up anything? or will two 30 pin, 8-bit 120ns be the same?

Not really. Faster SIMMs won't make your STE go any faster. My STM is a
mix of 120ns and 80ns. It works just fine.

> New question 2: Where can I get the best deal on these SIMMS?

You might be able to find a dealer who does 2nd hand SIMMs. As anything
from 70-150ns will do - you should be able to pick up older slower memory
for very little. I've just bought (in the UK) 2nd hand 70ns SIMMs for a
PC - and saved about 30%.

> New question 3: Where can I get an old (or new?) Atari HD? I only
> need 10-20 Meg (Just enough room to set up some PPP software and

The real cost is the host adaptor. 40Mb-100Mb SCSI drives are pretty cheap.
I wouldn't bother with anything less than 30MB personally.

All IMHO and AFAIK of course.

:-)

Roland.

@CiX

4537. Re: So what's new on the ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DA3qFE.KqE@ridgecrest.ca.us>
Source record: 163762

BobR <76702.1466@CompuServe.COM> wrote:
>
> er... Papyrus and DA Vector are a bit more than one year old... why not
> include WordPerfect 4.1 in that list..?
>
> Many of the others appear to be programming tools... what if you don't want
> to tinker around with hobby programming, and want to run applications instead?
>
> BobR

Shhhhhhh! I'm in the middle of overlaying graphics on my girl friends graduation video using Apex Media and Computereyes/Pro (with the help of some JVC hardware) Tinker,Tinker,Tinker. How much was that MacTosterClone?

Mike :)))))))) <big grin>

4538. Q:Where can i get *.MODs from???

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: ma2@ic.ac.uk
Message-ID: <3rjk4o$e9b@oban.cc.ic.ac.uk>
Source record: 163763

Hiya;

I was wondering if anyone knows of an ftp site where i can find soundtracker
MOD files. I only seem to find the players !!!

Thanks In Advance
Marcos Agra

****
Marcos Agra - Imperial College - London - m.agra@ic.ac.uk
"I will show you terror in a handfull of dust"-The Sandman
****

4539. Re: Mint,Minix,Linux... ?

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: Thorsten_Floeck@rs.maus.de
Message-ID: <199506132319.a46548@rs.maus.de>
Source record: 163764

Sorry Roland,

RG>The X11R6 is the latest version of X-Windows and is pretty solid.

This isn't true :-(X-Windows for Linux68k based on pl 0 from X11R6, the latest version i know in the moment is pl3! So, if you use e.g. a resolution of 1024*768 and go with the mouse in the right edge down, X11 will crash, like the PC-version of X11R6 pl 0!

RG>Linux/68 is much more 'alpha'.

No, it's very stable, the up-to-date version is 0.9pl7 and pl8 will be available at the end of this week!

RG>I installed mine from a PC Linux CD-ROM which just happened to have a
RG>copy of the FTP site the 68030 version was on.

In germany exists CD-Rs with the original-author-Linux68k-distribution (ALD) for ataris, if you need more information, write me. Why CD-Rs? They are always up-to-date!

Thorsten

4540. Re: ATARI STe 1040

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: CALLUM.LERWICK@1-282-47-0.flight.org
Message-ID: <87e_9506140105@flight.org>
Source record: 163765

In message #974, KEITH SUNDERLAND writes:

> As far as the hard disk is concerned the normal SCSI will work with an
> adaptor like the ICD link. I have heard of people using IDE and MFM.
> Not sure about those.

I'm using MFM right now, you need to get an Adaptec 4000 controller, it
plugs into a SCSI host adaptor and allows you to use MFM, I have yet to
get proof of someone actually *using* IDE drives with an Atari (exept with
a Falcon of course), just rumors of controllers able to do it...
---------------------- -//- -------------------------
Internet: CALLUM.LERWICK@1-282-47-0.flight.org
| the FlightLine Uucp InterNet Gateway [MSP] |
---------------------- -//- -------------------------

4541. Re: Will MajicMac run on

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: CALLUM.LERWICK@1-282-47-0.flight.org
Message-ID: <87f_9506140105@flight.org>
Source record: 163766

In message #976, THOMAS TEMPELMANN writes:

> Now, it is available. The demo named magicmac-1.2-demo.sit will be
> available on info-mac mirrors in a few days.

Just wondering, is PPC MagicMac written in native PPC code? Or is it just
the '0x0 version modified to work with PPC's?
---------------------- -//- ------------------------
Internet: CALLUM.LERWICK@1-282-47-0.flight.org
| the FlightLine Uucp InterNet Gateway [MSP] |
---------------------- -//- ------------------------

4542. Re: Q: .zoo decompressor

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: rtor@ansa.co.uk
Message-ID: <3rjkpi$8au@plato.ansa.co.uk>
Source record: 163767

Adam Martony (martony@ele.kth.se) wrote:
: BTW, is it possible to decompress files on for example a PC, and use them on
: my Atari? I tried to de'zoo the file on a PC emulator on a HP workstation,
: it looked okay, it was the right size, but when I tried to run it on my STe
: it started loading and then got back to the desktop without anyting else
: happening.

You can decompress on a PC, but given the HP workstation, why not use
that directly? You can get source for zoo, zip and lha for Unix from
aaue in /Archivers/Unix (I would use the mirror at
ftp://src.doc.ic.ac.uk/packages/atari/umich/Archivers/Unix). This
assumes that you have some way to do binary transfers between the HP
filesystem and the floppy.

If the program (is it a program? you didn't say) returns to the
desktop with no bombs, my first guess would be that it has failed to
find something it was expecting (resource file perhaps?) and exited
without explaining what was wrong. Some programs depend on finding
files in specific places.

--
Regards,
Owen Rees <rtor@ansa.co.uk>
Information about ANSA is at <URL:http://www.ansa.co.uk/>.

4543. Re: Q:best hard drive driver on falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: claes.holmerup@p5.dada.ct.se
Message-ID: <ftn_2.200.136.5$fidonet.org_2fdce24f_Claes.Holmerup@p5.dada.ct.se>
Source record: 163768

To: af366@ccn.cs.dal.ca

> i have a 14 meg falcon with cubase audio and am getting dropouts and
> clicks that seem to be related to the head not getting to the disc
> fast enough.i'musing a fujuitsu drive which is supposd to be capable
> for the job and have been in formed maybe i have it partitioned wrong
> (i'm presently using AHD1 6.061 WITH one large partition) i'm
> wondering if someone has written a faster driver which can handle the
> demands a hard disc recording program can require.

Hello Dick,
The problem You mention is very common and I'll try to give You some hints.

First of all, the CPU clock has to be buffered - there are two different modifications and regretfully no way of telling which one should be made, if the first doesn't work, the second will. Check out if an IC is soldered piggyback on the PAL U63. If not, it's almost a miracle that Cubase Audio works at all... If there is an IC, You'll probably have to do the other modification. If You need the instructions on how to make these modifications, send me a mail and I'll send them to You.
OBSERVE! if Your warranty is still valid, You shouldn't open the case, but let Your repair centre do it for You - the modifications should be covered by the warranty (anyway, they are here in Sweden).

Next thing to do, if there are still problems left, is to check Your partitioning. I haven't been able to make it work properly with bigger partitions than 256MB when using AHDI/HDX, but with Hard&Soft's SCSItools I can make it run with 512MB per partition (well, 511.9MB - but still...).
SCSItools makes the SCSI run at approx. 1.8MB/s with my Conner 1060 drive, while AHDI only makes it run at 1.3MB/s. The possible size of the partitions depends on the sector size and with Cubase Audio it has to be 8192 bytes. If the chosen size of the partition is bigger than 256MB, HDX automatically forces the sector size to 16384 bytes and You can't change that - in SCSItools You are free to change it, and that's why I've been able to use larger partitions.
As a little extra, I can tell You that my 850MB EIDE drive runs almost at 3MB/s with SCSItools (well my F030 is in a tower, so I have lots of space for extra 3.5" drives...).

I have been told by Steinberg that the harddisk should not be slower than about 10-11ms, to be able to play back 8/16 track simultaneously, otherwise You have to part the recordings between two harddisks or use the RAM-track functions - that is, if You have RAM enough for it (16MB).

Another thing that's important is to keep the harddisk defragmented, because otherwise the heads have to scan over large leaps when playing back the recordings and there can be BIG problems. This is very important, especially

when You cut and edit the audio files in different ways.
I strongly recommend You to use Diamond Edge from HiSoft to do this trick.

By the way, it's always good to have the latest version as there have been some bugs in previous versions of Cubase Audio. The latest (that I know of) is 2.03 and it runs very good in my system.

Please let me know if You are successful after trying my suggestions, and if You want to do the modifictions, let me know and I'll send the instructions to You. I have fixed systems lots of times, since it's my job to make Atari repairs (my company is the only one in Sweden that is authorized to make warranty repairs). My own Falcon system runs very smooth, and so should Yours - after taking the neccesary steps.

Kindest regards,
Claes

Fidonet: 2:200/136.5
E-mail: claes@dada.ct.se

(UUCP Dialup connection)

4544. Re: Q:Where can i get *.MODs from???

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: cm3hirjd@bs47c.staffs.ac.uk
Message-ID: <3rjpdc$sao@bs33n.staffs.ac.uk>
Source record: 163769

Mr M. Agra (ma2@ic.ac.uk) wrote:

: I was wondering if anyone knows of an ftp site where i can find soundtracker
: MOD files. I only seem to find the players !!!

Your very own University has a wide selection in their Aminet mirror.
src.doc.ic.ac.uk

Rich

--
_____ +
(, /) , /) /) Richard Davey, Falcon Owners Group (UK)
/__ / _ (/ _ __ _(/ 25 Old Acre Lane, Brocton, Staffs, ST17 0TW
) / __(_(__/)_(_(_/ (_(_(_ requiem@bs47c.staffs.ac.uk IRC: Requiem
(_/ +
And when you looked your eyes didn't quite meet, but your hearts did
And when you cried your bodies didn't quite touch, but your souls did

4545. Re: NeoDesk & MajiC

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.803040922@gen-off-2>
Source record: 163770

bjr2@Ra.MsState.Edu (Brian J. Roland) writes:

>this program out...would it link up with NeoDesk or would I have to drop
>another 60 clams for Ease and KiBold? I'd like to hear some opinions
NeoDesk 4.02 works with MagiCMac (and so probably works with MagiC).
It (NeoDesk) still has all the crappy redraw bugs, of course, but it's
still better than the feature-free Ease that comes bundled with MagiCMac.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

4546. GIF Transparency

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: A.I.Nicholls@herts.ac.uk
Message-ID: <42332fdd68d7@sirius.herts.ac.uk>
Source record: 163771

Is there a program for the Atari Falcon/ST that will allow you to save a GIF file (or convert it) to the GIF89 format, so you can _easily_ (not like giftrans) specify what colour is the transparent colour??!!?

It is useful if you are using netscape (that can use transparent information for more interesting looking screens)

Alex Nicholls

4547. Re: Pirating Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: sanders@sci.kun.nl
Message-ID: <DA3zpz.MA0@sci.kun.nl>
Source record: 163772

Just my $0.02:

I think piracy is what made the PC today's standard. *Every* PC owner
I know has illegal software. Most even don't know that it's illegal
to copy software. They publicly state that they bought a PC because
that way they ware able to copy the wordprocessor from work, and
didn't have to buy a new one. (Well, that was some time ago.
Nowadays people, when asked why they bought a PC, they are surprised
`Is there anything else?'). It's not for nothing that there are _so_
many `third party' manuals. That's _not_ for additional reference...

Please don't blame piracy for Atari's downfall.

Regards,
--
```
/* sanders@sci.kun.nl */ main(){char*c="2$$,$$2CD$45$$,$$5(D$4%$$,$$%(D$4%J\
*/K*%(K,K2MMPL%2HLH,4LLLL$4HLF$4RLLS$4HL%;5MLLD$5HL&<5MLPL$5HLHL2R,/K$2(K,+";
int _=0,__,K;for(;_<10;_++){for(__=0;__<11;__++)for(K=0;K<6;)putchar(c[11*_+\
__]-36&1<<K++&&__*6+K<65?'#':' ');putchar(10);}} /*ATARI Falcon030 */
```

4548. Re: Bad Ste DMA

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <AADE1A06mrn@albemuth.equinox.gen.nz>
Source record: 163773

> A few weeks ago someone posted the chip number of the Dodgey DMA
>chip for STe. Mine is a first revision STe, the chip number is c025913-38 so
>can someone confirm wether this is the suspect part number.

As I'm the guy who asked the questions a few weeks ago, I've included summaries of what I learnt! I've quoted replies that I got with the '|' character. I hope you can follow all of this! Apologies to those I have quoted but I haven't included attributions.

C025913-38 is the 'suspect' chip. Here are some of the quotes:

|The new layout of the STE did not like the old DMA chips C025913-38
|this must be replaced with a C398739-001A..

|Some people here seem to think that fitting a very old C025913-38
|will work but I have never tried it.....

|The symptom is two bytes missing everywhere. You might get garbled
|files and/or garbled directories, with all the filenames shifted by
|two characters.
|The fail safe method: If your STE doesn't have a C398739-001A or
|C398789-001 DMA chip, you have the "dangerous" one in there. Replace
|by the former of the two Atari chips mentioned (the latter is the PLCC
|case version used on later STE boards).

> If this is the bad DMA chip, is there anything I can do about it
>other than replace it? IIRC the problems only occur after a few hours of
>use, so this suggests to me that, it's a simple heating problem. Could
>this be cured by having a fan or heat sink?

Good question, I asked this question and got varying replies:

|In my case the problem was there even if the computer was started the
|first time for the day (cool) so I don't think a fan will help. But
|then again, that's how it was for me.

|On my spare 1040STf, I have hard drive write problems. I tried moving
|the DMA chips from a good ST to the bad in an effort to troubleshoot.
|With the "good" chips installed onto the "bad" motherboard, I still
|had write problems. The "bad" ST would work fine for around fifteen
|minutes then the write errors would kick in. I would have to
|powerdown the "bad" ST for around 30 minutes for it to write.

|A much easier solution would be to fix a small IC heatsink on top of
|it. This can be gunged on using heatsink compound (if you're not going
|to be moving your ST around too much) or better still, glued on using
|heat conductive glue (available from RS Components in UK and probably

|many other electronics stores).
|IC heatsinks are easy to get and cheap. Look in an electronics shop or
|catalogue. Use the biggest that will fit in the case. Forced air
|cooling probably isn't necessary.

|All Silicon is affected by heat, the input threasholded gets changed
|so it can now see the noise...

>And how come the problem
>dosen`t affect either the floppy disc drive or DMA sound chip? I`ve never
>had corrupt floppies or bad dma sound even after running my Ste for 10s
>of hours in a warm room.

I don't know this. I can also remember a year or more ago, someone
suggesting that the problem wasn't so much to do with the actual chip,
but was to do with the motherboard design and some problems with
tolereances for a timing threshold. A certain batch of chips showed
this up when dealing with disk throughput, whereas the later batch of
chips didn't stress the design so much. I personally don't have the
techinical know-how to know whether this is an extremely useful idea
or a load of rubbish. It sounds good anyway! :-))

I have a chip here which is one of the 'suspect' chips, that I know
has come from a STE that ran a Hard-Drive with no problems for a
couple of years. So things aren't necessarily bad. Problem is, you
don't know until you try!! The answer I got to that was:

|Well that all depends, I would not trust it 100%, I have seen DMA
|chips work for 12 hours but not for 24 hours..

I hope all this is of some help!

Cheers,
John
-=-=-=-=-=-=-=-=-=-=- John Collis at home -=-=-=-=-=-=-=-=-=-=-
john@albemuth.equinox.gen.nz or john@southern.co.nz

4549. Re: Q: .zoo decompressor

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: martony@ele.kth.se
Message-ID: <MARTONY.95Jun13134026@arnor.ele.kth.se>
Source record: 163774

In article <3rhn6j$1la@brtph500.bnr.ca> bjgrier@bnr.ca (Brian Grier Perpk) writes:

In article <MARTONY.95Jun12160419@arnor.ele.kth.se>, martony@ele.kth.se (Adam Martony) writes:
|> Hi,
|> I have a problem with a .zoo file. It's too big for a 720kb disk to hold
|> both the .zoo file and the decompressed file, and I can't find a zoo
|>program that can store the decompressed file on an other disk. The closest
|>I've got was with boozgem, that let me choose disk b: for the extracted
|>file(s), but then it tried to extract it all on the "source" disk...
|>

If you have a command shell do this:
1) change directory to where you want the files to end up
for example B:/
2) zoo -e a:/archive.zoo

Which command shell is good and will run on a 1mb STe without HD?
And where do I get it (prefferably PD, ftp available).

4550. MagiC 2 for Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <3rju4r$q4s@rs18.hrz.th-darmstadt.de>
Source record: 163775

Hi there!

In the next days, I hope to finish the second release of my "MagiC-hack"
which allows MagiC 2 being used on a Falcon030. With the new version, you
are able to:
- warmboot/reset without crashes
- boot from ide/scsi with _any_ driver that runs on Falcon
- use DD-disks
- write DD/HD-disks
- use higher resolutions in 2, 4, or 16 colors with BlowUP or Screenblaster
(other enhancers not tested)

The new Falcon-XBIOS-calls are still missing or only partially implemented
for internal reasons, so you can't run any Falcon-specific software which
requires the new XBIOS-calls. Programs which directly access the hardware
(FalcPlay, for example) will run fine, though.

I want to know if there's interest for this hack in the english-speaking
world, because I'll only write a german doc. If you speak both english
and german and want to use this hack, I'll be glad if you'd translate the
docs for me, since I don't want to do it myself...

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein	ignorance, prejudice and
Germany	fear walk hand in hand."
Email: binder@rbg.informatik.th-darmstadt.de	Rush
\--/

4551. Atari ST1040 for sale

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: phiroes@pophost.eunet.be
Message-ID: <NEWTNews.2161.803078825.Pascale@phiroes.eunet.be>
Source record: 163776

I want to sell my atari 1040 ST.

If you are interested, please contact my via email : phiroes@pophost.eunet.be
Location : Europe - Belgium - Brugge

Thanks,

Pascale Marichal - Information Analist

4552. Another World Disk Problem!

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3rk1j9$ogp@mserv1.dl.ac.uk>
Source record: 163777

I was wondering if anyone can help me. I have the game Another World and I was testing it the other day on my Falcon. I had a lot of trouble with it but got it to get past the introductory animation (some samples were corrupt) After the animation the screen goes black and nothing happens. I assumed it wasn't compatible with the Falcon and thought I'd have a go on my ST anyway.

To my distress it did the same and didn't work. I looked at the disk I had the problems with (disk A), and noticed a long diagonal line from the edge of the disk to the centre. It doesn't look like a scratch, more like a disk imperfection. It used to work but I haven't played it for nearly a year now. Can anyone help me to replace my disk or give me the address of the makers if they still support it. I don't have any details on the game as I picked it up cheap second hand without a box from a friend selling his ST.

If anyone can offer help as to how I may fix or replace this I would be very grateful. Thanks in advance. Please post responses directly to me.

++
+ Mark Stephen Smith : msh@dl.ac.uk or dlms@nessie.mcc.ac.uk +
+ Atari Web Pages : http://www.mcc.ac.uk/~dlms/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Member and writer for CAIN (Central Atari Information Network) +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

4553. MagiCMac (English) Release Date?

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: johan.nordlander@engelska.umu.se
Message-ID: <johan.nordlander-1306951550070001@nod.eng.umu.se>
Source record: 163778

When will the English version of MagiCMac be released? Maybe it has been released already?

--
Johan Nordlander Atari TT/30 & Mac Quadra 800
Department of English Linguistics -- a profession
Umea University not an opinion!
S-901 87 Umea
Sweden
Tel. int. + 46-90-166236
Fax. int. + 46-90-166023
E-mail:johan.nordlander@engelska.umu.se

4554. Re: ATARI STe 1040

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506131404.AA05038@ilmen.lanl.gov>
Source record: 163779

In a previous article, BobR <76702.1466@CompuServe.COM> wrote:

>> New question 2: Where can I get the best deal on these SIMMS?
>
>Almost anywhere that sells computer stuff. The "8 bit" SIMMs are the same
>as the Macintosh uses, and the "9 bit" SIMMs are the same as the PC uses.
>Just ask for "30 pin, 1 Megabyte SIMMs" ...

Good advice, Bob, but for a more complete picture, Atari users should know that all the newer Macintosh systems and most newer PC clones (AFAIK) use SIMMs of the 72-pin variety, not 30-pin. And Macs can use parity SIMMs (9 bits) as well since they will just ignore the 9th bit.

Just didn't want some STe user waltzing into a store asking for some Macintosh SIMMs for his STe thinking they should fit.

And BTW, one of the very best places for purchasing SIMMs via mail order is The Chip Merchant, 800-426-6375 or 619-268-4774 in San Diego, CA. New 1Mb 30pin SIMMs, 80ns are currently advertised for $33.50 each. They buy and sell used memory too.

-Hutch- @ Fair Dinkum Tech

4555. Re: Q: .zoo decompressor

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1995Jun13.151900.8318@alder.cc.kcl.ac.uk>
Source record: 163780

> In article <MARTONY.95Jun12160419@arnor.ele.kth.se> martony@ele.kth.se (Adam Martony) writes:
>
>I have a problem with a .zoo file. It's too big for a 720kb disk to hold both
>the .zoo file and the decompressed file, and I can't find a zoo program that

>BTW, is it possible to decompress files on for example a PC, and use them on
>my Atari? I tried to de'zoo the file on a PC emulator on a HP workstation,

I did the latter always in the past but its a dry task to organise
all unarchived files using a PC, to tranfer them to floppies. Use ram disks
now, and dig out arc'ed app's when I need them from floppy (Still haven't got a
hard drive yet..sigh*%). Also, use mostly lzh and zip'ed stuff - have max
compression (zip being the most). So unzoo the lot on a PC and pkzip 'em.
Use STZIP26 loaded on floppy. Load zip file from floppy & unzip to a ramdisk.
Should be able to cram all that onto a 1040 STFM.

-Alastair MacLeod, udem148@bay.cc.kcl.ac.uk-
-520 STFM 4 Megs & gasping for a 2nd hand HD-

4556. PAK68/3 and System Solut.

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: Jaroslaw Banachowicz <mms02bj@loqi.elka.pg.gda.pl>
Message-ID: <3rk24v$iqu@sunrise.pg.gda.pl>
Source record: 163781

Hi.

I've tried to contact System Solutions, but they have ignored me. So maybe here somebody help me. I've got few questions:

1. How much (exactly) is PAK68/3 for STe (I've got TOS 2.06) in UK with and with out coprocessor?

2. With TOS 3.06 (patched)?

3. Where is the nearest to Scarborough (North Yorkshire) System Solutions' shop?

4. If I buy something in UK (PAK for example) and I take it out of UK, do I have to pay English VAT?

5. I've heard, that PAK has problems with TOS 2.06. How serious is it?

Thanks and bye...
--
Jaroslaw "Banan" Banachowicz	tel. (+ 48 58) 25 39 48
mms02bj@loqi.elka.pg.gda.pl	(+ 48 58) 22 23 55
st3109jb@smokie.elka.pg.gda.pl	
Hobbies: War Gaming, Atari ST, RPG.

4557. Re: NeoDesk & MajiC

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1995Jun13.153323.8320@alder.cc.kcl.ac.uk>
Source record: 163782

In article <3ri7gc$7k4@NNTP.MsState.Edu>, bjr2@Ra.MsState.Edu (Brian J. Roland) writes:
> I currently use NeoDesk and Geneva. I've heard tons of great things about
> MajiC...Is it really much better than Geneva? If I were to decide to try
> this program out...would it link up with NeoDesk or would I have to drop
> another 60 clams for Ease and KiBold? I'd like to hear some opinions
> on MajiC vs. Geneva. So far...I've been really impressed with Gribnif
> support and I'd never abandon them...but I am very courious about MajiC
> and how well it works with NeoDesk.

I've recently got NeoDesk and am also wondering about any software
incompatibility that could crop up with MagiC.

According to reviews, MagiC has the edge over Geneva with regard to
efficiency but requires more memory, & the desktop bundled with MagiC, while
serviceable, has less to offer than the one accompanying Geneva.
So, back to the punter's point of view. What say ye all on MagiC v
Geneva?

-Alastair MacLeod, udem148@bay.cc.kcl.ac.uk-
-520STFM 4 megs, erm...needs a 2nd Hand HD...badly..-

4558. Re: Q:Where can i get *.MODs from???

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1995Jun13.153952.8321@alder.cc.kcl.ac.uk>
Source record: 163783

In article <3rjk4o$e9b@oban.cc.ic.ac.uk>, ma2@ic.ac.uk (Mr M. Agra) writes:
> Hiya;
>
> I was wondering if anyone knows of an ftp site where i can find soundtracker
> MOD files. I only seem to find the players !!!

Um. You might kick yourself now when I say this...there's some
practically in your back yard!
ftp your college server at src.doc.ic.ac.uk and go to
\computing\systems\amiga\mods\ & get the index file. Load of Protracker stuff
here so u should be away. I've used a stack of stuff here w/o probs on my
ST (barring 8 voice of course!).
Cheers!

-Alastair MacLeod, udem148@bay.cc.kcl.ac.uk-

4559. Re: Pirating Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506131437.AA05052@ilmen.lanl.gov>
Source record: 163784

In a previous message, kim@dksoft.ping.dk (Kim Andersen) wrote:

>It seems like, (after reading Hutch's words) he didn't pay attention when
>we had this discussion last time. (sorry Hutch, i couldn't find your original
>message. Thats the reason why i quote this).

Kim, it is YOU who are not paying attention as my comments had NOTHING
at all to do with shareware but rather full COMMERCIAL software. You
rant and rave in your post about the difficulty users have in registering
their software and that's not at ALL what this was about.

It was due to a certain individual (Keith N. Murchison) who was blatantly
advertising his system (a Mega ST2) for sale including a hard disk drive
with "many of the best ST software packages pre-installed including
Caligrapher, Atariworks, LDW Power, WARP 9, SpeedoGDOS, as well as many
popular games, etc." His next post advertised the software alone for sale.
Is it your intent to support this kind of activity on the net???

I was going to quote and counter each of your ridiculous claims that make
excuses in the support of software piracy but believe me... the very LAST
thing in the world I want to do is get into a long, drawn out debate with
ANYONE and their lame rationalizations for theft. Don't waste my time!

I don't care HOW you justify it within the confines of your own mind, but
software piracy is THEFT, plain and simple. It is CRIMINAL activity! If
you want to talk about ways to improve the shareware system, that's one
thing. But do NOT waste your breath trying to rationalize theft to me,
at least not until YOU have tried to earn a living developing software.

END THIS THREAD NOW! Grrrrrrrrrrrrrrrrrrrrrrrrr........

-Hutch- @ Fair Dinkum Tech

4560. Re: Screen shot of new game

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506131450.AA05061@ilmen.lanl.gov>
Source record: 163785

In a previous message, cm3hirjd@bs47c.staffs.ac.uk (Requiem) wrote:

>This is a screen grab from a new shoot-em-up that is being developed by
>myself and a programmer. We still need another graphic artist and
>musician so if you like what you see then please get in touch ASAP.
>
> Rich

[... Looooong binary file deleted ...]

Good Friggin' Grief!

What does it take to convince people that comp.sys.atari.st is NOT
the place to upload binary binhex'd files?!!

Let us know you have the file and where we can ftp it from or else
post it to comp.binaries.atari.st where these things belong.

Not everyone who uses the nets does so for free and not everyone is
interested in your binary file. All you do is waste their time and
money. Not every news reader is capable of skipping over articles.

Is a little courtesy and consideration for others too much to ask?

-Hutch- @ Fair Dinkum Tech

4561. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: pd@mole.bio.cam.ac.uk
Message-ID: <3rk90b$nem@lyra.csx.cam.ac.uk>
Source record: 163786

rbmier@winternet.com (Rich Mier) writes:
>> mdg@ukc.ac.uk (Martin Griffiths) writes:
>> It seems *madness* to write demos for RGB when only about 10% of Falcon owners
>> actively use their machine with one of these monitors. I can't believe you
>> sit at an RGB monitor coding or even worse a TV... you'll go mad!
>>
>> Griff

> I have to agree. I replaced my RGB with a VGA the first day I had my
>FALCON. Since then I've upgraded to a Screen Blaster II and a SONY 15SFi,
>MultiScan. Any program that is strickly RGB is useles to me. I am NOT going
>back to RGB.
> Rich Mier

I have bought one of microvitec multisync monitors that can handle both
RGB and VGA modes. It may not be able to do as high resolutions as VGA
only monitors but it's good enough for me. I couldn't afford two monitors
(i don't have space anyway) so I got one that did everything!

On a slightly related note, does anyone know how to connect a jaguar to
my monitor? I've heard about a catbox (?) but I don't think they are
available here in the UK...

Phil
--
[E-mail pd@mole.bio.cam.ac.uk]

Love your enemies: they'll go crazy trying to figure out what you're up to.

4562. Re: Pirating Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506131509.AA05065@ilmen.lanl.gov>
Source record: 163787

In a previous message, sanders@sci.kun.nl (Sander Stoks) wrote:

> I think piracy is what made the PC today's standard. [...]
>
> Please don't blame piracy for Atari's downfall.

Oh, I don't. Atari's lousy marketing, mis-management, and just poor overall business decisions are -much- more responsible, IMHO. There were other factors, but these were paramount.

But... be very careful in drawing any comparisons in the PC vs Atari markets and the effects that piracy had on both. Software piracy is MUCH more devastating in a tiny market (like Atari) than it is in a huge, world domineering market such as the PC, where it can actually have an acceleration effect on the sales of hardware as you mention.

All I'm saying is that piracy does NOT encourage the continued development of new software for the Atari platform and as the installed user base shrinks (i.e., fewer hardware sales), piracy has an even larger detrimental effect on the already small market.

-Hutch- @ Fair Dinkum Tech

4563. FS: Atari Mega STe

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: "Michael H. Smith" <msmith@alder.jf.intel.com>
Message-ID: <3rkb93$es2@news.jf.intel.com>
Source record: 163788

Atari Mega STe 4/340 TOS2.05
SM124 mono monitor

- 340mb Maxtor SCSI hard disk
- Best Electronics power supply
- Best Electronics upgrade keyboard mylar

Software:

- AtariWorks v.1.207
- SpeedoGDOS (with Bitstream add-on WP for DOS fonts)
- Universal Item Selector III
- Address Book (registered)
- Calendar 6.2a (registered)
- Grocery Lister 4.2 (registered)
- STalker 3.04
- MegaCheck 2.05
- Diamond Back 3
- A few unregistered shareware programs which mainly occupy disk space.

Any other books, sales lit, miscellaneous cool info on Atari, a Wico Bathandle joystick from years ago included as well as the original power supply I replaced with the Best model. I have the original box for the system but not the monitor.
Portland, OR and surrounding areas only, please...
I don't have the means to ship.

$650 cash takes all, no partials, I'm switching platforms and would like all this sold ASAP. The system is in absolutely perfect condition (better than new with the modest upgrades).

email: msmith@alder.jf.intel.com

4564. Falcon for sale!

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: Ronny Schoebel <schoebel>
Message-ID: <3rka7k$o3j@prakinf2.PrakInf.TU-Ilmenau.DE>
Source record: 163789

FOr sale:

Falcon030, 4 MB RAM, 65 MB harddisc,
+ Screenblaster II
+ FPU 68882
+ Jaguar joypad

SOftware:

+ NVDI 3
+ Pure C 1.1
+ several games (Ishar, Robinsons Requiem...)
+ lots of PD and Shareware as well as many demos.

JUST 1300 DM

FOr more details mail me at

Ronny.SChoebel@rz.tu-ilmenau.de

4565. Re: Emajic Logic & Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.803059584@tiddington>
Source record: 163790

bjr2@Ra.MsState.Edu (Brian J. Roland) writes:

>Aloha,
> I'm seriously considering buying myself a copy of Emajic's Logic.
>Does anyone know if this will work with Geneva and Neodesk? If not, will
>it work with any known multi tasking system for the STe? If Logic is run
>by itself...can you also run a patch editor such as Xor or sound surfer
>along side it? Any info on this would be helpful.

The best one is Magic - you can run Logic and SoundDiver together under
MagiC and it works great! I haven't tried Geneva, but EMAGIC recommend
MagiC anyway.

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

4566. Re: GIF Transparency

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.803048362@gen-off-2>
Source record: 163791

A.I.Nicholls@herts.ac.uk (Alex Nicholls) writes:

>Is there a program for the Atari Falcon/ST that will allow you to save a
>GIF file (or convert it) to the GIF89 format, so you can _easily_ (not like
>giftrans) specify what colour is the transparent colour??!!?
Yes, I think this is one of the additions to ImageCopy 4.

The author can be contacted for more info, j_hughes@cix.compulink.co.uk
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

4567. Re: Will MajicMac run on Powe

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: tt@muc.de
Message-ID: <tt-1306950320050001@tempel.muc.de>
Source record: 163792

In article <3redjf$p8o@osiris.wu-wien.ac.at>,
h9250467@idefix.wu-wien.ac.at (Alfred Radauer) wrote:

> The version for Power PC is slightly more expensive (+DM 50).

No! The 68K-only version is now DM 50 less expensive (DM 250), the new
PPC+68K version will have the same price as the 68K-only version had
before (DM 299)

Thomas

4568. Re: Magic now for Power PC available

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: tt@muc.de
Message-ID: <tt-1306950321510001@tempel.muc.de>
Source record: 163793

In article <DA1B8w.Kr2@crash.cts.com>, richcsst@crash.cts.com (Richard John Kelsch) wrote:

> : ASH officially released MagicMac for Power Macintoshes.

> Is there a demo online?

I'll upload it on tuesday to info-mac. About 1-2 days later it'll be available onall mirrors. I'll leave a note on comp.sys.atari.announce then.

Thomas

4569. 9-bit floppy disk

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: hubal@acpub.duke.edu
Message-ID: <3rkr2m$fka@news.duke.edu>
Source record: 163794
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Don't know if this is the best newsgroup, but perhaps someone could point me in the right direction...

I have a floppy disk from an old, old Atari computer, with files that I wish to retrieve. Norton utilities on an IBM PC, as far as I can tell, has no idea how to read from this disk, since it's formatted using 9-bit bytes. No Macintosh to which I have access is able to read this disk, either.

Any ideas? If anyone has (a) an old, old Atari, (b) software that could read from this disk, or (c) any other idea how to retrieve the data, please let me know. Thanks.

Rob Hubal


```
_ _ _
| |_ _ _ | |_ __ hubal@acpub.duke.edu ___ _ | |_ _ __
| || | || o |< < | o || ||_ || // |
|_|_| \__||__/ >_> |__/ |_| /_/ \__/
```

4570. Oids, Dungeon Master and

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: CALLUM.LERWICK@1-282-47-0.flight.org
Message-ID: <6f8_9506131526@flight.org>
Source record: 163795

In message #953, DIEGO BARROS writes:

> Hello,
> I was wondering whether it would be possible to still find
> the game called Oids for the ST? Either from someone wanting to sell
> it or some store might stil have it not sure. I don't own an
> ST but I have always wanted to check this game out and would buy
> it just to play it. I think it was released by Mirrorsoft (not sure)
> but I know it was done by FTL (Faster than Light?), the people
> that did Dungeon Master. This game was only released on the St, to my
> knowledge, and I want it! :)

I have a playable demo version, ya want it? I also have the full version
but I want to hold on to this classic game...
---------------------- -//- ------------------------
Internet: CALLUM.LERWICK@1-282-47-0.flight.org
| the FlightLine Uucp InterNet Gateway [MSP] |
---------------------- -//- ------------------------

4571. Re: Will MajicMac run on

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: CALLUM.LERWICK@1-282-47-0.flight.org
Message-ID: <6f9_9506131526@flight.org>
Source record: 163796

In message #969, DAVID STEVENSON writes:

> >MagicMac ...knowlege of the German language is usefull)
> Why? I run the English version of MagiCMac.

Is the demo english?

> >Anyone know if it will work on an '040?
> Yes it does. I use a Performa 475 (68LC040). I know other people who
> are running on machines with full 040.

Ah, thats nice... now where to I get it?
---------- -//- ----------
Internet: CALLUM.LERWICK@1-282-47-0.flight.org
| the FlightLine Uucp InterNet Gateway [MSP] |
---------- -//- ----------

4572. Re: New C-lab Falcons, an

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: CALLUM.LERWICK@1-282-47-0.flight.org
Message-ID: <6fa_9506131526@flight.org>
Source record: 163797

In message #972, PEKKA SAARINEN writes:

> Yes, it uses SIMMs, via cheap third party plug-in adapter cards
> (and many people use them, too).

Does the C-Labs Falcon use SIMMs?
---------------------- -//- -------------------------
Internet: CALLUM.LERWICK@1-282-47-0.flight.org
| the FlightLine Uucp InterNet Gateway [MSP] |
---------------------- -//- ------------------------

4573. Re: STE joysticks

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: christian.andersson@tnogobl.ct.se
Message-ID: <ftn_2.203.611.5_2fdd7ac1_Christian.Andersson@tnogobl.ct.se>
Source record: 163798

> Those two ports are intended for analog joysticks. AFAIK there are none
> available for the Atari ATM. The good news is that you should be able to
> use Jaguar joypads in these ports and they can be purchased separately. I
> say _should_ be able to use them because I have a Falcon and can't check
> this out on an STe. The Falcon ports I'm using are (again AFAIK) identical
> to those found on the STe.

The Ste and Falcon Etra Joystick-ports are indentical, and they are also
identical with the Jaguar-joystick-ports! so there is no problems using the
Jaguar-joupad for the STe!

/Chris./ (*FireSTorm Falcon Center*)
GEM-WWW-Browser in 95!

(UUCP Dialup connection)

4574. Re: Emajic Logic & Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: claes.holmerup@p5.dada.ct.se
Message-ID: <ftn_2.200.136.5$fidonet.org_2fde0727_Claes.Holmerup@p5.dada.ct.se>
Source record: 163799

To: bjr2@Ra.MsState.Edu

Hello Brian,

> I'm seriously considering buying myself a copy of Emajic's Logic.
> Does anyone know if this will work with Geneva and Neodesk? If not,
> will it work with any known multi tasking system for the STe? If Logic
> is run by itself...can you also run a patch editor such as Xor or sound
> surfer along side it? Any info on this would be helpful.

The only thing I can say is: Don't buy E-magic Logic.
Since it's an expensive program, You will probably be stuck with it when You want to upgrade to Logic Audio (if You consider buying a Falcon in the future).
There are lots of problems with Logic Audio - it's not stable according to the people I know, who have tried to make it work. According to E-magic, it doesn't work on all Falcon's (funny since Cubase Audio works fine on all Falcons).
I also have the impression that E-magic won't support Falcon the way one would wish (they seem to be more Mac-happy), but Steinberg still release the new versions of Cubase on Atari first -before Mac and PC.

I know that E-magic works fine on the ST/STe, so if You know that You won't upgrade to a Falcon, it will surely be sufficient. But if You think that You want to start some serious hard disk recording on a Falcon later on, don't even think about anything else than Cubase. Which program You prefer is always a matter of taste, but the only Audio program that runs perfectly is Cubase Audio.

Kindest regards

Claes

fidonet: 2:200/136.5
e-mail: claes@dada.ct.se

(UUCP Dialup connection)

4575. Re: Bad Ste DMA

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: claes.holmerup@p5.dada.ct.se
Message-ID: <ftn_2.200.136.5$fidonet.org_2fde0776_Claes.Holmerup@p5.dada.ct.se>
Source record: 163800

To: py4sdh@bath.ac.uk

Hello Simon,

> A few weeks ago someone posted the chip number of the Dodgey DMA
> chip for STe. Mine is a first revision STe, the chip number is c025913-
> 38 so
> can someone confirm wether this is the suspect part number.

It is, in fact, the DMA chip that shouldn't be in an STe.

> If this is the bad DMA chip, is there anything I can do about it
> other than replace it? IIRC the problems only occur after a few hours
> of use, so this suggests to me that, it's a simple heating problem.
> Could this be cured by having a fan or heat sink? And how come the
> problem dosen`t affect either the floppy disc drive or DMA sound chip?
> I`ve never had corrupt floppies or bad dma sound even after running my
> Ste for 10s of hours in a warm room.

This is probably not the only explanaition, since - in my experience -the DMA problems can occour any time You try to write to the hard drive.
A way to be certain should be to copy lots of files, deleting some and copy more to the drive, and after that defragment the drive. Now You will probably have a totally messed up hard drive. Most of the time it's enough to try to save the desktop two times, since this changes the file and for some reason that seems to be the problem.
I don't remember the part number for the fully functional DMA chip (Ihave a Falcon nowadays so there's no need for me to remember), but I think it was something like: 38..38-001 (I can't seem to remember the two digits between the 38's - my memory is all fragmented...). Your service center should know about it when You ask them.

Kindest regards

Claes

fidonet: 2:200/136.5
e-mail: claes@dada.ct.se

(UUCP Dialup connection)

4576. Re: Educational & business software

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: keiths@pavilion.co.uk
Message-ID: <3rl2ll$io9@fitzherbert.pavilion.co.uk>
Source record: 163801

"PC 5, East Bham College, Learning Resources" <mpc5@ebham.ac.uk>
wrote:

>I've been asked to give a talk to parents at a local primary school.
>One of the topics they've asked me to talk about is how parents can
>use their childrens' home computers for educational or business use.
>Some of them have Atari STs. Can anyone give me any information that
>they would find useful.

Yes. I think it is great that you are asking the question. There are word processing packages which are either free or shareware, DTP progs, spreadsheets, art progs and off course music packages available. If you would like a few suggestions then the best thing you could do would be to buy a magazine like Atari World and read the reviews.

Personally I like Marcel as a word processor, Calamus as a Desktop publishing programme, Sheet as a spreadsheet and Sequencer One as a sequencer. I also programme in C with a programme called PureC. A sort of Basic comes on the Atari disks which come with the machine.

Anyway the range is enormous though of course a printer would be good although the Atari will read and write to a standard formatted 720K PC floppy so it would be easy to bring work in. No probs with viruses either as the school machines wouldn't be affected by Atari viruses.

Hope this is some help.

Keith
100:1011/12.0
2:254/108.12

4577. Re: Wanted

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: keiths@pavilion.co.uk
Message-ID: <3rl2lr$io9@fitzherbert.pavilion.co.uk>
Source record: 163802

dsb@cs.duke.edu (Scott Bigham) wrote:

>Ack! No, please _don't_ get the Heat `n Serve version; it hasn't been
>updated in several years, it has a pile of known bugs, and it doesn't
>support external symbols longer than 7 characters.

>If you want Sozobon, get SozobonX. It has an updated GEMfast library,
>it does IEEE floating point, and most importantly, the maintainer is
>still around. You can get SozobonX at:

>ftp.fu-berlin.de:/pub/atari/programming/sozobon
That's good. Didn't know about that. I use PureC now so I seem to have
got out of date with Sozobon! Thanks.

Keith
100:1011/12.0
2:254/108.12

4578. MagicMac for PPC

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fdd3112_Tom.Thomason@fpc.ct.se>
Source record: 163803

On 11 Jun 95, Andre Leistner shot this through the ether to Tom Thomason...

AL> From: Andre Leistner <alpldbia@sp.zrz.TU-Berlin.DE>
AL> To: tom.thomason@fpc.ct.se
AL>
AL> Hi Tom,
AL>
AL> In article
AL> <ftn_2.203.203.15$fidonet.org_2fd6abb1_Tom.Thomason@fpc.ct.se>, Tom
AL> Thomason <tom.thomason@fpc.ct.se> wrote:

>> MagiCMac does *not* work on Power Macs!

AL>
AL> [There's something wrong with the NNTP-server here, so I couldn't
AL> post this on csas, although I believe it is of interest to others,
AL> too.]

AL> The PowerMac version of MagicMac has just been finished. Thomas
AL> Tempelmann announced the upload of the German demo version on Mausnet
AL> yesterday. I'm sure it will appear on some ftp server as well, soon.
AL> The announcement also included a statement on the PPC version's speed.
AL> It says*, MagicMac is almost twice as fast than a TT (or faster --
AL> don't remember), on a PowerMac 6100.
AL> I think this is good news.
AL>
AL> -Andre
AL>
AL> * I say, he/she/it says or sais?
AL> --
AL> Andre Leistner -- Materials Science/Polymer Physics student
AL> UseNet: alpldbia@w255zrz.zrz.tu-berlin.de MausNet: Andre Leistner @
AL> B
AL> --- uugate 0.40 (SunOS 4.1.3)
AL> * Origin: Internet gateway [cindy] (2:200/427.1)

Andre sent this to me in NetMail and, in effect, asked that I notify the rest of you lot of the new development.

Cheers,
Tom

(UUCP Dialup connection)

4579. Re: .gif to .xbm?

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FFNBAAWA@ttgk.nextjk.stuyts.nl>
Source record: 163804

In <arch-1206951738240001@dialup-a34.netspace.net.au> Arturo Larizza wrote :

>Hi.
>
>Can anyone out there please tell me if there is a utility to convert
>.gifs, .tiffs, .imgs or .pict to .xbm format?

If you'd want to use those .xbm under Linux I guess you can use Xpaint for
that, rather clumsy but it works.

Gert

--

-- --
Atari TT-Point
-- --

4580. Re: Searching for Software for an 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: Patrick Koehne <koehne@ls10.informatik.uni-dortmund.de>
Message-ID: <3rjv20$kb7@fbi-news.informatik.uni-dortmund.de>
Source record: 163805

Hi Everybody

gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

>LDW Powercalc 2 is rather old, but pretty good, too. The Germans are
>doing something with LDW Powercalc 3 (sorry, I don't know any details) -
>and that sounds really promising..

If you want some special calculation programms their are lots of them available
here in Germany I think....

Bye

...Patrick

--
UseNet : koehne@ls10.informatik.uni-dortmund.de
Maus-Netz: Patrick Koehne @ UN

4581. WANTED!!! SLM804 Toners/Drumkits + Mouses! Where for sale???

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: mss@xs4all.nl
Message-ID: <3rkt3v$ni0@news.xs4all.nl>
Source record: 163806

Hi!

I'm searching for a shop (anywhere) where I can buy Atari SLM804 Toners/Drumkits, I need about 20 of them. I'm also looking for good Atari mouses, like the Yin-mouses.

Does anybody know where I can buy those? Can you give me fax/telephone-number?

Thanks in advance,

Martin Molenaar, mss@x4sall.nl

4582. Geneva Release 004?

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <3rkeeo$1vm@ccshst05.cs.uoguelph.ca>
Source record: 163807

I really hate to sound impatient, but when is release 004 of Geneva coming out? I've been waiting anxiously (well, eagerly) for MiNT compatibility especially. IIRC, it was supposed to come out at the end of May. Admittedly, I haven't been home for a while, so a Gribnif newsletter may have arrived there...

THeo

4583. Re: Calamus 95 -> anger?

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: alpldbia@aries.zrz.TU-Berlin.DE
Message-ID: <3rl102$t99@brachio.zrz.TU-Berlin.DE>
Source record: 163808

In article <3rgggs$230@sphinx.gsu.edu>,
Tommi Pekka Hietavuo <gs01tph@panther.Gsu.EDU> wrote:

>New versions of SL have been announced, both for Atari, and MagiCMac (!).
>That's the good news. The bad news is that DMC seems to try to turn
>Atari users into Mac-users by pricing the Atari-version far above the
>MagiCMac-version =-(... !

Why should there be separate versions, one for the Atari and one for MagicMac?
I always thought that softare written ('cleanly') for TOS will run
on MagiC (and MagicMac) and vice versa?

Andre

--
Andre Leistner -- Materials Science/Polymer Physics student
UseNet: alpldbia@w255zrz.zrz.tu-berlin.de MausNet: Andre Leistner @ B

4584. Re: Pirating Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: mdaymon@rainbow.rmii.com
Message-ID: <3rl7f8$hc7@natasha.rmii.com>
Source record: 163809

Tommi Pekka Hietavuo (gs01tph@panther.Gsu.EDU) wrote:
: Maxwell Daymon (mdaymon@rainbow.rmii.com) wrote:
: : I think that most platforms will die simply because of piracy. It has a
: : much worse effect on smaller markets (Atari ST, Amiga, and to a lesser
: : extent Macintosh) than on large markets where a large profit can be made
: : in the face of piracy. I wish I had my source about me and I would look
: : into the information I saw regarding very poor mental abstraction skills
: : in young people of Western culture.

: This subject is more complex than most people (especially those who see
: the world as black/white -> wrong/right..) are willing to admit.

Of course it is, but there are some pretty obvious aspects.

: I just recently read a scientific study (if someone's interested, I'll
: try to find it again..) that showed some interesting results: piracy in

To have any credibility you'll have to. There are "scientific" studies to
support everything - whether those studies are VALID is another issue.

: the U.K. actually _benefitted_ the software industry. And why? This
: research reached a conclusion that the benefit of more people _testing_
: software, even illegally, is higher than the immediate sales losses.

Sounds more like assumption that legit study.

: Pirated software actually worked as demos, and made finally many people
: who'd otherwise had never even seen the software, purchase the package
: (to get the manuals, updates, support, ...).

Oh? I'd like to see how this "test" was conducted? If you say a survey,
you can throw it out right now. It's a nice theory, but how many people
actually DO this?

: What do you think? Was this research rubbish?

I obviously can't tell you without knowing the process. No, calling
something "scientific" doesn't instantly make it true.

--
+- Maxwell Daymon -+- mdaymon@rmii.com -+

4585. Re: Hard Drive terminations

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: trek@ihgp6z.ih.att.com
Message-ID: <DA4Fsz.LK5@ssbunews.ih.att.com>
Source record: 163810

In article <3rifmt$7ms@batph8.bnr.ca>, Troy Carpenter <troyc@bnr.ca> wrote:
>I am starting to have some problems with my Hard Drives. My setup is as
>follows:
>
>Atari TT
>Quantum LP120S GM120S01X internal Drive
>
>I have no idea how to check for SCSI chain terminations, so I don't
>know if everything is set up right.

This seems to be more significant with Linux than with TOS (but I still can't figure out why - same hardware doing the work in both cases.) My son, Jonathan was getting a lot of scsi timeouts - until he checked his scsi drive and found that it wasn't terminated. He did so and now it works just fine.

>
>Questions:
> 1. Is the cable lenght too long? The idea was to eventually move the
> Seagate into a drive case and have the system cable long enough to
> put new connectors on it for another hard drive and a tape drive,
> possibly a CD ROM sometime in the future.

I once had a problem with a particular drive and the Atari dealer switched me from an ICD cable to an Atari cable (or vice versa and I'm not at home to see which way we went) and that took care of the problem. ONly thing I could figure out is that one of the cables has sufficient resistance that it negates the need for termination (or actually fails if you are also terminated - or something like that.) Hard to believe that a cable made a difference.

I currently have a scsi cable that has a HD, 2 syquests and a CDrom on it. Total cable length is probably at least 12' and it works fine on my Falcon out of scsi2 port.

> 2. How do I check for SCSI terminations? I have heard of people
> terminationg the internal SCSI chain as well as the external chain.

I've always opened the drive and looked at it for resistor packs located around the scsi connector. There are also connectors that you can plug into the scsi connector that provide termination. These seem to be popular on the Mac side. It makes a lot of sense if you have more than one machine as you can always use external termination and can easily move devices between the machines without worrying about where in the chain the device needs to be inserted.

>For you Linux users:
> Someone was saying that they were having SCSI timeout errors (danger
> Will Robinson, and all that). Since moving to 0.9.7, I have seen this
> three times now, which is why I am asking this question. I never saw
> SCSI problems before this new kernel (with 9.4, 5, nor 6).

See my first comment. My son runs on a TT now and since terminating his 730M drive (the new one toad started selling a couple of months ago) he quite having problems. Haven't seen if that makes his problems on the Falcon go away too or not.

>Bell-Northern Research Troy Carpenter Atlanta, Georgia
>troyc@bnr.ca I speak for myself, not BNR

Wayne Booth

4586. Re: Calamus 95 -> anger?

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3ril79$nqj@sphinx.Gsu.EDU>
Source record: 163811

Roger Sheppard.. (sheppard_r@kosmos.wcc.govt.nz) wrote:

: Some maths are required, Mac sales say 100,000..??
: Atari sales may be 100...???

: Its simple the more you sell the cheaper it gets, the Atari market is DEAD,
: yes DEAD....

Roger, you truly are a Doom's Day Prophet here... Those people at C-Lab must truly be miserable businesspersons, as they purchased themselves a DEAD computer platform (Falcon) ... ;-) ! It's a pity, Wizztronics haven't yet noticed either, that they're dealing with something that doesn't exist: Atari market.

We Atarians could use a new slogan in the future:

"Dead have more fun.." !!

It's good to be dead as long as we get brilliant programs like Apex Media, Calamus SL (yes, they still support us despite all..), Papyrus Gold, STalker, etc, etc...

It's about the time for you, Roger, to get yourself a Falcon - and join us restless ghosts 8-) ! Stop torturing yourself (and us..) .

: **
: * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
: * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
: **

TH (recently deceased)

"Power Without The Windows"

4587. Re: Searching for Software for an 1040 ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3rile5$nqj@sphinx.Gsu.EDU>
Source record: 163812

Lusti Mark (ia93lust@info.os.htl-bw.ch) wrote:
: Does Software like Excel or other Spreadsheets exist for the 1040. I've got theKSpread
but it's quite primitive.

LDW Powercalc 2 is rather old, but pretty good, too. The Germans are
doing something with LDW Powercalc 3 (sorry, I don't know any details) -
and that sounds really promising..

TH

4588. Re: Q: .zoo decompressor

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.180.00089F86@ti.com>
Source record: 163813

In article <MARTONY.95Jun12160419@arnor.ele.kth.se> martony@ele.kth.se (Adam Martony) writes:

>I have a problem with a .zoo file. It's too big for a 720kb disk to hold both
>the .zoo file and the decompressed file, and I can't find a zoo program that

How about setting up a RAM disk & put your .zoo file there. Then on a: only
your zoo dearchiver program. Run your dearchiver from a: and type -e m:\xyz.zoo
or something like that so that it gets your .zoo file from the RAM disk.
(assuming your RAM disk ram is M:)

>BTW, is it possible to decompress files on for example a PC, and use them on
>my Atari? I tried to de'zoo the file on a PC emulator on a HP workstation,

I use a real PC with MS Dog, and it seems to work fine on all sort of archiver.

William

4589. Re: NVD3 + WF2 HELP v1.2

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.181.0008B165@ti.com>
Source record: 163814

In article <950612Z201606.091alan@aybee.demon.co.uk> alan@aybee.demon.co.uk (Alan Baker) writes:

>Wordflair2 now loads, Speedo fonts may be selected, used , but when you
>ask it to print = 'Life not found' 'Gothic not found' It can't find
>fonts to print?
>They are there, sitting happily in C:/NVDI3 , or I've tried C:/BTFONTS as
>installed by NVDI.

I am no expert on this, but don't you need to have a printer driver or printer fonts or at least setup the printer fonts for this?

William

4590. Re: Our Respects to Hendrik Mylius

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: Lexicor@world.std.com
Message-ID: <DA38Bw.Jnn@world.std.com>
Source record: 163815

In article <1995Jun7.124348.1964@cathy.ijs.si>,
Matija Grabnar <matija.grabnar@ijs.si> wrote:

>Goodbye Hendrik, we will all miss you. Rest in peace.

Indeed, this is very sad and serious news, we will miss you.

Farewell Hendrik

Yat

4591. Re: Digital Arts (DA's) address & telephone required

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: Lexicor@world.std.com
Message-ID: <DA38Hx.Lo@world.std.com>
Source record: 163816

In article <3r1es4$b29@chaos.kulnet.kuleuven.ac.be>,
Jan Dries <dries@cs.kuleuven.ac.be> wrote:
>Could anyone give me the telephone number, fax number, post address
>or e-mail address from the Digital Arts headquarters (i.e. the guys
>from DA's vector and DA's Layout) in Germany?
>

In Germany contact:

Digital Arts
300 Anrather Strasse
D-47808, Krefeld, Germany
Tel: (011-49-2151 39 60 64) Fax: (011-49-2151 39 90 71)

In the USA

Lexicor Software
36 Queensberry Street, Suite 6
Boston, MA 02215
USA
Tel: (617) 437 0414 - Fax: (617) 437 9413
email: info@lexicor.com

Cheers

4592. Re: Atari history

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3riqbhjep1@mhafc.production.compuserve.com>
Source record: 163817

>>The Tramiel family is still firmly "in control" at Atari.

> That's a matter of opinion... A good many people will agree that the
> Tramiels are firmly "out of control" at Atari.

Heh.. that's why the quote marks..

Perhaps a better way of saying it would be "The Tramiel family is still as
firmly "in control" as they've ever been.

:)

BobR

4593. Re: ATARI STe 1040

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3riqnvjep2@mhafc.production.compuserve.com>
Source record: 163818

> New question: Is there any reason to buy faster SIMMS? will they speed up
> anything? or will two 30 pin, 8-bit 120ns be the same?

No... putting in memory that can respond faster than your computer can
request it is a waste. It's like putting tires that are rated to go 200 MPH
on your Yugo that can only go 80 MPH anyway.

> New question 2: Where can I get the best deal on these SIMMS?

Almost anywhere that sells computer stuff. The "8 bit" SIMMs are the same
as the Macintosh uses, and the "9 bit" SIMMs are the same as the PC uses.

Just ask for "30 pin, 1 Megabyte SIMMs"... actually speed doesn't much matter,
since it's difficult to buy SIMMs too slow for an ST.

Don't buy them "blister packaged" at Radio Shack or CompUSA. Do buy them from
a local PC supply store... they'll be cheaper. Call around to computer stores.

BobR

4594. Re: So what's new on the ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3rir8bjep3@mhafc.production.compuserve.com>
Source record: 163819

er... Papyrus and DA Vector are a bit more than one year old... why not include WordPerfect 4.1 in that list..?

Many of the others appear to be programming tools... what if you don't want to tinker around with hobby programming, and want to run applications instead?

BobR

4595. Simple midi software

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: ianc@island.amtsgi.bc.ca
Message-ID: <3ril4c$49e@sanjuan.islandnet.com>
Source record: 163820

I need some very simple to use midi software for an atari 520st. Like playback and record, simple editing, changing pitch, etc. Even something desined for kids would be fine. Recommendations would be appreciated, the actual software for sale would also be great. Thanks.

Ian Campbell - Cobble Hill, BC, CANADA no other possibility

4596. Re: Calamus 95 -> anger?

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: rcb@prairienet.org
Message-ID: <3ritik$ie6@vixen.cso.uiuc.edu>
Source record: 163821

In a previous article, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) says:
>Some maths are required, Mac sales say 100,000..??
>Atari sales may be 100...???
>
>Its simple the more you sell the cheaper it gets, the Atari market is DEAD,
>yes DEAD....

You seem to like saying this. If you truly believe it, follow this to the logical conclusion right out of this group. After all, it's a waste of time to talk of "dead markets" now, isn't it?

Atari or its replacement (C-Lab) will always have a market as long as Micro$haft, IBM, Apple, etc. are the competition. Not everyone will be so blind and have such a one-dimensional view of things ...

Roy
rcb@prairienet.org
--
If it doesn't come naturally, leave it and chalk it to experience.

4597. SUBSTATION Yet?

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: dogmeat@netcom.com
Message-ID: <dogmeatDA3Gqp.5sr@netcom.com>
Source record: 163822

[Article crossposted from comp.sys.atari.st.tech]
[Author was Brett Nair]
[Posted on Mon, 12 Jun 1995 02:44:11 GMT]

ALL:

So, has anybody seen the completed version of SUBSTATION yet?
What's it like? How can we U.S. pinheads get it?
--
--
Brett Nair - dogmeat@netcom.com

"Holy the lone juggernaut! Holy the vast lamb of the middle-class!
Holy the crazy shepards of rebellion! Who digs Los Angeles *IS* Los Angeles!"
- Allan Ginsberg, "Introduction To Howl"
--
--
Brett Nair - dogmeat@netcom.com

"Holy the lone juggernaut! Holy the vast lamb of the middle-class!
Holy the crazy shepards of rebellion! Who digs Los Angeles *IS* Los Angeles!"
- Allan Ginsberg, "Introduction To Howl"

4598. Re: Bad Ste DMA

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3rj96r$9og@golem.wcc.govt.nz>
Source record: 163823

In article <Pine.SUN.3.91.950612190614.953A@slc-26>, Sim <py4sdh@bath.ac.uk> writes:
>Hi all,
>
> A few weeks ago someone posted the chip number of the Dodgey DMA
>chip for STe. Mine is a first revision STe, the chip number is c025913-38 so
>can someone confirm wether this is the suspect part number.
>
> If this is the bad DMA chip, is there anything I can do about it
>other than replace it? IIRC the problems only occur after a few hours of
>use, so this suggests to me that, it's a simple heating problem. Could
>this be cured by having a fan or heat sink? And how come the problem
>dosen`t affect either the floppy disc drive or DMA sound chip? I`ve never
>had corrupt floppies or bad dma sound even after running my Ste for 10s
>of hours in a warm room.

Yes that is the Bad one...

Very very risky, just get the New chip if you can find one...

Atari UK has stated that all the faulty DMA chips were replaced...??

Or is this the normal lyes that come from Atari...??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4599. Wanted: ICD Utils

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: CALLUM.LERWICK@1-282-47-0.flight.org
Message-ID: <660_9506130106@flight.org>
Source record: 163824

```
Could someone send me the latest ICD driver utils? I don't have an account
on GEnie, and I don't wan't to call long distance to ICD's BBS. Please
Email me and we'll arrange a way for them to be sent to me...
----------------------- -//- -------------------------
Internet: CALLUM.LERWICK@1-282-47-0.flight.org
| the FlightLine Uucp InterNet Gateway [MSP] |
----------------------- -//- ------------------------
```

4600. Re: Will MajicMac run on

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: CALLUM.LERWICK@1-282-47-0.flight.org
Message-ID: <661_9506130106@flight.org>
Source record: 163825

In message #983, ALFRED RADAUER writes:

> Expect a dem version of Magic Mac 1.2 for Power PC on usual FTP sites
> real soon.

I'll be waiting!!! Can't wait to see how my Atari stuff will fly on a nice
100mhz PowerMac...
---------------------- -//- -------------------------
Internet: CALLUM.LERWICK@1-282-47-0.flight.org
| the FlightLine Uucp InterNet Gateway [MSP] |
---------------------- -//- -------------------------

4601. Re: ZIP Drive & External

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: CALLUM.LERWICK@1-282-47-0.flight.org
Message-ID: <662_9506130106@flight.org>
Source record: 163826

In message #994, JAMES J. KUDRON writes:

> What specifically do you mean that the Atari menu has not been updated in
> over a year??
>
> There are new files _daily_ (if not hourly) on the STRT.

The files are new, but the menu isn't...
---------- -//- ----------
Internet: CALLUM.LERWICK@1-282-47-0.flight.org
| the FlightLine Uucp InterNet Gateway [MSP] |
---------- -//- ----------

4602. Re: New C-lab Falcons, an

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: CALLUM.LERWICK@1-282-47-0.flight.org
Message-ID: <663_9506130106@flight.org>
Source record: 163827

In message #996, A.P. BRIDGETT writes:

> How many PCs are being sold these days that cost u400?? By making a

The thing is, with decent Falcons in the same price range as PCs and Macs,
who is going to a Falcon? Certainly not existing PC and Mac users, and
common folk, to attract more users its going to have* to be that cheap!

<btw: What would that be in US currency? ;) >

---------------------- -//- -------------------------
Internet: CALLUM.LERWICK@1-282-47-0.flight.org
| the FlightLine Uucp InterNet Gateway [MSP] |
---------------------- -//- -------------------------

4603. Re: Bad Ste DMA

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3rja8m$a06@golem.wcc.govt.nz>
Source record: 163828

] had corrupt floppies or bad dma sound even after running my Ste for 10s
] of hours in a warm room.

I get crackly DMA sound, but don't have any drive troubles. I've got one of the last model STes off the production line, but it had a faulty PSU, which I swapped for one from an old STFM, it worked better on the FM than on the E, and the FM one works quite happily on this E. The RF-audio output was faulty, but fixed among other minor problems by Roger Sheppard (who, although many will say annoying, is a good diagnostic electrician :).

I wasn't too happy, but when the machine only cost me about $US-250 brand new, I can't complain _too_ much, especially as the people who sold it to me ceased to exist a short while after I bought it :)

Anyway, apart from the crackly DMA sound (even through the monitor, so it isn't my stereo system), the machine runs fine now. I wouldn't have a clue what chip it is, anyone know where the DMA chip is at on a late revision STe? (The type with metal screw-holes molded into the base!)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

4604. Idealist troubles....

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3rjai0$a06@golem.wcc.govt.nz>
Source record: 163829

I'm using IdeaList v3.6, and an old Star LC-10-II 9-pin printer, but no matter how I set IdeaList up, I get huge gaps at the end of the page, resulting in the top of the page moving gradually downwards on each progressive page. I'm using standard 11-inch form-feed paper, and am wondering if anyone could tell me what settings etc. I should use, at the moment it looks like:

```
ContDistance 10
TextDistance 0.50
RestDistance 0.30
Chars/line 80
Lines/page 52
VSteps/Inch 72
```

Changing the Lines/page to anywhere up to 66 and the ContDistance up to 11 doesn't seem to help much - how _should_ I have things in IdeaList itself, and the config file?

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

4605. Re: Load TOS 1.4 From Disk?

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: hoffmann.kd@sni.de
Message-ID: <3rjbu5$9p6@spooky.sni.de>
Source record: 163830

In article <3rgsn4$njj@golem.wcc.govt.nz>, sheppard_r@kosmos.wcc.govt.nz
says...
>
>In article <dogmeatDA1H48.GA8@netcom.com>, dogmeat@netcom.com (Brett
Nair) write
>s:
>>[...]
>> I have a copy of TOS 1.4 .IMG and TOSLOADA.PRG - but I can't get
>>it to load over the ROM 1.62 I have in my STE. Any suggestions?
>
>Its Simple, it will not run, you have a STE not a ST.....
>
>[...]
Well, I have to contradict. It is possible to load the TOS into the STE's
memory and to run it. A utility provided with the german TurboAss can
read the TOS-ROMs to a file, patch this file to reassign the absolute
addresses and load the patched file into memory at startup. This does
work even with an STE.
This information comes with absolutely _*NO*_ knowledge about whether it
is allowed to do these things...
--
Klaus Hoffmann
Email: hoffmann.kd@sni.de

4606. Atari history

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AB34D1.0783002706.uuout@tippy.com>
Source record: 163831

```
MO> That's a matter of opinion... A good many people will agree
MO> that the Tramiels are firmly "out of control" at Atari.

No, they are in control, but sometimes I wish they were not.

... Never buy dairy products at a garage sale.
___ Mountain Reader II - #00000095
```

4607. Re: Atari Dealers in Ohio?

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: Kit Kimes <kimes@iwtqg.att.com>
Message-ID: <DA48s8.7BE@jackson.napervilleil.attgis.com>
Source record: 163832
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

#==========Todd Hogarth, 6/12/95==========
#
#If you can get a REAL person to answer the phone. Don't waste your time,
#better to give D&P Computers a call @ 216-926-3842. Prices are normally
#better than TOAD. Free catalog.

Where is D&P Computers located? Area code 216 is the Akron area. I'm
not familiar with them even though I grew up in the area. Have't lived
there for many a year now though.

Kit Kimes
AT&T Resource Link (under contract to ATT-GIS)
Naperville, IL USA
kimes@iwtqg.att.com or
KitKimes@AOL.COM

4608. Q:How do I upgrade the memory on a 520ST?

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: John.Kolak@1632.gigo.com
Message-ID: <bbb_9506140714@gigo.com>
Source record: 163833
Body handling: HTML body converted to readable text

In a message of 01 Jun 95 10:35:58, B.S.Bhumbra@bnr.Co.Uk wrote:

B> This question is probably in the FAQ (which I couldn't find) so apologees
B> to all. If anyone can give me details on the procedure for inserting
B> extra memory chips I would be grateful. Incidently, is a 520 ST with 1M
B> memory equivalent to a 1040 STE?
B>
B> Any help will be appreciated.
B>
B> Bindi
B>
B> --
B> Bindi Bhumbra
B>
B> These are my opinions...so don't sue my employer
B>
B> --- News headers follow ---
B> From: b.s.bhumbra@bnr.co.uk (Bindi Bhumbra)
B> Newsgroups: comp.sys.atari.st
B> Subject: Q:How do I upgrade the memory on a 520ST?
B> Date: Thu, 01 Jun 1995 17:35:58 +0000
B> Organization: BNR Europe Ltd, UK
B> Lines: 13
B> Message-Id:
B> Nntp-Posting-Host: 47.3.130.

I prefer the JRI memory board for reliability and use of SIMMs. You will still
be missing the special features of the STE: DMA sound, Blitter, analog joystick
support (rarely used anyway), hardware scrolling, etc. The JRI board will give
you the STE color pallette if you buy the extra shifter chip.
--
: Fidonet: John Kolak 1:203/1632 .. speaking for only myself.
: Internet: John.Kolak@1632.gigo.com

4609. Surplus Sale

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: John.Kolak@1632.gigo.com
Message-ID: <bbc_9506140714@gigo.com>
Source record: 163834

Hardware For Sale:

Atari Falcon 030 Comuter. Warranty, 2 weeks old. $699

Atari 1040 ST Computer. Manuals, disk, no box. Clean. $99
Atari Megfile 30. Manual, disk, no box. Clean. $99
Atari SM124 Mono Monitor. Clean, manual, no box. $49

Supercarger External BM Emulator (NEC V30), $99
- Only $30 more than PC Ditto, but faster (Norton SI 4.0), plus
includes MS-DOS and manuals and works as ST RAMDISK
- Multiasks ST and PC programs
- Easy external installatio (cable plugs in DMA port)

Ocean Maser 5S 5 1/4" Floppy Drive, $99
- Works as 40 rack PC compatible drive or 80 track ST
compatible drive (allows backup of ST 3.5" disks) (makes for a
cheap backup media! Will include 125 5 1/4" floppies in 2 disk
filesif desired for this purpose)

Zoom 240 External Modem, $25

Softwar for Sae:
- Pagestream 1.8, manual, ox, disks: $35
- Publishing Prtner, manual, box, disks: $10
- Tracker ST 2.03, manual, disk: $20
- Constuction Estimator 2.0, manual, disk: $10
- Timeworks Partner ST, box, manual, disks: $20
- Mavis Beacon Teaches Typing (color only): $15
- ManaproGeneral Ledger (for Mac), sealed, never opened: $35

Call JohnKolak, (916) 726-2358, Tue-Sat before 2pm Pacific Time,
Anytime Sun-Mon

b--- FIDOdoor+ 3.2.7 [JetMail 0.99beta9]
--
: Fidonet: John Kolak 1:203/1632 .. speaking for only myself.
: Internet: John.Kolak@1632.gigo.com

4610. re: oids, dungeon master and ftl questions.

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: dlittle@nest.demon.co.uk
Message-ID: <1761dlittle@nest.demon.co.uk>
Source record: 163835

General! We have intercepted a coded Imperial message from the Barros
system!

DB> I was wondering whether it would be possible to still find
DB> the game called Oids for the ST? Either from someone wanting to
DB> sell it or some store might stil have it not sure. I don't own an
DB> ST but I have always wanted to check this game out and would buy
DB> it just to play it. I think it was released by Mirrorsoft (not
DB> sure) but I know it was done by FTL (Faster than Light?), the
DB> people that did Dungeon Master. This game was only released on the
DB> St, to my knowledge, and I want it! :)

I can't answer your question, but I CAN say that Oids & Dungeon Master are
2 of the very best games on the ST and no mistake - in fact, 2 of the very
best games EVER. Definitely try and get a hold of these (or at least Oids,
if you already have DM). You will not regret it.

:)

Doug.

[illegible]
[illegible] Black Scorpion Software Developments [illegible] Falcon030 & Jaguar [illegible]
[illegible]
[illegible] Doug Little [illegible] Neil Stewart [illegible] Nick Hesketh [illegible] Dave Encill [illegible]
[illegible]

--

4611. Re: ATARI STe 1040

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DA4yK7.Eq6@cix.compulink.co.uk>
Source record: 163836

.kth.se>
X-Newsreader: CixRead/CixComm

In message <MARTONY.95Jun12140817@arnor.ele.kth.se>, martony@ele.kth.se
said:

> >The real cost is the host adaptor. 40Mb-100Mb SCSI drives are pretty
> >cheap.
>
> So whats the cost for a new or used adaptor?
>
> And do I need some software to use the harddisk?

New host adaptors cost the best part of 100ukp. 2nd hand ones have a
high resale value because a good quality used one is as useful as a new
one. Should be able to pick one up for 50ukp though.

Software is needed - but either is supplied - or in the case of 2nd hand
drives can be obtained via the 'net.

:-)

Roland.

@CiX

4612. Re: Bad Ste DMA

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DA4yK8.Eqs@cix.compulink.co.uk>
Source record: 163837

In message <Pine.SUN.3.91.950612190614.953A@slc-26>, py4sdh@bath.ac.uk said:

> than replace it? IIRC the problems only occur after a few hours of
> use, so this suggests to me that, it's a simple heating problem. Could
> this be cured by having a fan or heat sink? And how come the problem

IMO extra ventalation/cooling is always worth a try. I saved my TT a trip
back to the repair shop by fitting an external PSU and leaving the original
fan in case. The video circuitry now no longer flickers after warming up.

:-)

Roland.

@CiX

4613. Re: Zip Drive Software?

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FFNWFBVS@ttgk.nextjk.stuyts.nl>
Source record: 163838

In <FEPSFADOUP@cabal.shnet.org> Thorsten Guenther wrote :

>> > The Zip drive doesn't work with the Atari as is. Our usual SCSI
>> > adapters do not work with it either. I comes with PC and mac software
>> > only.
>>
>>It should work with the TT or Falcon SCSI adaptors - even if it doesn't
>>like DMA host adaptors much.

Yesterday I had the (short) chance to play around with a Panasonic MO drive (512 Mb discs), sorry forgot to write down the type, but it ran right away with the Hushi harddisk driver (I used the 'old' 5.10, the newer versions dont seem to run very well...) No problem in formatting, partitioning and reading/writing the disk. So I guess a ZIP drive should run as well, but as these ZIP drives seem very hard to get here in Holland I will report as soon as I can lay my hands on one...

BTW, the drive was connected to my TT.

Gert

--

-- --
Atari TT-Point
-- --

4614. Re: Bad Ste DMA

Newsgroup: comp.sys.atari.st
Date: 1995-06-13 00:00:00 UTC
From: miqco@sci.fi
Message-ID: <2fde1b40156fd61@sci.fi>
Source record: 163839

Sim (py4sdh@bath.ac.uk) wrote:

>Hi all,
>
> A few weeks ago someone posted the chip number of the Dodgey DMA
>chip for STe. Mine is a first revision STe, the chip number is c025913-38 so
>can someone confirm wether this is the suspect part number.

In my STE was faulty DMA-chip and the number was c025613-38.

>
> If this is the bad DMA chip, is there anything I can do about it
>other than replace it? IIRC the problems only occur after a few hours of
>use, so this suggests to me that, it's a simple heating problem. Could
>this be cured by having a fan or heat sink? And how come the problem
>dosen`t affect either the floppy disc drive or DMA sound chip? I`ve never
>had corrupt floppies or bad dma sound even after running my Ste for 10s
>of hours in a warm room.

If You are going to use Hard Drives with your STE I recommend
that You change the chip / test it with Hard Drive first.
In my STE everything seems to be ok until I use Hard Drive.
As soon as my STE warmed up (and chips too) problems started.
Atari (Finnish service) didn't belive me that the problem was
in that chip. (I lost much monay for that).
I went to other store where we tried this:
- Opened the machine.
- Started the HD & Machine.
- Put the HD to work (filecopy etc...)(...it could take hours...)
- When DMA-chip warmed up and problems occur we
sprayed cooling-spray to the chip.
- It work again, so We know that it was that chip which was faulty.
- We changed the chip to other one (C398739-001A...)
- Today it works fine with and without HD!
--
_/_| _| Veikko Vanamo
_/ InterNet E-Mail : _/ _| _/| _/_/_/_/_/_/_/_/_/_/_/_/_/_/_/_>
/ VVANAMO@tays.fi (E-Mail only !)/ _| _/_| _/ Lahtomaenkatu 3 B 38
/ miqco@sci.fi (Use this one !!)/ _|_/ _|_/ 33580 Tampere
/_/ _|/ _|/ FINLAND

4615. Re: ICD & Zip drives a Correction...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.35.0010A581@cfcsc.dnd.ca>
Source record: 163652

In article <95061183181@microserve.com> Jeffrey.Wisniewski@Microserve.com (Jeffrey Wisniewski) writes:
>From: Jeffrey.Wisniewski@Microserve.com (Jeffrey Wisniewski)
>Subject: Re: ICD & Zip drives a Correction...!!!
>Date: Sun, 11 Jun 1995 23:06:21 EST
>The ZIP drives are usable with the TT/Falcon SCSI port.
>On the other Atari's, you need a Host Adapter that supports parity, either the
>Link II or the adSCSI+ board. A Link I or regular adSCSI board will not work.
>There is also a modification that needs to be done.
would that still be the case with ICD's new drivers which support the ZIP by Iomega?
-ken

4616. Re: Simple midi software

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3rmfcg$f2k@btmpjg.god.bel.alcatel.be>
Source record: 163702

In article <3ril4c$49e@sanjuan.islandnet.com>, ianc@island.amtsgi.bc.ca (Ian Campbell) writes:
| I need some very simple to use midi software for an atari 520st.

If you only have 512KB RAM then your main problem will be to find some-thing that will run in that space. I think Henry Cosh's sharware sequence will do the job: look for sequence.prg or cosh_seq on your favourite archive. I also have an old sequencer lying around somewhere from Canada (of all places) ...
--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

4617. Hidden Rooms in Substation-Demo

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <3rmb1h$11gb@rs18.hrz.th-darmstadt.de>
Source record: 163703

Hi there!

I've got a question concerning the hidden rooms in the substation-demo:
I "spot" them when I walk along the walls (on the left side), and then I
turn towards the wall and press space to open them. This normally works,
but it doesn't on level 3 (the part where the exit is). When I leave the
elevator to the left, I see a hidden room, but I can't open it. Is that
a bug or a feature?

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein	ignorance, prejudice and
Germany	fear walk hand in hand."
Email: binder@rbg.informatik.th-darmstadt.de	Rush
\--/

4618. Re: WTB: Falcon or TT

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: steveg@phantom.com
Message-ID: <3rlb8g$6rs@dockmaster.phantom.com>
Source record: 163704

Tommi Pekka Hietavuo (gs01tph@panther.Gsu.EDU) wrote:
: Steve G. (steveg@phantom.com) wrote:
: It depends on, whether Macintosh is a real alternative to you, or not..
: For you is apparently is, for some others it isn't. Then, if you want to
: have an Atari (even an "anemic" one..), you're willing to pay more to get
: one. I don't think those computers are very comparable at all; being
: happy with one doesn't mean you're going to be happy with another.
: Well, what I mean: e.g. C-Lab Falcon isn't expensive for people who need
: a Falcon instead of a Macintosh.

Well, I already own a fast Mac; I was interested in getting rid of the 1040ST corpse I have in my basement and replacing it with something more modern - hence the request for a Falcon or TT030. It would be pretty much a hobby machine, though it's a safe bet to assume it would get some fairly serious use at times.

I still can't see how _anyone_ would spend ~$1300 for *ANY* machine that has a paltry 1-MB RAM and no hard drive. It's mind bending.

4619. Re: Atari history

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3rlpi3$6br@cxc1.cl.msu.edu>
Source record: 163705

BobR <76702.1466@CompuServe.COM> writes:

>> That's a matter of opinion... A good many people will agree that the
>> Tramiels are firmly "out of control" at Atari.

>Heh.. that's why the quote marks..
>Perhaps a better way of saying it would be "The Tramiel family is still as
>firmly "in control" as they've ever been.

Quoted from Atari's press release material which was sent out along with
the annual report for '94:

Atari Corporation announces that there will be nearly 100 titles for
its 64-bit Jaguar entertainment system by the end of the year.

"We will have every kind of game that players want, from the best
developers and publishers in the world."

-- Sam Tramiel

Can you say "same shit different day" ???
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

4620. Re: NeoDesk & MajiC

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3rls9d$mfj@golem.wcc.govt.nz>
Source record: 163706

] So, back to the punter's point of view. What say ye all on MagiC v
] Geneva?

I tried Magic with Neodesk 4, but only tried as I couldn't afford it, but
I own both Geneva and Neodesk 4, and they work okay.

Neodesk 4 seems to work flawlessly with Magic, with only problems being
those that the individual programs have (Neodesk 4's redraw problems etc.).
The only problem I found is no obvious way in Neodesk 4 to set a program
to be single-tasking.

Magic is VERY fast, and for speed and multitasking efficiency, I'd say
it leaves Geneva in the dust.

The Geneva/Neodesk 4 combination however seems to be somewhat more compatible,
due to only the AES (GEM) being replaced rather than virtually all of TOS.
It's also quicker to load as it doesn't reboot the machine like Magic
does (which BTW doesn't like the ICD logo for the driver as it makes it
look very strange).

Geneva doesn't multi-task as well, as things like LZH bring the machine
completely to a halt. Also due to some (possible hardware) problem with
my STe, I can't run STalker properly as it crashes for no obvious reason,
I suspect this machine has a defective Blitter or DMA chip. However,
Geneva is more configurable to run awkward programs.

Magic seems to be supported a lot more than Geneva, although I seem
to remember Dan Wilga mentioning a few months back that they have plans
for eventually making Geneva pre-emptive multi-tasking capable (_hopefully_
without needing MiNT).

Either Geneva/Neo4 or Magic/Neo4 work fine, it's just personal preference,
Geneva is more compatible but not as quick, and multitasking isn't as good,
but Magic makes the machine heaps quicker (especially with NVDI), but
isn't quite as configurable and not quite as compatible, although
correctly written programs shouldn't have any problems.

There is an update due out for Geneva and/or Neodesk 4 pretty soon, some
of the extras are MiNT _compatibility_ (dunno about support), and icon-
ification, but I don't know about anything that would make multitasking
better or compatibility with Magic any improved....

I'm quite happy with Geneva/Neo4, if only FZDSTerm multitasked properly
and had VT100, I'd be happy as larry because being unable to use
STalker properly, it's the next best thing.... (Connect isn't to my
tastes).

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

4621. Re: ATARI STe 1040

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3rlsig$mfj@golem.wcc.govt.nz>
Source record: 163707

] Just didn't want some STe user waltzing into a store asking for some
] Macintosh SIMMs for his STe thinking they should fit.
].....
]
] -Hutch- @ Fair Dinkum Tech

What type of SIMMs will work without modification on my STe? I know they have to be 30-pin, and the same speed (with the overall speed not mattering too much on such a slow machine). But could I rip the SIMMs (say 4x1meg) out of an old 386 and plug them in, or do I want macintosh ones?. Does the STe care if they're 8 or 9-bit? Because if I can use standard PC SIMMs, I can probably get some for virtually nothing....

I'm using 2.5meg at the moment - which is a nuisance, as those also using 2.5meg will know. :) If I can find another couple of 1meg simms, it'd be great!

BTW - Apparently the slot in Falcons _looks_ like a 72-pin SIMM slot, can these things be plugged in?

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4622. Re: Geneva Release 004?

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3rlsn1$mfj@golem.wcc.govt.nz>
Source record: 163708

] I really hate to sound impatient, but when is release 004 of Geneva
] coming out? I've been waiting anxiously (well, eagerly) for MiNT
] compatibility especially. IIRC, it was supposed to come out at the end of
] May. Admittedly, I haven't been home for a while, so a Gribnif newsletter
] may have arrived there...

No newsletter since.. (looks around...) December '93. Who won the
"name the Gribnif" contest? :-)

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4623. Re: New C-lab Falcons, anyone have details?

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3rm2je$f2k@btmpjg.god.bel.alcatel.be>
Source record: 163709

In article <D9r04E.8zq@bath.ac.uk>, ma2ljg@bath.ac.uk (L J Greenhalgh) writes:
|
| Here's my suggestions for an ultra cheap Falcon.
|
[...]
|
| Make the casing black
|

I don't think I can face having yet another black object in my home.
As it is, the current colour goes nicely with my audio gear (Quad).

How about offering a choice of finishes? Traditional grey, black for
those who must, brushed aluminium for Flash Harry types, teak veneer
for vintage synth freaks, tartan (Royal Stewart), blue denim, and for
the matrimonially dominated, warm peach and avacado ...

You could buy several and switch according to your mood (or to confuse
your visitors, like I do with my notorious sofa).

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

4624. Atari ST games on sale!

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: jorge@sfsu.edu
Message-ID: <3rm40l$605@news.csus.edu>
Source record: 163710

```
Atari ST games for sale! Everything in good
shape (box, disk, manual)

a) Deep Space.............................$4

b) Obliterator............................$4

c) Terrorpods.............................$4

d) Wanderer...............................$4

e) Forgotten Worlds.......................$4

f) Mr. Heli...............................$4

g) Ghouls 'n' Ghosts......................$4

h) Triad 2 (compilation) of:
Menace, Tetris, & Baal (all 3 games)...$8

i) Triad 3 (compilation) of:
Speedball, Blood Money & Rocket Ranger.$8

j) 3 brand new PELIKAN multistrike replacement
ribbon for these printers:
-Atari SMM804, XMM801
-Blue Chip Electr M120-10, M150-10
-BMC International BX80, 80PLUS, 130
-Commodore 1516, 1521, 1526, 4023, MPS802
-Legend 800, 808, 880, 1080, 1380
-Tally Spirit 80
------------------>each ribbon.........$10

Prices don't include s/h...($2/item)
```

4625. Re: Atari in Paris?

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3rm2u4$f2k@btmpjg.god.bel.alcatel.be>
Source record: 163711

And while we're at it -- I'm still looking for a SCSI board for the ATW
(ACSILA I think it's called).
--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

4626. Help: Mega St won't load Auto folder file/ What's up?

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: "Michael S. McInnis" <mmcinnis@biddeford.com>
Message-ID: <3rmoi2$l7t@noc1.portland.net>
Source record: 163712
Cross-posted to: comp.sys.atari.st.tech,Comp.sys.atari.st

All of a sudden my Mega ST won't load Auto folder programs from one Syquest disk. I'm using the ICD boot system w/ a Link I. Any ideas whats gone wrong....the disk checks out fine using
the ICD utilities. Thanks for your help in advance.

Regards,

Michael

--
Michael S. McInnis Sound Designer/Composer/Audio Editor
Michael McInnis Productions 207-775-3362
Portland, Maine U.S.A mmcinnis@biddeford.com

4627. Hard Disk help needed (ICD Utils)

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <3rn79e$b4a@mailer.york.ac.uk>
Source record: 163713
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
I've just received a 210 Meg Hard disk for my Atari ST (520
STFM upgraded to 1Meg). It uses an ICD Host adaptor, and the software
allows *big* partitions (known as BGM partitions).

My problem: The guy I bought it off used it with an STe, and
partitioned the drive with >16Meg GEM partitions. My STFM doesn't like
this!

My question is: Is it possible to re-partition the drive (using the
ICDFMT program) using the same partition sizes (but with BGM partitions
rather than GEM) WITHOUT LOSING THE DATA ON THE DRIVE
****

(I have access to an STe - thats how I know about the partitioning)

I suppose the alternative would be to get TOS1.4....

I would be interested to hear any responses (by e-mail preferably)

Thanks!

john..

|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|p
| mail: jat5@unix.york.ac.uk |||PaSPRG, |h
| jat@ohm.york.ac.uk ||| York University |a
| web: http://www.york.ac.uk/~jat5/ ||| +44 (01904) 432417 |k
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|e

4628. Hard Disk help needed (more...)

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <3rn9d6$cvr@mailer.york.ac.uk>
Source record: 163714
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Following my previous message....

When I turn on my STFM, with the hard drive connected and powered up, the screen goes haywire! COnnecting the same drive to an STe causes no problems. The drive is partitioned into 10 parts, ranging from 10meg to 28 meg in size. The host adaptor is an ICD AdSCSI-plus, dating from 1990 - so it should work....

What do I do?!

Thanks

john..

|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|p
| mail: jat5@unix.york.ac.uk |||PaSPRG, |h
| jat@ohm.york.ac.uk ||| York University |a
| web: http://www.york.ac.uk/~jat5/ ||| +44 (01904) 432417 |k
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|e

4629. Space Quest Help

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95165.180246STIRRE31@MAINE.MAINE.EDU>
Source record: 163715

I was wondering if someone out there could help me with this
game. I am in the underground cavern on the planet I escaped
to. The part I am stuck on is the room with the laser beams
blocking the path. How does one disable these?
Thanks for any help.
-scott tirrell
-stirre31@maine.maine.edu

4630. Re: PAK68/3 and System Solut.

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3rmgk0$f2k@btmpjg.god.bel.alcatel.be>
Source record: 163716

In article <3rk24v$iqu@sunrise.pg.gda.pl>, Jaroslaw Banachowicz
<mms02bj@loqi.elka.pg.gda.pl> writes:
|
| [...]
|
| 3. Where is the nearest to Scarborough (North Yorkshire) System Solutions'
| shop?
|

SFAIK there's only London and Windsor.

| 4. If I buy something in UK (PAK for example) and I take it out of UK, do I
| have to pay English VAT?
|

If you're taking it out of the *EU* (e.g. to Poland) then in principle
you can claim the VAT back: this does involve time and paperwork, which
starts in the shop when you buy. I haven't seen a "Tax Free for Tourists"
sign on System Solutions' ads ... it might make more sense for you to
contact the makers (MW Elektronik?) and see if they would mail to an
address in Poland, without charging MWSt.

Note that if you ever bring the machine back into the EU then VAT will be
payable at the border. Now you know why there are such long queues at
Frankfurt a/d Oder: the customs officials are opening up every ST to see
if there's an untaxed PAK inside ... ;)
--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

4631. Re: Pirating Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506141357.AA05548@ilmen.lanl.gov>
Source record: 163717

In a previous article, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

> I just recently read a scientific study (if someone's interested, I'll
> try to find it again..) that showed some interesting results: piracy in
> the U.K. actually _benefitted_ the software industry.

If you can find it, I'd very much like to read that article, Tommi (as
well as the credentials of those who did the so-called 'research').

> What do you think? Was this research rubbish?

Let's put it this way... what do YOU think? Without more information, I
cannot pass judgement, but it certainly sounds suspicious. If it was a
simple survey, then it's lost most scientific credibility right away.
Any actual research would be difficult and expensive if done properly.

I can see how in some very large markets piracy might actually be a boost
to hardware sales but cannot fathom how it would help software sales. The
myth that -most- pirates steal software only temporarily to 'test' it is,
IMHO, just that... a myth. Why buy when it can be had for free?

-Hutch- @ Fair Dinkum Tech

4632. ATARI CD-ROM FAQ

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: BRARDA@vxclia.cern.ch
Message-ID: <BRARDA-140695160021@128.141.55.218>
Source record: 163718

Here is the new version of the Atari CD-ROM FAQ. The french version and the
html versions will come soon.

Feel free to mail me for all the errors you see (in the contents and also
in the form because I am French and the English language if no my first
one) or for other information that can be interesting.

You can find all the PD or shareware programs for CD-ROMs at ftp.cnam.fr in
the directory : /pub/atari/cd-rom

Loic

New since last version :
- Gamma and Transmission CDs from Whiteline
- Maxon Atari Software Demo-CD
- Another CD-Player 1.10
- CD-Recorder V1.02 (Dirk Haun)
- Chapter about the writing of a CD-ROM
- CD ROM Cartridge
- CD ROM Cartridge II
- Ideal 2.06
- Ideal RTC
- ATAPI-CD Software

Updates since last version :
- Egon CD-Utilities 2.3
- CD Player 1.3 (A. Clauss)
- ExtenDos Pro v2.1

ATARI CD-ROM FAQ

13/06/1995

0 - Contents
1 - What driver should I use with my Atari system ?
2 - What discs are available ?
3 - Can I use Photo-CD on my Atari ?
4 - Can I play Audio-CDs on my Atari ?
5 - How do I program the CD-ROM drive ?
6 - Can I make my own CD-Rom ?
7 - Appendix A : User's configurations

1 - What driver should I use with my Atari system ?

There are several drivers available :

MetaDos :
Free software from Atari Corp.
Available from atari.archive.umich or ftp.muenster.de (metads25.zip)

The filesystem drivers support ISO9660 and High Sierra CDs, but not
multisession CDs.
The device driver only works for the Atari CDAR504 connected to the
ACSI bus or with generic SCSI CD-ROMs connected to the TT SCSI port.
(Answer from Julian Reschke)

CDROM.XFS :
Free software (Copyright 1992,1993,1994 Eric R. Smith, Michael Bernards
u. Gunther Leis)
Available from atari.archive.umich and other ftp sites.

This driver is a Mint extended filesystem and works on TTs and Falcons.
CDROM.XFS version <0.7 does not work with Mint/Multitos > 1.04.
The current version (0.7) is said to work on Mint/Multitos > 1.04.
It seems to be true on TTs but it does not work with any Mint version
on my Falcon.

CD-Tools :
Commercial solution from Hard & Soft, Obere Muensterstrasse 33-35,
D-44575 Castrop-Rauxel, Germany, Phone: ++49 2305 18014, Fax: ++49 2305
32463

Includes MetaDOS with GEM-based installation program, audio player with
PCM audio data import (only some drives) and custom devices and
filesystem drivers (support for Atari CDAR504 and generic CD-ROMs
connected to ACSI through host adapter, TT-SCSI, Falcon-SCSI,
multisession support (only some drives)).
(Answer from Julian Reschke)

With CD-Tools, you also have a GDPS module and the program Scan-It that
can handle Photo-CD Pictures.
Version 2.x countains a driver for IDE drives and ATAPI norm (For the
Falcon and cards with AT-BUS extention).
CD-Tools is in German and costs 99 DM.

CD-Tool jr :
Commercial solution from Hard & Soft

CD-Tools without digital audio copy, GDPS and Scan-It.
CD-Tool jr costs 49 DM.

ExtenDOS v1.21:
Commercial solution from Anodyne Software, 6 Cobbler Court, Ottawa,
Ontario K1V 0B8, Canada.
Available in UK : System Solutions.

Support ST, STe, Mega, TT, and Falcon. Read ISO9660 and High_Sierra
CD-ROMs. It now runs just fine under MultiTOS with no restrictions;
memory protect is OK, and you can run programs directly from CD. It

also runs fine with Mag!X 2.01, with the restriction that the
EXTENDOS.CNF file must be in the root directory.
Support for Multisession Photo-CDs (with Multisession drives).
Configurable cache.

The next update will have an installation/setup program, plus support
for more drives.

Extendos v1.21 costs $29.95(North America).
(Information updated by Roger Burrows / Anodyne Software)

ExtenDOS Pro:
Commercial solution from Anodyne Software, 6 Cobbler Court, Ottawa,
Ontario K1V 0B8, Canada.
Available in UK : System Solutions.

Like ExtenDOS 1.21 with audio support.
New in version 2.1:
- GEM installation program
- Support for multiple CD-Rom drives
- Better audio player graphics

Extendos Pro costs $39.95(North America).

F030_CD :
Fairware from Peter Hilbring, Dietrich Ottmar Stra�e 16, 59597
Erwitte, Germany
Available on ftp.tu-clausthal.de
(/pub/atari/falcon/systools/f030_cd.zip)

This package includes a BOS driver for MetaDOS, MetaDOS 2.3, a
low level SCSI driver (TT & FALCON) and a program named
cd_explorer as exemple of the access of the low level driver.
(Info from Vincent Lefevre)

I�ve just tried these drivers on my falcon with an Apple
CD-300 cdrom and it works without problem.

ICD Pro :
Old versions came with a MetaDOS driver named ICDCDROM.BOS.
The new ones comes with a mint extended filesystem.

Egon CD-Utilities 2.3:
Commercial solution from EDV-Service Bontenackels, Fronhofstrasse 7,
52146 Wurselen, Germany; Tel.: 02405-72307; Fax : 02405-74369
Available from Fair-Forum german shop

Multisession MetaDos driver with audio-CD player.
Works with ST(E)/TT/Falcon.
ISO9660 and High Sierra.
Program and CPX for Audio Play.
Audio track to Hard Drive copy in AVR or DVS format.
Support of the Pure C Metados Library.

Egon CD-Utilities costs 79 DM.

The version 2.3 seems to be stable but slower than CD-Tools
(Tested in ST Computer).

CD-ROM ROM:
FromCompo (Tel.: Germany : 030-623 82 92; Holland : 04454-6 38 88;
Switzerland : 01-784 89 47; France : 1-47 35 89 66; UK : 0487-35 82;
USA : 415-35 50 862)

It's a Driver plus an interface witch can go in the cartridge port of
every Atari computer and can handle IDE CD-ROM drives.

In Germany, CD-ROM ROM costs 150 DM.

ISO_FS :
From Erling Henanger <erlingh@idt.unit.no>

This new Mint/Multitos CD-ROM driver will be released as shareware as
soon
as mint 1.11 is released.
- FAST
- Supports several mounted CDrom drives.
(ie. CD-shifters or just more than one drive)
- Works on Falcon and TT scsi + acsi.
- Supports rock-ridge extensions (Long filenames on CD-roms that
are made with this in mind - like the GNU/X11 CD-rom)
- Is made ready to do disk-transfers in the background as soon as
mint is up to it.
It comes in two parts :
- A generic scsi/acsi driver that talks to the
hardware.(scsi.xdd/acsi.xdd)
- The filesystem itself.(isofs.xfs)
In addition it comes with a GEM based configuration program.
Limitations:
- It needs mint.prg with a version number >= 1.08

CD ROM Cartridge:
From Gellermann & Fellmuth, Frankenbergstrasse 38, 12589 Berlin, Germany
Tel.: 030/6480479; Fax: 030/6481271

It's a Driver plus an interface witch can go in the cartridge port of
every Atari computer and can handle Mitsumi FX001 or Sony CDU33A CD-ROM
drives.

CD ROM Cartridge costs 129 DM.

CD ROM Cartridge II:
From Gellermann & Fellmuth, Frankenbergstrasse 38, 12589 Berlin, Germany
Tel.: 030/6480479; Fax: 030/6481271

Like CD ROM Cartridge for the ATAPI-IDE drives.
CD ROM Cartridge costs 159 DM.

Ideal 2.06:
From Gellermann & Fellmuth, Frankenbergstrasse 38, 12589 Berlin, Germany
Tel.: 030/6480479; Fax: 030/6481271

IDE interface for hard-discs and ATAPI-IDE cd-rom drives + upgrade to
TOS 2.06 (without ROMs). Works with every STs.
Include HD-Driver and CD-ROM Software.
Ideal 2.06 costs 89 DM.

Ideal RTC:
From Gellermann & Fellmuth, Frankenbergstrasse 38, 12589 Berlin, Germany
Tel.: 030/6480479; Fax: 030/6481271

Like Ideal 2.06 with a Real Time Clock instead of the TOS 2.06 Upgrade.
Ideal RTC costs 149 DM.

ATAPI-CD Software:
From Gellermann & Fellmuth, Frankenbergstrasse 38, 12589 Berlin, Germany
Tel.: 030/6480479; Fax: 030/6481271

Driver for 2 ATAPI drives on IDE bus. Works on Falcon and with
Gellermann & Fellmuth interfaces.

ATAPI-CD Software costs 39 DM.

2 - What discs are available ?

There are now a lot of Atari specific CD-ROMs :

GEMini CD-ROM :
From Walnut Creek CDROM, Suite 260, 1547 Palos Verdes Mall, Walnut
Creek, CA 94596, USA, Phone: +1 510 674-0783, Fax: +1 510 674-0821,
Email: info@cdrom.com, Ftp: ftp.cdrom.com
Available in Germany from Ingenieurburo Praefcke, Holtzvogtkamp 55,
24220 Flintbeck, Phone: (04347) 7531.

You can find the index of the GEMini CD-ROM on atari.archive.umich.edu.

Bernd Lohrum CD-ROM :
From CD-Service Bernd Lohrum, Blumenstrasse 25, D-66482 Zweibrucken,
Germany,
Phone: (0171) 4210222; Fax : 063 32/127 57

There are two CDs from Bernd Lohrum :
Drachenstarke software : 300 Mb
Tigerstarke software : 500 Mb

Each CD-ROM costs 69 DM (59 DM for MAUS net users).

A third CD has been realesed by Bernd Lohrum : Die dritte ATARI

- Whiteline CDs :
Available from Delta Labs Software, Rembrandtstrasse 1, 42329 Wuppertal,
Germany

There are now 3 Whiteline CDs :

Alpha:
Sharewares and PD, 500 TrueType fonts, Atari Linux.
4 registered versions from the whiteline soft series.
Costs 69 DM.
Gamma:
Sharewares and PD, 1000 Calamus fonts.
6 registered versions from the whiteline soft series.
Costs 79 DM.
Transmittion:
The ultimate and complete FALCON demo, game and utilities CD as says whiteline. Contains demos from the Fried Bits 3 party.
Costs 49 DM.

Maxon CDs :
From Maxon Computer, Industriestr. 26, 65734 Eschborn, Germany
Tel : (06196) 481811
There are 2 CDs:
- Maxon CD :
More than 2000 programs from the ST-Computer-PD-Series (All the discs up to No 704).
Disko PD Database
Crazy sound junior
Demos from Maxon products : Twist, Route_it, Circu_it, Harlekin III, Winrec and Wincut.
The CD costs 59 Dm.
- Atari Software Demo CD :
A lot of german softare demo versions:
Calamus SL, Harlekin 3, Kobold 2.5, Papillon, Twist 3, Abacus, CircuIt, RouteIt, Crasy Sounds, DA's Layout, DA's Picture, DA's Colour system, DA's Repro, DA's Vector pro, Formula, Marsu, Morpher, MultiTEX 5.4, Papyrus, Phoenix, Postfix, Pure Pascal, Script 4, Tempus Word, Twilight.
A part of the CD has a Macintosh filesystem with the MagiCMac Demo and a multimedia application named MaxonMagiCTour.
Also 100Mb of fonts, pictures et textures.

Costs 25 Dm.

Wohlfahrtstatter CD-ROM :
From Wohlfahrtstatter, Irenenstr. 76c, D-40468 Dusseldorf, Germany,
Phone: (0211)429876.
This CD-ROM costs 89 DM.

Power CD Volume 1 :
This is the first CD offering from COMPO software. This disc, although almost completely German, contains a wealth of PD/Shareware software, a healthy Falcon section, commercial demos, 592 GIF picture files, 120 MOD files, and more.
This CD-ROM costs 79 DM.

Atari Mega Archive :
From Systems Solutions, Brandt Fernandes (Europe) Ltd, The Desktop Centre,

17-19 Blackwater St., London SE22 8RS., England;
Tel.: +44 181 693 3355; Fax : +44 181 693 6936;
Email : rperry@cix.compulink.co.uk or gdrayson@cix.compulink.co.uk

This CD is composed of the vast majority of the Atari archive at
umich.edu.
The only things missing are the 8bit section and the GNU minix tools
(whose
filenames are difficult to convert to 8.3 format). The disk contains
some
480Mb of compressed programs, and a further ~115Mb of .mod files which
(hopefully) can be played direct from the CD.

The CD cost 29 pounds (with VAT & Posting). Systems Solutions can take
credit
cards etc. which ought to make things easier for you lot, and they're
used to
importing/exporting, so they're more likely to get it right.

(Text taken from the announce on a.a.u.e)

The Crawly Crypt Collection (American):
From The Crawly Crypt Corporation, P.O. Box 23, Webb City, MO 64870
United States

The Crawly Crypt Collection is the first American PD/Shareware CD to
be published in almost a year. The CCC is packed full of not only the
best new PD and Shareware software, but also the must have classics
and the lost treasures that belong in every software collection! The
CCC has done away with the concept of duplicate compressed versions,
and used that saved space to include more software! The CCC boasts a
wide assortment of software, good file descriptions, and an impressive
falcon section (over 120 Mb).
Costs $29.99

Skyline CD:
From Michael Wehner
Available from CYBERCUBE RESEARCH LTD., 126 Grenadier Crescent
Thornhill, Ontario, L4J 7V7

The SKYLINE CD comes with its unique own database/indexer program for
instant access, allows the execution of virtually all applications by
simply pressing a button, features built-in *.FLI and *.MOD players,
hundreds of the latest in shareware, PD and animation files, as well
as a copy of the TEMPUS Word Junior wordprocessor.

The Skyline CD costs 59 Dm ($40 from Cybercube)

Two Volume CD from Suzy B's :
From Suzy B's Software, 3712 Military Road, Niagara Falls, NY 14305
Tel : 716-298-1986

The complete software library from Suzy B&#65533;s Software is being released
in a two volume, 11,000 file, 1,300 meg CD collection.
Each file is individually described, sometimes with a description
reaching over a page (the main catalog is over 3.6 megabytes of ASCII
text!). The files are grouped in such ways as to allow you to easily
buzz through the CDs. There are 51 separate categories, and each file
within a category resides in its own folder, with a catalog
description within each folder. Since all of the files are
uncompressed, you can run them directly from the CD, saving a lot of
hard drive or floppy disk space!

It costs $69.95.

One other CDs will come out soon :
- Demo Mania CD from Akzente Computer, FrauenStrasse 40, 890783 ULM,
Germany
Demonstration versions of commercial software.
Costs 19.95 DM.

You can also use all the ISO-9660 CDs that exists for the PCs. You won&#65533;t
run the PC programs but you will access all the text, pictures, and sound
files on it.
Le fichier CDLIST.ZIP contient une liste de plus de 700 CD-ROMs pouvant
etre
exploites sur Atari, soit grace a des visualiseurs d&#65533;images ou
d&#65533;animations,
soit grace a des programmes developpes sur Atari.
Ceux ci sont pour l&#65533;instant au nombre de deux :
MOST:
Brian Grier Perkp&#65533;s program. (MOST.ZIP, the demo version is on ftp at
Atari.archive.umich.edu).
For the Compton&#65533;s New Media M.O.S.T. CD-ROMs:
Doctor&#65533;s Book of Home Remedies
KGB-CIA World Fact Book
The Pill Book
The King James Bible
U.S. Presidents
&#65533;
SARA:
SARA is an acronym for Search And Retrieval Atari. Simply put, SARA
programs are written to access specific DOS and Windows CD&#65533;s which Atari
users cannot otherwise read by conventional means, i.e.: doubleclicking
on a CD-ROM Drive icon from the desktop, in order to read, copy or view
file specific data. The accessible CD&#65533;s generally store their
information quite cryptically, so that DOS and Windows users must make
use of the proprietary search and retrieval engine which installs itself
on the PC owner&#65533;s hard drive. SARA replaces that proprietary search and
retrieval engine (for Atari users), and permits owners of TOS 2.05/06 -
4.04 to run the appropriate SARA program (specific to the CD) to read
text, search for information, view graphics and listen to associated
sounds. SARA provides a simple, familiar GEM window and Menu Bar as well

as keyboard shortcuts. SARA programs also allow printing of individual articles, saving of articles and GIF's to disk, most pre-existing Hyperlinks within articles, display of articles related pictures. As of June 1995, the current list of SARA accessible CD's is: The Software Toolworks Reference Library v2.0.0, The CD-ROM Deluxe Toolworks Referenc Library, The 1992 Wayzata World Factbook, Time Man of the Year 1992, The Powerhouse Art History Encyclopedia, Grolier's Multimedia Encyclopedia v6 release, Sherlock Holmes on Disk, Shakespeare on Disk, 1994 Total Baseball, Audubon's Multimedia Mammals, Audubon's Multimedia Birds, Martin & Porter's Video Movie Guide, Better Homes and Gardens Cookbook, Parenting: pre-natal to pre-school, 1993 Total Baseball, and The Family Doctor.

SARA software usually requires TOS 2.05/06 or higher, a screen resolution of 640 x 480 x 16 colours, 4 megabytes of RAM, ExtenDOS, hard drive. SARA programs are happiest on TT's and Falcons running VGA monitors. Some users of TOS 1.60/62 and monochrome monitors have had very good results with text only - 4 meg of RAM is still necessary.

SARA software is a trademark of Proton Research and Peter Zalesak. SARA software can be obtained through ABC Solutions in Toronto, Canada:
ABC Solutions
601-2904 St. Clair Ave. East
Toronto, ON
Canada
M4B 1N7 e-mail: hcarson@io.org or howard.carson@canrem.com
Telephone: 416-752-2744

It's All Relative
2233 Keevan Lane
Florisant, MO 63031
U.S.A.
e-mail: greg@genie.com
Telephone: 314-831-9482

Compo sells a cd-rom from Bitstream with 500 Type 1 and True Type Fonts for 99 DM. Looks great for Speedo-GDOS v5 and NVDI 3.0 owners.

3 - Can I use Photo-CD on my Atari ?

Of course You can !
To have full use of the photo-cds, you'll need a multi-sessions drive and driver and also a program that can handle PCD files.

CD-TOOLS :
The driver from Hard & Soft can read multi-sessions discs and have all the needed stuff to handle the Photo-CDs.

ColorDisc PCD :
Commercial software from Color Concept, Im Alten Breidt 4, D-53797 Lohmar Breidt, Germany, Phone: (02246) 7132

This program allows you to manipulate the photos on your Photo-CDs, and save them on hard-disc. It handles Portfolio CDs.
If my understanding is good, it works with metados and a special BOS file (both included).
It also includes a CD-Audio player.

A demo version is available at ftp.tu-clausthal.de.
ColorDisc PCD works on TTs and Falcons and costs 99 DM.

Studio Photo :
Commercial software from Eurosoft.
This french program can manipulate Photo-CDs.

Gemview v3.xx :
Shareware from Dieter Fiebelkorn, Gr&#65533;ner Weg 29a, W4370 Marl-Brassert, Germany, Email : fiebelko@bonny.informatik.uni-dortmund.de

Gemview is also capable of handling PhotoCD&#65533;s. Only in two resolutions (Base and Base/4 I think)
The Gemview v3.xx license costs 40 DM.

4 - Can I play Audio-CDs on my Atari ?

Of course You can !

The following programs are available :

CD-Player V1.3:
Freeware from Alexander Clauss, Stresemannstr. 44, D-64297 Darmstadt

AUDIO-CD Player for ATARI ST/STE/TT/Falcon with MetaDos.
Database with song list. Copy of the audio tracks to the hard disc into sound files(DVS, AVR, WAVE, SND ou AU). Now works with F030_CD (but not with my Apple CD300).

CD-TOOLS :
The driver from Hard & Soft includes a player for CD-Audio discs. The drive must understand SCSI2 instructions(Or CDAR504 or the Apple CD150).

ColorDisc PCD :
It also includes an audio Player.

Audio CD Master 3.3 :
Commercial software from It&#65533;s All Relative Software, 2233 Keeven Lane, Florissant, MO 63031, USA.

This program can play CD-Audio discs on SCSI2 and Nec drives. On falcon and with some drives, it allows you to control and pipe your CD audio sound into the Falcon for DSP effects using software like the Audio Fun Machine that comes with your Falcon 030.

Audio CD Master 3.0 costs $29.99 US, postpaid, worldwide.

Audio CD player 2.0 :
Older shareware version of Audio CD Master 3.0 from Nima Montaser, P.O.

Box 52127, Ottawa, Ont. K1N 5S0, Canada

Does not work on my falcon.

Egon CD-Utilities :
This package contains a program and a CPX for CD-Audio Play and allow
the
copy of the audio tracks to the hard drive.

ExtenDos Pro :
This driver contains a program to play CD-Audio.

AudioStreams:
From Erling Henanger <erlingh@idt.unit.no>

- Includes a CD-database that will recognize CDs and favourite
tracks.
- Works as program or accessory, with or without mint/multiTOS.
- Works on TT and Falcon scsi ports.
- Should work on ST�s with ICD�s SCSI-2 capable host interface, but
this is not tested.
- Works on all SCSI 2 compatible CD ROM drives, as well as Pioneer
and AppleCD 150 drives. Can be configured to work with any CD ROM
device through external drivers. Drivers can be made with a
supplied compiler program. They are made from simple ASCII files,
and example files are included for SCSI 2 and AppleCD.

WinRec 1.4 et Winrec Pro:
From Andreas Binner, Eichholzstrasse 12, 90587 Veitsbronn, Germany
Email : andreas_binner@n.maus.de

Winrec 1.4 is a shareware and Winrec Pro is the commercial version with
more functions. The main function is direct_to_disk.
They now containsan CD-AUDIO player that works with MetaDos.
The Winrec 1.4 license costs 30 DM.
Winrec Pro costs 129 DM.

MusicChannel 1.51:
Shareware from Stephan Bold, Paray-le-Monialstr. 16, 67098 Bad D�rkheim,
Germany; Email : stephan_bold@lu.maus.de

CD-AUDIO player and �.MOD� selector.
Works with MetaDos and Paula.
Also contains a CD-AUDIO database.
The MusicChannel 1.51 license costs 10 DM.

Another CD-Player 1.10:
Freeware from Christian Mittendorf, Mejerigatan 2-1333, 41276 G�teborg,
Sweden; eMail: chris@ostkupan.ct.se

A new CD-AUDIO player for ST/STE/TT/Falcon witch works with the driver
F030-CD. Works as application or accessory.

CD-Recorder V1.02:
Freeware from Dirk Haun, Europastr. 8, D-64569 Nauheim, Germany
e-mail: Dirk Haun @ WI2.maus.de (MausNet)

With this program, you can transfer digital audio datas from a CD to
an hard drive on AVR or WAV files.
Works with MetaDos and a driver and a drive witch both accepts the audio
commands.

5 - How do I program the CD-ROM drive ?

Some bindings exists to access the cd-rom drive. They can be found on
ftp.muenster.de (under \pub\atari\Programming\CDBIND01.ZIP).
They can be only used with some drivers (CD-TOOLS and ExtenDOS can be used,
CDROM.XFS not).

6 - Can I make my own CD-Rom ?

Yes.
CD-Service Berndt Lohrum (Blumenstrasse 25, D-66482 Zweibrucken,
Germany; Telephone: (0171) 4210222; Fax : 063 32/127 57) sells a programm
for TT and Falcon to drive CD-Roms Writers.
The prices are :
CD-Recorder 1.0 (Soft) : 598 DM
CD-Recorder with Phillips CDD522 : 4298 DM
CD-Recorder with Yamaha CDR100 : 5698 DM

They can also transfer SCSI disc, a Syquest or DAT tape on CD-ROM for 129
DM.

7 - Appendix A

These are some users configurations :

TT, MultiTOS 1.04, CDROM.XFS
TT, MultiTOS 1.08/9, CDROM.XFS v.0.7
TT, MetaDOS

These do not work:

TT, MultiTOS 1.08/9, CDROM.XFS < 0.7
TT, MultiTOS, MetaDOS

Drive : NEC Multispin, external (84-1).

Discs : GEMini Atari CD ROM from Walnut Creek
Clipart Warehouse

MSTE -> ICD MicroSCSI -> ICD AdSCSI+ -> NEC CDR-37
but the first host adapter in the chain has nothing to do with driving the
CD-ROM, its for a hard disk. The AdSCSI+ also has a hard disk running from
it as well as the CD-ROM

Drive : NEC CDR-37

Software :

ICDCDZ2.XFS as supplied on the ICD Pro utilities disk. This only seems to work under MiNT <= 1.04. None of the other freely available CD-ROM drivers (MetaDOS etc.) seem to work. I haven't tried Extendos or CD-Tools.

For audio playing, I'm using Nima Montasser's 'Audio CD Master 3v0'. This is the commercial release of the AUD_CD20.ACC audio CD player. Both work fairly well for me, but I haven't got all the features to work yet.

In order to CD Player configuration to work (the default NEC CDR-37 one didn't work! with AUD_CD20.ACC) I contacted NEC(UK). They very kindly sent me a copy of their 'SCSI 1 Spec' free of charge. This is a 90 page photocopied document which lists all the SCSI 1 commands for a CD-ROM and what they do. I'm sure its pretty out of date now, especially as NEC must be onto SCSI 2 by now.
I used the SCSI.PRG from the ICD Pro disk to send SCSI commands to the CD-ROM to get the combination right.

Atari Falcon030, 4MB RAM, 127MB Internal IDE drive, 270MB external SCSI drive, Viper 105S Tape Streamer.

Drive : NEC 2xi

Non-working drivers: MetaDOS 2.3 (no BOS drivers for Falcon).
ICD Pro Utilities (didn't see the drive at all).
Atari CDROM driver, v0.6 (gave read errors).

Working drivers : ExtenDOS v1.11 (commercial, available in the UK from Systems Solutions, price about 30 pounds).

Discs : Gemini Atari CD-ROM.
Cover disk from a PC CD-ROM magazine. The files read OK, but obviously the PC-specific executables do not run. I got loads of TIF pictures etc off of this disk.
The NEC 2xi is about the same price as an Apple CD300 (160 pounds + VAT). But people seem to have had less hassle getting the Apple drive running. I chose the NEC because is an internal drive, so slotted into my mini-tower comfortably.

TT030 4 Mb ST Ram, 4 Mb TT Ram, 210 Mb HD
Mint (1.04) + MultiTOS

Drive: NEC 210 (also known as NEC55j?)
(double speed SCSI internal drive)

Driver: CD-Tools 1.08 from Hard&Soft Computerzubehor GmbH

DOS discs tried: - The Best of Demo (Comptec Multimedia)
contains lots of GIF/BMP/MOD/TXT files
- Monster Media issue 2 1993 (by Monster Media?)
contains also lot's of GIF/BMP/MOD/TXT files

- TOP 101 shareware programs (came along with the drive)
hardly usable, only DOS stuff.
- Music Box 1994 (Powersource inc)
tons of MOD and VOC (about same as WAV) sound files.
Atari discs tried:
- DTP Grafiken (by Werbedesign Schutz)
contains tons of clipart files in IMG and (DOS) PCX
format, disc was made for Atari and DOS

Other drivers I've tried are several earlier releases of Metados from
Atari, a modified Metados for the Falcon and some XFS drivers for
Mint/MultiTOS (ICD and Atari).

Most of them work OK but for some discs (for example the DTP Grafiken disc)
the older drivers cannot cope with the large amount of files in a
subdirectory (with DTP Grafiken there are folders with over 700 files!)
Clicking on the folder icon just doesn't open the folder
The driver from Hard&Soft seems to work for all of my current CD-ROM discs.

The XFS driver for Mint/MultiTOS is slow The Metados drivers seem to
buffer much more data, problem with Metados is that it's supposed NOT to
work with Mint/MultiTOS. However, I haven't got any problems yet.

TT030, MetaDos, Apple CD300
But it seems that the TT does not recognize a media change, and I get
some "not-responding" messages. After clicking <CANCEL> the loading is
performed perfectly.

```
>I chose the NEC because is an internal drive, so slotted into my
>mini-tower comfortably.
```

It is very easy to remove the Apple CD300 from it's casing. It just holds
an Sony CDROM player which can then be mounted in a tower without any
problems.
(I've done so) The casing can then be used to hold a old HardDisk which was
left
over from a upgrade to be able to transfer data between friends (Works
perfectly!)

```
PS. I bought my Apple CD300 here in the NL for about Fl.470,- which is ca.
$250
-----------------------------------------------------------------
TT, MagiX 2.00, MetaDOS 2.30
-----------------------------------------------------------------

Thanks to all the users that mailed me their experience.
```

4633. Re: Bad DMA chip

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: Sim <py4sdh@bath.ac.uk>
Message-ID: <Pine.SUN.3.91.950614163853.26095B-100000@ss1.bath.ac.uk>
Source record: 163719

Ta for the info people,

"You gotta ask yourself - Do you feel lucky?, given this is a
C025913-38 Dma chip, and can blow the data clean off your hard drive.
Well do you?"

Looks like no hd for me then, more repairs, a controller and a hd as well
is gonna push the price to where I can't afford it. (well not unless I
don't get a motorbike, but I need one for next year) :(

Sim

4634. Canon Printer Drivers

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: esurf@csv.warwick.ac.uk
Message-ID: <3rn1q0$2bm@anise.csv.warwick.ac.uk>
Source record: 163720

Does anyone have a Pagestream printer driver for the canon BJ-10 or BJ-230?

I'm also looking for a driver for 1st Word +.

I would be most grateful if you could email me these if you have them.

Thanks

Baz

4635. UPDATE: FS: Atari Hardware/Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: cfuhrman@cray-ymp.acm.stuorg.vt.edu
Message-ID: <3rn3s7$s00@solaris.cc.vt.edu>
Source record: 163721
Cross-posted to: misc.forsale.computers.other.systems,comp.sys.atari.st

```
For Sale:

Atari Mega STe Computer SOLD

Atari SC1224 Color Monitor $ 85
Atari SM124 High-rez Monochrome Monitor $ 50

Software:
Papyrus Gold 3.57 (US/UK) $135
AtariWorks $ 50
STalker 3.02 SOLD
NeoDesk 4.0 $ 25

Prices listed are by no means firm. Best Offer for both Hardware and
Software. All Offers will be considered. Please e-mail if
interested!

--
Chris Fuhrman || "Give me the liberty to know,
cfuhrman@vt.edu || to utter, and to argue freely
Asst. Administrator -> acm.vt.edu || according to conscience, above
http://csugrad.cs.vt.edu/~cfuhrman || all liberties." -John Milton
```

4636. Mega ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: Mike Benner <mbenner@nt.com>
Message-ID: <3rn39l$i73@bcrkh13.bnr.ca>
Source record: 163722

I have a mega-2 St I'd like to sell. I got it origionally as a
development machine, but never had the time to do much with it.
It has a color monitor, 20Mb (I know, very small) hd, a frame grabber,
laser C (including profiler), modula-2, two versions of prolog,
a word processor, degas elite, and some games that come with it.
It also comes with some of the Abacus ref. books such as the
Gem Programmers Reference manual. I'd like to sell this as a package
if possible. Please reply to my e-mail. If this isn't the place to
post this please accept my apologies in advance.

Regards
Mike Benner
mbenner@nt.com

P.S. This is one of the few that were upgradeable to 4Mb on the
system board.

4637. PCDitto Hard Disk Partitions

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: gibson@cyberspace.com
Message-ID: <3rnamr$bba@case.cyberspace.com>
Source record: 163723

I have just acquired PCDITTO (an old version I think) and was wodering how I can get it to recognize my hard disk. I told it that one was present using PCDmenu (or whatever the name of it is) If you can help, please post or write to me!

4638. Re: 9-bit floppy disk

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: cmwagner@news.gate.net
Message-ID: <3rncel$10rm@hopi.gate.net>
Source record: 163724
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <3rkr2m$fka@news.duke.edu>,
Robert Hubal <hubal@acpub.duke.edu> wrote:
>I have a floppy disk from an old, old Atari computer, with files that I
>wish to retrieve. Norton utilities on an IBM PC, as far as I can tell, has

Exactly what kind of Atari computer is this? And what kind of drive is it
from?

>no idea how to read from this disk, since it's formatted using 9-bit bytes.

Never heard of a 'disk formatted with 9-bit bytes', the earlier Atari drives
like the 810 and 1050 used FM format on their disks, and I believe you have
to have a controller on your PC that can handle this, most of them are MFM,
and only support MFM, but some are able to handle FM. There is several
utilities that will allow you to read your FM formatted Atari diskettes.
Also there were some Atari drives which used MFM format, like the XF551 and
I think it is possible that the Percom's did as well (can anyone confirm
that?) use MFM. Look on atari.archive.umich.edu under /atari/8bit, you
will be looking for something called util or something like that, it should
be in a zip archive.

>Any ideas? If anyone has (a) an old, old Atari, (b) software that could

Again what is an old, old Atari? The only thing I would think that you are
talking about is an Atari 8-bit which would cover 400, 800, 600XL, 800XL,
1200XL, 65XE, 130XE, and XEGS. (Not even thinking about hybrids and
prototypes like the 1200, or the 1400XL, 800XE).

Now if this is from a 520ST, a 1040ST, or so on then they are MFM formatted
and I heard that they are easily readable from MS-DOS machines.
--
Chad Wagner
cmwagner@gate.net
eg435@cleveland.freenet.edu

4639. Terminal scrolling problem

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: Andrew Silver <andy@shelf.demon.co.uk>
Message-ID: <803156682snz@shelf.demon.co.uk>
Source record: 163725

I have a problem when connecting to Demon's irc server via telnet,
no doubt caused by the fact that the terminal type vt52 is incompletely
implemented (big words :->). When attempting to scroll, it just *doesn't*
and just repeatedly inserts the newest line on the bottom line.

a) Is there an ansi.sys style prog I can put in my auto folder to
give a more capable terminal (ansi?)

b) Is there a better choice I can make when irc prompts for the terminal
type?

Answers and/or suggestions to both would be appreciated.

Andy.

p.s. Sorry this looks so formal, but I'm sober today :-)))

--
==========
Shelf - Fine Strands <==========> andy@shelf.demon.co.uk
==========

4640. Re: Wanted

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: keiths@pavilion.co.uk
Message-ID: <3rnjfo$sao@fitzherbert.pavilion.co.uk>
Source record: 163726

slc.dennis.bishop@muskrat.hi.net (Slc.dennis Bishop) wrote:

>KS> Think that Sozobon is the best C compiler for small STs as it
>KS> is freeand not too big.

Did you see the correction someone else posted? Apparently there is
XSozobon now.

>Anything I can get for him would be of a help, I'm not a programmer
>myself, I used to try with the old 8-bit Atari Basic and would lose
>it in there. Would you know of a good book about C? I understand
>that a programer uses something like ST Writer to make the file and
>then compile it? I'm in the dark about a lot of this.

There are a number of editors which would be better than STWriter as
that is really a Word Processor. Proed is good as it writes flat ASCII
files and if it is all linked up using a shell like Tomshell then it
runs very nicely. I have found the book that I found was best for C is
a book from Dabs Press called C. ISBN1 870336 16 X. There are a
number of books on programming the ST. Abacus do a good range.
Hope this helps.

Keith
100:1011/12.0
2:254/108.12

4641. Atari 520ST (2) For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: bossoj@alum01.its.rpi.edu
Message-ID: <3rnskp$jrc@usenet.rpi.edu>
Source record: 163727

```
For Sale:

Atari 520ST w/
2 - SF354 SSDD Drives (2)
SC1224 Color Monitor

All work. No cables or mouse

$75 (OBO) + Shipping

Atari 520ST w/
1MEG & TOS 1.4
2 - DSDD Drives
SC1224 Color Monitor
100+ disks (wp, database, spreadsheet, etc.)

Works Great

$150 (OBO) + Shipping

email bossoj@rpi.edu
or 76242.2441@compuserve.com
--
Joe
bossoj@rpi.edu
```

4642. Re: Mint,Minix,Linux... ?

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: waldi@moacs.indiv.nl.net
Message-ID: <42Y1BHL@moacs.indiv.nl.net>
Source record: 163728

Troy Carpenter (troyc@bnr.ca) wrote:

> FreeBSD is also an option, but others will have to fill you in on that
> project (stability, X support, etc).

NetBSD, not FreeBSD. The latter is i386 only. NetBSD has been ported
to several platforms. Stability is good, but no X support. The full
distribution (source and binary) is available from ftp.netbsd.org
and some (not all) mirrors. Binaries are also available at
ftp.phil.uni-sb.de.

Waldi

4643. re: new c-lab falcons, anyone have details?

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Jun14.134447.322@genrad.co.uk>
Source record: 163729

In article <1735dlittle@nest.demon.co.uk>,
dlittle@nest.demon.co.uk (Doug Little) writes:

>The Blitter is useful for many things other than writing to graphics cards,
>even if this was the case. You can do all sorts of tricks with
>auto-defragmenting memory management systems and it's ace for building up
>bitplane graphics in memory (vector programs etc).
>
>It's a pity everybody ignores it.

It's use is not particularly well documented though, is it? I haven't
investigated it in much depth, but I don't remember seeing much useful
technical information about it.

Paul

4644. Re: Atari history

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Jun14.135828.323@genrad.co.uk>
Source record: 163730

In article <3qtl88$94c$1@mhadf.production.compuserve.com>,
BobR <76702.1466@CompuServe.COM> writes:

>>> Ironically, it may be the Tramiel's exit from the stage that may save Atari
> Have I missed something, or have the Tramiels (watch the punctuation lads!)

>(Incidentally, since the "exit" belongs to the Tramiels, the use of the
>posessive apostrophe in the first quoted line is correct, is it not..?)

Yes, but the "Tramiels" was plural, hence the possessive form
is Tramiels'
~~

Paul

4645. Re: Bad Ste DMA

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FFOSEAAIUP@zaphot.augusta.de>
Source record: 163731

In <Pine.SUN.3.91.950612190614.953A@slc-26> Sim wrote:

>Hi all,
>
> A few weeks ago someone posted the chip number of the Dodgey DMA
>chip for STe. Mine is a first revision STe, the chip number is c025913-38 so
>can someone confirm wether this is the suspect part number.

IIRC this is the faulty chip, as my DMA chip number is C398789-001, and
i use one of the latest STEs wich has no DMA problems.

> If this is the bad DMA chip, is there anything I can do about it
>other than replace it? IIRC the problems only occur after a few hours of
>use, so this suggests to me that, it's a simple heating problem. Could
>this be cured by having a fan or heat sink? And how come the problem
>dosen`t affect either the floppy disc drive or DMA sound chip? I`ve never
>had corrupt floppies or bad dma sound even after running my Ste for 10s
>of hours in a warm room.

The problem is, that the faulty DMA chip can not handle fast harddisks.
Floppy and/or DMA sound works well - also with the faulty chip.

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

4646. Re: MagiCMac (English) Release Date?

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: tt@muc.de
Message-ID: <tt-1406952116470001@tempel.muc.de>
Source record: 163732

In article <johan.nordlander-1306951550070001@nod.eng.umu.se>,
johan.nordlander@engelska.umu.se (Johan Nordlander) wrote:

> When will the English version of MagiCMac be released? Maybe it has been
> released already?

Just an hour ago, ASH has sent the english test version 1.2.1 to System
Solutions. As soon as they've verified it, they'll get a bunch of copies
to release. Should not take more than a few days.

Thomas

4647. Re: Q:best hard drive driver on falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3rnp61$3r6@status.gen.nz>
Source record: 163733

Pekka Saarinen (contacts@mits.mdata.fi) wrote:
: AHDI can't hadle partitions bigger that 256Mb (someone correct me if
: I'm wrong). What's the size of your drive?

The AHDI 6.06 (and older versions I believe) can handle partitions up to 32meg. After that, they use BigGEM, which goes up to 512meg, but has bigger sector sizes - not a problem, since you won't be having many small files.

4648. Re: NVD3 + WF2 HELP v1.2

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: alan@aybee.demon.co.uk
Message-ID: <950614Z224706.599alan@aybee.demon.co.uk>
Source record: 163734

In article <wongck.181.0008B165@ti.com> wongck@ti.com "William Wong" writes:

>
> I am no expert on this, but don't you need to have a printer driver or printer
> fonts or at least setup the printer fonts for this?
>
> William
>
Thanks for a response :-))

Er I don't think this is the answer as Speedo/NVDI doesn't use printer fonts
but it does have a printer driver 'PINPRN.SYS' which lives in C:GEMSYS
This works fine, I have used Fontchk2 which prints a test page of installed
fonts and set margins. Everything is set OK.

I now wonder if this is some sort of TOS or memory problem, I saw at the
Spotlight show WF2 + NVDi3 working together on a Falcon. But the same don't
work for me! (I haven't got OASIS to install because of tos error #34
unable to find file xxx) Just how does the failings of tos 1.2 manifest
themselves anyway? ALSO WF2 seems to grab all available memory (2megs or so)
If either of the above are the prob then I would have to :

buy more RAM or buy tos 2.06/MagiC

BUT I would rather not if I don't have to !

Anyone else have a clue? Please...,
--
****
| Alan Baker | 48/PO13 9QP Snail Mail |
| alan@aybee.demon.co.uk | +44 (0)1705 529099 |
****

4649. Re: WANTED!!! SLM804 Toners/Drumkits + Mouses! Where for sale???

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3rnpml$3r6@status.gen.nz>
Source record: 163735

mss (mss@xs4all.nl) wrote:
: Hi!
:
: I'm searching for a shop (anywhere) where I can buy Atari SLM804
: Toners/Drumkits, I need about 20 of them. I'm also looking for good Atari
: mouses, like the Yin-mouses.

Toad sell Toner and Drums, email toad@charm.net. Toad computers are in
the US. Drums: US$179. Toner US$39. Second hand SLM804s US$399.

Also the toad web page: http://www.charm.net/~toad/

You should ask for their catalogue, 53 pages of Atari products for sale.

BTW, yo ucan connect Microsoft compatible Serial mice to your ST, using
Mouse23 serial mouse driver. I think it was at ftp.uni-kl.de, and it may
be at aaue. Otherwise email me and I'll email it to you.

-Mario Becroft (mbecroft@iconz.co.nz)

4650. Atarinet Telnet

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: awatson@pacifier.com
Message-ID: <3rnsfd$m07@news.pacifier.com>
Source record: 163736

I'm trying to find an internet site (Telnet, WWW, etc.), that I can pick up Atarinet. All I can get locally is FIDO, and haven't been able to pick up Atarinet for a couple of years now. Surely theres at least one BBS with both Atarinet and Internet access?

Any help would be appreciated!

Anthony Watson

4651. 1040ST and monitor Best Offer over $199 + S&H

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: peborn@iac.net
Message-ID: <peborn.1153550968A@news.iac.net>
Source record: 163737

```
Atari ST 1040, with 4MB memory - Orginial Box and Manual
External floppy drive
LCD Hard Drive control board STHA that will control 2 drives.
(uses standard PC power supply, not included)
Cables for 2 drives and one Seagate 80mb hard drive included.
Monitor- Mono Atari monitor SM124
Wish to sell as a package ... Best offer over $199

also have ----
MAC SAD SACK emulator Spectre 128, Spectre GCR with Translator ONE
(also have a spare 80 mb that I never powered up and a SC1224 Atari Color
monitor that works most of the time)

Reply to :
peborn@iac.com
(513)552-2663
peborn@iac.com
```

4652. Re: Q:best hard drive driver on falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3rnstf$dev@sphinx.Gsu.EDU>
Source record: 163738

Uwe Seimet (seimet@rhrk.uni-kl.de) wrote:
: contacts@mits.mdata.fi (Pekka Saarinen) writes:

: >AHDI can't hadle partitions bigger that 256Mb (someone correct me if
: >I'm wrong). What's the size of your drive?

: You're wrong, indeed. The maximum partition size with AHDI is 256 MByte
: with TOS < 1.04, 512 MByte with TOS < 4.0 and 1 GByte with TOS 4.0 or with
: the MagiC multitasking operating system.

I remember from "years gone by" that AHDI has theoretically been able to use partition sizes up to 512 MB e.g. on a TT - but some bug somewhere reduced this to 256 MB in practice. I only know that when trying to partition a 1.1 MB Hewlett Packard SCSI-drive on a TT, AHDI had some serious trouble (I used 5.x) - and therefore I had to do the partitioning with SCSITools - or something else. Can't remember the whole episode too well anymore, but something weird happened...

One can't be too careful when using new drivers; I've had far too many nasty surprises - especially with ICD and HUSHI drivers. Great drivers, those - but older versions just didn't like 68030 and/or Falcon at all. I've been happy with HDDriver (could someone E-mail me the newest version, if that's not illegal?) and before that, AHDI 6.061. Both seem to work without problems.

Greetings,
Tommi

4653. Re: Bad Ste DMA

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FFOBFEURUP@dksoft.ping.dk>
Source record: 163739

In <Pine.SUN.3.91.950612190614.953A@slc-26> Sim wrote:

>Hi all,
>
> A few weeks ago someone posted the chip number of the Dodgey DMA
>chip for STe. Mine is a first revision STe, the chip number is c025913-38 so
>can someone confirm wether this is the suspect part number.

It is the bad DMA chip, sorry.

>
> If this is the bad DMA chip, is there anything I can do about it
>other than replace it? IIRC the problems only occur after a few hours of
>use, so this suggests to me that, it's a simple heating problem. Could
>this be cured by having a fan or heat sink? And how come the problem
>dosen`t affect either the floppy disc drive or DMA sound chip? I`ve never
>had corrupt floppies or bad dma sound even after running my Ste for 10s
>of hours in a warm room.

Because the faulty part in the DMA only concern the harddisk. As you already
suspected it's a heating problem, (at least that how it looks). But you can't
do anything else than changed the chip. I doubt a fan would make it
possible/realiable to use it at all.

I really understand you. I got a faulty one myself. (got two STE's and
got two faulty ones.. Talk about luck. One has been fixed though, the other
is beeing used without Hd).

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

4654. Re: Pirating Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FFOMDDUUUP@dksoft.ping.dk>
Source record: 163740

In <9506131437.AA05052@ilmen.lanl.gov> Hutch wrote:

>In a previous message, kim@dksoft.ping.dk (Kim Andersen) wrote:
>
>>It seems like, (after reading Hutch's words) he didn't pay attention when
>>we had this discussion last time. (sorry Hutch, i couldn't find your original
>>message. Thats the reason why i quote this).
>
>
>Kim, it is YOU who are not paying attention as my comments had NOTHING
>at all to do with shareware but rather full COMMERCIAL software. You
>rant and rave in your post about the difficulty users have in registering
>their software and that's not at ALL what this was about.

I think you misunderstood my writing to you. I did refere to my BBS
package i'd bought, didn't i. And this package is indeed commercial.
I did order this package only from a written mail which was send round the
NeST net/Fidonet whatever net. I did pay damn lot of money only to get
a BBS package that had alot of bug's (totally unuseable on the Falcon).

I have told you all this before, so i wonder why you start screaming like
that now.
What i meant to say with this, is only that you should be very carefull
with blaming the users/pirates for the lack of development on the commercial
side. With enough experiences like mine, i would say a person who continues
to support commercial programs like that, is totally stupid.

True i did involve Shareware as well in my message. But thats because i
believe piracy concern shareware as well. Second because i have already
giving my opinion about commercial programs, especially in a country where
it's impossible to even get near a commercial program, legally!

>
>It was due to a certain individual (Keith N. Murchison) who was blatantly
>advertising his system (a Mega ST2) for sale including a hard disk drive
>with "many of the best ST software packages pre-installed including
>Caligrapher, Atariworks, LDW Power, WARP 9, SpeedoGDOS, as well as many
>popular games, etc." His next post advertised the software alone for sale.
>Is it your intent to support this kind of activity on the net???

Not at all, unless they're all originals ofcouse!

>
>I was going to quote and counter each of your ridiculous claims that make
>excuses in the support of software piracy but believe me... the very LAST

Perhaps you should have done that anyway, cause it seems to me you didn't read half of it!

>I don't care HOW you justify it within the confines of your own mind, but
>software piracy is THEFT, plain and simple. It is CRIMINAL activity! If
>you want to talk about ways to improve the shareware system, that's one
>thing. But do NOT waste your breath trying to rationalize theft to me,
>at least not until YOU have tried to earn a living developing software.

Software piracy is theft allright. But in my example with the BBS package you just tell us all, who is stealing from who ?

>
>END THIS THREAD NOW! Grrrrrrrrrrrrrrrrrrrrrrrrr........
>

Sure Hutch, everytime i see you don't agree with someone, you ask to end this thread. Howcome you simply can't face the fact, that other people are seeing things differently.. Perhaps it's because they got more experiences with the threads from the other side of view, which is one thing you don't seem to accept.
Pehaps you had a rough time selling your programs Hutch, and i feel sorry for that. But turn around and start ask yourself, if you really did enough to distribute your software, or perhaps if your software really was good enough to pay what you wanted, or perhaps not that many people really needed you program after all.
I'm getting sick and tired of hearing software developers scream about piracy everytime they have developed something. They simply send their programs out to the market, and when they don't get enough money, they start scream about piracy. It just seems to damn easy for me! As an developer, you have to count on losses, if you don't, then it's you who got a problem.
Every computer market got piracy, and you can't do a damn thing about it. You can however try lowering the number of pirates, but you have to accept there will always be such people around. If you stop developing because of this, you not only kill the pirates, but also the whole market. It as simple as that. Face it!

And for the last time! I do NOT support piracy. I accept it, and in some ways understand it as well. But i DO NOT! support it. I do not ask you to understand this, just accept my opinion, as you seem like you don't have a clue what you're talking about, and you'll never understand it untill you have felt it on your own skin what it means to be left out on all kinds of support!

I have to pay at least $4000 a year to keep myself, my country and my users up to date about whats going on around our market. I get absolutly nothing in return for this (except for the information ofcouse). This is what it takes to get support in a country which has been left out in the cold!
And you can add that cost to what i pay for my software. You just tell me how many people are doing things like that.

Now, perhaps this is something you can understand. I'm getting rather tired of trying to explain the same things over and over again to you. Things you should have known yourself, if you really is a clever as you want us to feel you are. Much of what i write can hardly become a supprise to anyone.
It's a tough market for developers, and when it's a tough market for them it's a tough market for anyone. YOU ARE NOT ALONE!

Still you get my greetings Hutch, cause somewere there has to be some common sense inside you .-)

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

4655. Re: Will MajicMac run on Power Mac?

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: magnus.kollberg@p11.straight.ct.se
Message-ID: <ftn_2.203.221.11$fidonet.org_2fdf10d4_Magnus.Kollberg@p11.straight.ct.se>
Source record: 163741

In a message Thomas Tempelmann wrote to All :
TT> Really? I *am* the programmer of MagicMac and I did an interview but I
TT> think that I didn't say that there'll never be a PPC version. I might
TT> have said that it'll not be available soon.

TT> Now, it is available. The demo named magicmac-1.2-demo.sit will be
TT> available on info-mac mirrors in a few days.

When are the Falcon version going to be available? Maybe after the Win95
version? ;)

cheers,
Magnus Kollberg

(UUCP Dialup connection)

4656. Re: MagiCMac now runs on Power Macs!

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2fdeb1f3_Christian.Mittendorf@ostkupan.ct.se>
Source record: 163742

> From: tt@muc.de (Thomas Tempelmann)

Hi!

> Yes, we use Apple's 68K emulator. At least, even on the slowest
> PowerMac (6100/60), QINDEX and GEMBENCH show that the CPU performance
> is about 10% above of an Atari TT.

What speed could I expect on the new 5200, the new "All in One" Power Mac? It seems as if this new computer is a bit slower than the 6100, isn't it? So could we probably get the speed of a TT?

Could some people perhaps install the demo on their Mac and run Gembench once, so that we could get an impression of the speed on different machines, Power Mac as well as 68k.

mvh,
christian

(Who gets more and more confused in which computer he should invest...
- A PC, because erverybody has one; A 040 Mac, because it's almost the fastest and cheapest ATARI you could get; A Mac 630 DOS, best of three worlds?!; or a Power Mac 5200, or a Falcon expansion? ...)

+++
Internet: chris@ostkupan.ct.se

(UUCP Dialup connection)

4657. SW/PD/Freeware & CD-Rom Question

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2fdeb9ce_Christian.Mittendorf@ostkupan.ct.se>
Source record: 163743

Hi!

AFAIK is the following part a common used paragraph in lots of SW/PD/Freeware products. Therefore did I include it also in my program archive because I would like to know _who_ gains money with my work.

* Freeware **********

This program is Freeware! This means you can copy and use this program freely. A distribution with bbs, ftp-server and PD-Series is welcome. A distribution on CD-ROMS or cover-disks requires my permission. The program must be copied completely and must not be changed!

****

But now a german cd-rom producer put mine and some other programs, which also use this paragraph, on a cd-rom without asking anybody!

Has this paragraph _any_ value or is it just rubbish and can be ignored? What do these producers think they are? Sending an email is not too difficult, isn't it?

Does anybody have a definition of PD/SW/FW?

mvh,
christian

(UUCP Dialup connection)

4658. new version of HTML reader

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2fdebbbb_Christian.Mittendorf@ostkupan.ct.se>
Source record: 163744

Hi!

Yesterday I downloaded the new version of Alexander Clauss HTML reader from ftp.uni-kl.de. While playing with that program a little question came up.

Lots of people have no access to the WWW, but the information stored are (sometimes ;-) very interesting.

I could save the text pages with Netscape, but how could I save the pictures?

Wouldn't it be nice to put the some interesting places into an packed archive on a ftp-server or local bbs so that everybody can download it and install them on the local harddisk? (And on this way gets a smell of what the WWW is like? And on this way perhaps some other people could help to extend the information.)

mvh,
christian

+++
Internet: chris@ostkupan.ct.se

(UUCP Dialup connection)

4659. Emajic Logic & Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <75e_9506150216@tor250.org>
Source record: 163745

B > I'm seriously considering buying myself a copy of Emajic's
B > Logic. Does anyone know if this will work with Geneva and
B > Neodesk? If not, will it work with any known multi tasking
B > system for the STe?

As an owner of all three programs, I must regretfully report
that Logic will NOT operate under Geneva (well, at least the current
version of Geneva - the update may bring a new level of
compatability with other programs). In fact, when I run Logic I've
set up a special system configuration that bypasses Geneva and just
installs Neodesk4 as my desktop.

I have heard that Logic will run under MagiC!, though.....

B > If Logic is run by itself...can you also run a patch editor
B > such as Xor or sound surfer along side it?

Sound Surfer (a librarian program only) is designed so that it
can run alongside Logic utilizing E-Magic's propriety operating
system and can use the LOG3 and Unitor ports- the same goes for
Sound Diver, their more elaborate editor/librarian.

As for X-OR - here's one person's solution (albeit not the
perfect solution:

Secrets! Secrets! Secrets! Secrets!

<<<<<<< Softlinkers, Logicians and Notarians:
How to get XoR and Logic Working
Together in Softlink
(What the manuals don't tell you)>>>>>>>>>>>

by Rich Thurow
Dec, 26, 1993

I've found a way to get Logic to work with XoR in softlink. Its
memory intensive, but it works given you have a 4 meg machine, a
boot manager like Superboot (unless you like running your ST dry all
the time), and a free meg of hard disk space.

It also helps if your machine runs at 16mHz, like with Adspeed, but
it is not required.

------------Gereral Instructions------------

1. Make a separate folder called SOFTLINK.2

2. Copy all of the necessary Notator SL files and softlink files to it except the Autoload song, fonts and printers. You will not be needing them. (You keep all that stuff in the old folder so you can run SL at full tilt with XoR as you are used to.)

3. Run Linkedit.prg. Check "creator stays active" for partition 2 but not for partition 3. This is very important.
a) Limit Notator SL (partition 1) to 950 kb.
b) Limit XoR (partition 2) to 910 kb.
c) Limit Logic (partition 3) to whatever is left. (I have 2009kb left. Note: Logic wants a full 2 meg free to work efficiently. Always run XoR and Logic from these prescribed partitions.

4. With your boot manager enable the booter to load BUTTNFX.ACC. If you have ADspeed, have the boot manager enable 8MHZ.PRG. Note: Notator will load consistently only at 8MHZ. Once loaded, however, you can switch to 16 mHz in the other partitions manually and enjoy the great speedup adspeed has to offer as long as you don't mess with Notator. Avoid using Adspeed.Prg or Adspeed.Acc. These take up too much memory and require a .cnf file which could lead to problems. The little programs (8MHZ.PRG and 16MHZ.PRG) work fine by themselves and don't use any memory.

Disable all other auto programs and accessories. You need every drop of RAM if you want enough room to do things. Set the boot manager to load LINKEDIT.PRG.

5. Create a desktop file that opens windows for XoR and Logic. Disable the blitter. Save the desktop. Move it to where your booter loads .INF files. Rename it SOFTLINK.INF. If you have Adspeed, open a window on the desktop that shows the icon for 16MHZ.PRG.

---------Configuring SL--------------------

1. Give the computer a cold hard boot.
2. When the computer reaches linkedit.prg, verify all the memory is there. Click run softlink.
3. Configure a new AUTOLOAD.SON
a) After Notator SL loads you will see it only has 4,708 events. Hit shift then Q to disable notation and you will be back to 44,542. We are only using SL as a midi buffer for XoR, so this is enough to do the job.
b) Go to the menu and click on new song.
c) Optional: Go to load system and load in channel names only from you last autoload.son file. You dont need anything else.
d) Go to the softlink menu in SL and disable everything, including "sysex thru of phys midi data".
e) Go to the midi thru menu and make sure midi thru is ON and there
is no auto-off channel set. Set the Thru channel to A1.
f) Save the song as your autoload.son in the softlink.2 folder.

---------- To Operate:------------------

1. Coldboot
2. After the boot manger loads BUTTNFX and 8MHZ (if adspeed is present), and calls up Linkedit, run softlink. Disable Notation in SL. Go to partition 2. Your desktop should pop up with windows for Xor, Logic, and 16mhZ.PRG. Run 16MHZ. Run XoR. Go to Partition 3 and run Logic.

Done!

--------------Features and Caveats:----------

Under this configuration Logic and Xor will run at 16mhz. Logic will
give you about 83,000 free events and Xor will be big enough to have a large library and a large sysex bank open at once with some overhead. (I have 183,420 bytes free with 13 profiles loaded.)

Logic and Xor will not communicate directly with each other, but will communicate quickly with your synths. Xor uses Notator SL as its access to LOG3 and Unitor. The result is that there is no need for any port switching or fiddling with your midi switchers. After you send new sounds over from Xor, just go to logic
and change the names of the sounds in the instrument flip menu. The important thing is that now your synths can access your Xor Libraries
without quiting Logic.

Warning: Do Not try to do anything in Notator SL. It does not work right at 16mhz and Notator's clock conflicts with Logic's clock. Consider Notator SL like an invisible desk accessory. You know its there working but you can't do anything with it.

You also will not be able to record in Logic the edits you are making
in XoR "on the fly" as you could do with Notator SL. Logic will ignore the sysex happenings in XoR. You might be able to get it working with experimenting with the softlink thru in SL. My intention here is just to show you how I got Logic and XoR working solidly together. Now that we're on solid ground, we can experiment. You should tweak the memory settings to your system.

While I can't guarantee it will work for you, and can't be responsible if you mess something up, if you follow all these instructions you should have success.

Happy holidays!

Rich Thurow

Now if anyone here has a better solution, then I'm all ears.....

... "Oh no, not the Bajoran Death Chant!" - Ro
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

4660. Thunderhawk

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: graham.mcdonald@wa-bbs.com
Message-ID: <8AB451C.1BA2002E10.uuout@wa-bbs.com>
Source record: 163746

Does anyone out there have a game called Thunderhawk for sale?

--- WinQwk 2.0 #0

4661. Re: Atari in Paris?

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: sacha@aslan.en.open.de
Message-ID: <14061995122722SACHA@aslan.en.open.de>
Source record: 163747

wilsontjb@cix.compulink.co.uk wrote:

> In message <3qcdu2$pbr@turing.fwi.uva.nl>, mdekker@fwi.uva.nl said:
> >looking for a cheap portfolio.
>
> Did you try ACN there in Holland?
>
> They were selling Portfolios cheap at ProTOS in Hennef.

Some of them worked... They also sold Atari stuff at a local
show in Dortmund. An ST for 10 marks, a laser printer for 40 marks,
a 17" monitor for 50 marks. They said the things were "untested" but
might work.
They were not untested, they couln't even work since the were no
CPUs, no keyboard processors, no floppy controllers anymore...

I know from a local Atari seller that he drives to Holland every
week, buys a bunch of things, goes home, looks in the machines,
tries to repair them and if they work, he sells them. Mostly he
goes back to ACN and gives them back. But they only do that if
you're a registered seller.
I would stay away from this company.

Sacha

4662. FidoNet

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: slc.dennis.bishop@muskrat.hi.net
Message-ID: <9506132212243779@muskrat.hi.net>
Source record: 163748

I've got a ton of files with which I could set up a Fido Net Node on
my BBS, but I've been unable to get any help, is there someplace a
good text file that tells in Plain English how to use either one of
the fron end mailers for Fidoet?

Black Hole BBS 808-696-7763 14.4kb 24hrs BBS Express ST

... I don't know what your pleasure threshold is. <G'Kar>
___ Mountain Reader II - #Demo 001

4663. Calamus Sl 95 (?)

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: Joachim_Moldenhauer@traveller.fido.de
Message-ID: <MSGID_242=3A2000=2F20_e3564400@Fido.DE>
Source record: 163749

> What are the differences between the Calamus 95 upgrade for the Atari
> and
> that for the MagiCMac? Why are two versions needed anyway? Etc, etc.
>
Hello Johan!
Please excuse my english, but I will try to answer your question:

Just today I got a mail from DMC in Walluf (Germany). I had do read
this Mail for two or three times, before I understood, what the
difference between SL an MM (for Magic Mac) is:
1) MM runs ONLY on MagicMac!! :-((((I don't know why....
2) MM work's with long filenames
3) MM has Bridge 2.0, PhotoCD-Import, resolution up to 1200dpi
4) Update SL 11/95 ->> MM costs 248 DM

5) SL 11/94 ->> Sl 6/95 costs 'only' 128 DM
6) SL 6/95 and MM have: PICT-Import
Im- and Export of Photoshop Documents
Coloured Helplines
7) If you 'only' should order the normal SL-Update, you can get
the Bridge-module and photocdimport for a 'special-price' (248DM)

Hope, I could help you.... Joachim

---
* Kivi (unregistered) 1.21 *

The Last Borg Scout - Starring Patrick Stewart as Locutus

4664. Re: Q: .zoo decompressor

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.32.00103C38@cfcsc.dnd.ca>
Source record: 163750

>From: martony@ele.kth.se (Adam Martony)
>Hi,
>I have a problem with a .zoo file. It's too big for a 720kb disk to hold both
>the .zoo file and the decompressed file, and I can't find a zoo program that
>can store the decompressed file on an other disk. The closest I've got was
>with boozgem, that let me choose disk b: for the extracted file(s), but then
>it tried to extract it all on the "source" disk...
>I've got an 1040 STe with the builtin 720kb disk, no harddisk, no extra
floppy.
How much memory? If you have enough memory you could copy the *.zoo file to a
ram disk, and decompress it to your floppy.
>BTW, is it possible to decompress
files on for example a PC, and use them on>my Atari? I tried to de'zoo the
file on a PC emulator on a HP workstation,>it looked okay, it was the right
size, but when I tried to run it on my STe>it started loading and then got
back to the desktop without anyting else>happening.
why use a PC emulator. there must be a unix zoo machine out there somewhere,
non? try ftp'ing to: sunsite.unc.edu/pub/Linux/utils/compress/zoo210a.taz
>Thanks,
>/Adam
>martony@ele.kth.se
bonne chance
-ken

4665. Re: info wanted

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.34.00106398@cfcsc.dnd.ca>
Source record: 163751

>From: tsco01@cs.auckland.ac.nz (Thomas Scovell)
>kia ora/hi!
>I'm looking to buy a small atari-st system to use for midi sequencing (wot
>an original reason to buy an atari!)....i want to know a few things about
>the st,
>for instance what models have midi ports built in? (does the 520?)
ALL AtariST have MIDI built in
and can
>a mono system with just say 1-2meg run a midi sequencer??
A friend of mine did his bands CD (Sattalites-reggae band in Toronto)
entirely with his 1040 with one meg and one floppy drive using Notator
Can harddrives>be installed in the 520/1040 and what type?
you can install slow MFM or RLL type drives (these are the real early ones)
using an Atari Host adaptor, or the latest SCSI drives using a host adaptor
for ICD (AdSCSI+ or the Link)
>is anyone out there in nz with a suitable system
for sale??>
see Roger Sheppard
thanks...
de rien
-ken

4666. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3rluq7INN37c@duncan.cs.utk.edu>
Source record: 163840
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $120 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

4667. Re: Minix Setup! ARRGH!

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3rm6go$rcb@status.gen.nz>
Source record: 163841

David Stuart (dstuart@gpu3.srv.ualberta.ca) wrote:
: I can't run minit.ttp from the desktop- so I got ahold of a bash shell.
: The bash shell didn't come with any of the standard utilites (ie: ls, mv,
: cp, cat, more), so I had to get those (just where the heck are cat and
: more, anyhoo?), after finding a few utilites, then I could actually move
: around in my shell, and execute minit.ttp. Seeing as how I didn't want to
: wipe my entire hard-drive, I typed "minit.ttp -V -n 2 A:", and that
: promptly initialized the disk I had set up. I think. Problem is, the disk
: is still limited to 8.3 filenames. The docs are, umm, well... not that
: helpful. What am I doing wrong?

Well, I found MinixFS easy to set up. For a start, you can run Minit from
the desktop. Just run it, from the desktop or the shell, and pass the
parameters that you mention. When I did my Hard Drive partition, I also
passed -P, so as the protect it from being written to if I did not have
Minixfs running, thus mucking up the whole partition. Then, you reboot,
so that Minixfs can take another look at what devices are Minix and which
are not, this way your new partition will be recognised. Remember that
only applications running in the MiNT Domain will make use of the long
filenames, so this rules out the atari desktop. As for the floppy discs,
I can't remember if I had to reboot to use them or not.

You should find that after doing all that, all will work fine.
BTW, you should regularaly run fsck, as the filesystem can easily be
damaged if the system crashes. If you have the computer hang, run fsck
immediatly after you reboot. I would also advise getting MFSDefrag.

I am using MinixFS 0.60 pl10, so if you have a older version it might be
a different procedure.

-Mario Becroft (mbecroft@iconz.co.nz)

4668. STNEWS Disk Mag..!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3rm60q$no1@golem.wcc.govt.nz>
Source record: 163842

*** STNEWS 93 ***

Well I dnloaded STNEWS 93 from Hensa and found thier are problems
with it, the Archive is OK but not the program, some things don't display
or are corrupted...

A friend has also confirmed the same problems...

Does any one know were there is a correct working version that can
be got via Lynx or Gopher...

NOTE: most sites don't suppport MSA files....

Thanks.....

P.S. Or the Home for STNEWS....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4669. Re: Falcon compatibility question

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3rma50$f2k@btmpjg.god.bel.alcatel.be>
Source record: 163843

In article <DA1FxI.9Mq@midway.uchicago.edu>, gustavo@dent.uchicago.edu (Gustavo Comezana) writes:
|
| Hi there!
| Does anybody know if XoR (universal synth
| patch-editor/librarian) or KCS (midi sequencer), both written for the
| ST, run on the Falcon? Thanks in advance.
|

KCS/Omega works fine (in ST med/hi res). The XoR demo also seems to work; can't speak for the real thing as I haven't found anyone, anywhere, who will sell it to me. :-[
--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

4670. Falcon: Mono Monitor Overscan

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: rudi <cazeauxr@hlc2ec.boat.bt.com>
Message-ID: <3rmd2e$4rf@pheidippides.axion.bt.co.uk>
Source record: 163844

I have just got a new Atari Falcon, 4MB and no HD.

I heard that there is a number of overscan packages (software only
and harware/software) to increase resolution on the Falcon (e.g BlowUp
etc.).What I would like to know is:

1) Is there any package that can be used to increase resolution on an
Atari SM124 mono monitor (I've also got a colour SVGA monitor but
I *really* like my little SM124 and have grown quite attached to it!)
I would prefer a software only solution.

2) What kind of resolutions would be possible?

Cheers,

Rudi
(Long live Cubase)

4671. Re: Will MajicMac run on

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.803125884@gen-off-2>
Source record: 163845

CALLUM.LERWICK@1-282-47-0.flight.org (CALLUM LERWICK) writes:

>Is the demo english?
Don't know, sorry.

>Ah, thats nice... now where to I get it?
It's available from Systems Solutions in the UK, I don't know who's
carrying it in North America.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
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4672. Re: PAK68/3 and System Solut.

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: Patrick Koehne <koehne@ls10.informatik.uni-dortmund.de>
Message-ID: <3rm7g0$l7v@fbi-news.informatik.uni-dortmund.de>
Source record: 163846

Hi

Jaroslaw Banachowicz <mms02bj@loqi.elka.pg.gda.pl> wrote:

>5. I've heard, that PAK has problems with TOS 2.06. How serious is it?

Yes, you do need the patched TOS 3.06!

Bye the way, does the PAK works with an STE without problems?

And, you could also get it here in Germany, if you're on your way to Poland.

>| Hobbies: War Gaming, Atari ST, RPG. |

Should we think about that?? What is RPG??

Bye

...Patrick

--
UseNet : koehne@ls10.informatik.uni-dortmund.de
Maus-Netz: Patrick Koehne @ UN

4673. Re: MagiCMac (English) Release Date?

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.803126137@gen-off-2>
Source record: 163847

johan.nordlander@engelska.umu.se (Johan Nordlander) writes:

>When will the English version of MagiCMac be released? Maybe it has been
>released already?
It was released some time ago, I use it.

Available in the UK from you-know-who. Email ssolutions@cix.compulink.co.uk
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

4674. Re: Q:best hard drive driver on falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Jun14.091749.9518@rhrk.uni-kl.de>
Source record: 163848

contacts@mits.mdata.fi (Pekka Saarinen) writes:

>AHDI can't hadle partitions bigger that 256Mb (someone correct me if
>I'm wrong). What's the size of your drive?

You're wrong, indeed. The maximum partition size with AHDI is 256 MByte
with TOS < 1.04, 512 MByte with TOS < 4.0 and 1 GByte with TOS 4.0 or with
the MagiC multitasking operating system.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KA2 | but only what I tell it. *
****

4675. Re: Programmer required

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: Dave Munsie <dmunsie@delphi.com>
Message-ID: <ZC79dL6.dmunsie@delphi.com>
Source record: 163849

I'm always interested in seeing graphics for use in a game. EXPECIALLY (spelling...sorry i'm tired...) a shooter!!! Send me some email if you don't mind. Thanks....

4676. Re: Another World Disk Problem!

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3rmcht$ohn@golem.wcc.govt.nz>
Source record: 163850

In article <3rk1j9$ogp@mserv1.dl.ac.uk>, msh@mserv1.dl.ac.uk (M.S. Smith) writes:
>I was wondering if anyone can help me. I have the game Another World and I was
>testing it the other day on my Falcon. I had a lot of trouble with it but got
>it to get past the introductory animation (some samples were corrupt) After
>the animation the screen goes black and nothing happens. I assumed it wasn't
>compatible with the Falcon and thought I'd have a go on my ST anyway.
>
>To my distress it did the same and didn't work. I looked at the disk I had th
>if they still support it. I don't have any details on the game as I picked it
>up cheap second hand without a box from a friend selling his ST.

Well it is a file based disk and can run on a HD, but uses a code wheel
for protection, so if you don't have the code wheel you can't play the game....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4677. ESSCD PC version..

Newsgroup: comp.sys.atari.st
Date: 1995-06-14 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3rmcod$ohn@golem.wcc.govt.nz>
Source record: 163851

A friend of mine would like to try out the ESS Decode, PC version,
can some one give me a site that its on..

I had a quick look on Hensa but did not like the idea of getting a 500k index
file, so can any one point me to were it is..???

Thanks.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4678. BBS

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: Grady.Smith@f318.n114.z1.azgate.com
Message-ID: <1a0_9506152305@azgate.com>
Source record: 163602

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[Cool Sysop] |||||||||| ||| [Tons of files]
[No Ratio's] ||| ||| |||||| ||| [CD Rom Online]
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Atari Support Located in St John, Indiana (USA)
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Email: info@azgate.com - Ftp: ftp.primenet.com/users/m/mavrick/azgate
Standard disclaimer: The views of this user are strictly his/her own.

4679. Trouble with ICD AdSCSI plus HOst Adaptor

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <3rp1lt$h9j@mailer.york.ac.uk>
Source record: 163653
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Ok.
I have a 210Meg hard drive hanging off of an ICD AdSCSI plus host
adaptor. When I connect this to an STe, it works perfectly. However, when
I connect it to an STFM or MEGA ST, the monitor display goes completely
haywire. The problem remains even if I disconnect the hard drive from the
host adaptor.

I think that it's either:

a) a problem with the host adaptor, or
b) a problem with the ST (FM or MEGA) DMA output port.

I shouldn't think that it's a) because it works with the STe.

Has anyone had any similar experiences?

I'd be extremely grateful for any replies.

john..

|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|p
| mail: jat5@unix.york.ac.uk |||PaSPRG, |h
| jat@ohm.york.ac.uk ||| York University |a
| web: http://www.york.ac.uk/~jat5/ ||| +44 (01904) 432417 |k
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|e

4680. Re: Hard Disk help needed (ICD Utils)

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DA7p03.1wE@crash.cts.com>
Source record: 163654
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

John 'john..' Tuffen (jat5@york.ac.uk) wrote:

: Hi,
: I've just received a 210 Meg Hard disk for my Atari ST (520
: STFM upgraded to 1Meg). It uses an ICD Host adaptor, and the software
: allows *big* partitions (known as BGM partitions).

: My problem: The guy I bought it off used it with an STe, and
: partitioned the drive with >16Meg GEM partitions. My STFM doesn't like
: this!

: My question is: Is it possible to re-partition the drive (using the
: ICDFMT program) using the same partition sizes (but with BGM partitions
: rather than GEM) WITHOUT LOSING THE DATA ON THE DRIVE

Nope, sorry, you can't. Your best bet is to back the sucker up with your
friend's STe and use your STFM to repartition it. You see, the partition
for TOS 1.4+ still uses 512 byte sectors and 2 sector file allocation
units (if it is less than 32 megs).

: **********

: (I have access to an STe - thats how I know about the partitioning)

: I suppose the alternative would be to get TOS1.4....

Good idea, better yet, get TOS 2.06.

Rich

4681. Re: Trouble with ICD AdSCSI plus HOst Adaptor

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <3rpc0k$s84@mailer.york.ac.uk>
Source record: 163655
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

John 'john..' Tuffen (jat5@york.ac.uk) wrote:

: [stuff about a disk problem deleted]
:
: I think that it's either:
:
: a) a problem with the host adaptor, or
: b) a problem with the ST (FM or MEGA) DMA output port.
:
:
And Dave Malham (local Atari guru) told me:
>
> It is definately b) - this is a well known problem, caused by
> glitches on the reset line. The solution is a small cap (typically
> 68pF, but can be more) form the reset line to ground. Do this on the
> adaptor board between pins 11 (ground) and 12 (reset). This should
> fix it.
>
> Dave
>
> /***************************************/
> /* Dave Malham */
> /* Experimental Officer */
> /* Music Technology Group */
> /* Department of Music */
> /* */
> /* Phone 2448 */
> /* Fax 2450 */
> /***************************************/
>

So there you go.

john..

```
|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|p
| mail: jat5@unix.york.ac.uk |||PaSPRG, |h
| jat@ohm.york.ac.uk ||| York University |a
| web: http://www.york.ac.uk/~jat5/ ||| +44 (01904) 432417 |k
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|e
```

4682. Re: Hard Disk help needed (more...)

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: wallace_r@perfom.enet.dec.com
Message-ID: <3rq3pg$lqv@jac.zko.dec.com>
Source record: 163656
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3rn9d6$cvr@mailer.york.ac.uk>, jat5@york.ac.uk (John 'john..' Tuffen) writes...
>When I turn on my STFM, with the hard drive connected and powered up, the
>screen goes haywire!

If I recall correctly, the fix is adding a small capacitor to the reset line. I'll try to find the right up on it that was posted to this group a long time ago.

Ray Wallace
wallace_r@perfom.enet.dec.com
(or) decwrl!perfom.enet!wallace_r
(or) wallace_r%perfom.enet@decwrl.dec.com

4683. Re: Kobold 3.0!

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Jun15.160546.1982@cathy.ijs.si>
Source record: 163657

In article <199506101157.a43646@bi.maus.de>,
Oliver Michalak <Oliver_Michalak@bi.maus.de> wrote:
>Say Hi,
>
>M>like it supports minix
> No, still 8+3-convention...
Sigh. You are right. I went back and re-read their letter, and I couldn't
find the passage that made me think of MINIX.

Sorry if I misled anybody.

I'll probably upgrade anyway.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

4684. Re: So what's new on the ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: h9250467@idefix.wu-wien.ac.at
Message-ID: <3rovqv$pn2@osiris.wu-wien.ac.at>
Source record: 163658

BobR (76702.1466@CompuServe.COM) wrote:
: er... Papyrus and DA Vector are a bit more than one year old... why not
: include WordPerfect 4.1 in that list..?

: Many of the others appear to be programming tools... what if you don't want
: to tinker around with hobby programming, and want to run applications instead?

: BobR

First of all, I do not necessarily want NEW software, but I would love to
see upgraded and updated software. That's the case even on Macs and PCs;
much more people are interested in updtaes from Photoshop, MS products
etc.. than new software (which might beunstable). Or how many new WPs or
DTP packages has the Mac seen?

Right now there are some upgraeds in the line:
Arabesque 2, That's Write 4.10, LDW-Powercalc 3, Speedo GDOS 5.1
(all No!/Compo Software)
Papyrus 4.0, Tempus Word 3.0 (ROM, CCD)
Charly Image 4.0 (although I have doubts about this one)
NEW packages are:
Texel, a new spreadsheet due in summer;

already appeeared has
Twist 3,
Phoenix 4.0

in the shareware market we expect the release of three X-Control clones.
And MagicMac for PPc hit the streets wome days ago, as did Calamus SL 95.
So there is stil activity going on. IMO we will see most of the new
stuff at the autumn ProTOS show in Hennef.

Regards,

Alfred

4685. Re: WTB: Falcon or TT

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3rp1hr$pvc@news.iesd.auc.dk>
Source record: 163659

In article <3rlb8g$6rs@dockmaster.phantom.com>, steveg@phantom.com (Steve G.) writes:
> Tommi Pekka Hietavuo (gs01tph@panther.Gsu.EDU) wrote:
> : Steve G. (steveg@phantom.com) wrote:
> : It depends on, whether Macintosh is a real alternative to you, or not..
> : For you is apparently is, for some others it isn't. Then, if you want to
> : have an Atari (even an "anemic" one..), you're willing to pay more to get
> : one. I don't think those computers are very comparable at all; being
> : happy with one doesn't mean you're going to be happy with another.
> : Well, what I mean: e.g. C-Lab Falcon isn't expensive for people who need
> : a Falcon instead of a Macintosh.
>
> Well, I already own a fast Mac; I was interested in getting rid of the
> 1040ST corpse I have in my basement and replacing it with something more
> modern - hence the request for a Falcon or TT030. It would be pretty much
> a hobby machine, though it's a safe bet to assume it would get some
> fairly serious use at times.
>
> I still can't see how _anyone_ would spend ~$1300 for *ANY* machine that
> has a paltry 1-MB RAM and no hard drive. It's mind bending.

I would recommend the Falcon is the Atari-machine you seek. The TT is also
a cool machine, but the Falcon is more fun and runs (in many terms) the same
software with similar advantages over an old ST/STE.

Keep Cool and Flying...

ChainXOR...

4686. Re: BBS Programs..

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: mstacey@rdl.co.uk
Message-ID: <3rp2r5$56f@tiger.rdl.co.uk>
Source record: 163660

In article <Pine.ULT.3.91.950603233319.9299H-100000@zeus.towson.edu>, Mark McGowan <mmcgow1@zeus.towson.edu> says:
>

>I'm in the US.
>
>The only Atari BBSs I've seen in the past few years have been Express (I
>used to run Express until my ST died and it Express wouldn't run on the
>Falcon) and ///Turbo. I don't even know if there's anymore local Atari
>BBSs to me. They're all switched to IBM.
>

QBBS is available and still being developed it runs on ST's and Falcon.

It should be available from BBS's in the USA but if you are unable to find it let me know and I will post the number of Glen Kelly's BBS in Lake Charles as he runs QBBS on his Falcon.
[sorry dont have the number here].

If you want more info then mail me at mas@cbbs.conqueror.co.uk or here.

4687. ANSI EDITOR FOR FALCON(VGA)

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: Basis Plus <basis>
Message-ID: <3rp0sk$77e@neptune.ethz.ch>
Source record: 163661

Hello all...

I've written a little ANSI editor for the Falcon. As much I know there is no other program like this for the bird... It is able to read and write normal ANSI files as they are often used in BBSs. Now I would like if there are other people interested in this piece of code. If so, please mail me directly. Perhaps
I will release a public (freeware) version of it. (This includes an ANSI-driver u can use for your own programs. And it`s really FAST!)

Greetz,

Teddy of TMC

4688. Re: 9-bit floppy disk

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: Bob Brown <bob@earthlight.co.nz>
Message-ID: <Pine.SUN.3.91.950615232713.15339A-100000@earthlight.co.nz>
Source record: 163662
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

On 13 Jun 1995, Robert Hubal wrote:

> Don't know if this is the best newsgroup, but perhaps someone could point
> me in the right direction...
>
> I have a floppy disk from an old, old Atari computer, with files that I
> wish to retrieve. Norton utilities on an IBM PC, as far as I can tell, has
> no idea how to read from this disk, since it's formatted using 9-bit bytes.
> No Macintosh to which I have access is able to read this disk, either.
>
> Any ideas? If anyone has (a) an old, old Atari, (b) software that could
> read from this disk, or (c) any other idea how to retrieve the data,
> please let me know. Thanks.

Hi Rob,

It could be that the disk you have is an '8-bit disk'. I've never heard
of a 9-bit byte formatted disk (1 byte==8 bits, no more, no less). It
could be that it was formatted on an 8-bit machine (eg, Atari
130XE/800XL, Commodore 64 etc). The only way I know of retrieving the
data on the disk is to try it in these machines to see if you can access it.

Best of luck, hope this helps!

Bob Brown, \|/ ____ \|/ bob@earthlight.co.nz
9 Severn St, @~/ ,. \~@ Don't Panic, rb1@mercury.tekotago.ac.nz
Mosgiel, Otago, /_(__/)_\ and don't forget Bob Brown@3:770/540
NEW ZEALAND __U_/ your towel! +64 3 4895575 (voice)

4689. Re: Will MajicMac run on Powe

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: sf@itl.co.uk
Message-ID: <3rp8r1$oda@imp.demon.co.uk>
Source record: 163663

CALLUM.LERWICK@flight.org (CALLUM LERWICK) wrote:

>In message #737, BRIAN J. ROLAND writes:
>
>> Has anyone tried running the MajicMac ST/STe emulator on a Power Mac?
>> A catalogue I have describes the emulator as fully functional with all
>> 68030 based Macs...but says nothing about Power Macs that use the new
>> RISC processor. If it works...please let me know cuz I'd like to pick th
>> little gem up for my Power Mac.

>MagicMac currently will *not* work on PowerPC based machines, it requires
>an '030, System 7, and gobs of memory (knowlege of the German language is
>usefull), Anyone know if it will work on an '040? I have recently gained
>access to a Mac capable of running MagicMac, where can I grab a copy of
>MagicMac demo?

MagicMac does run on a 040. I own a Performa 475 (LC68040 processor)
and MagicMac is very stable on it. (As well as being about 4 times
faster than my Falcon [sob]).

4690. Re: NeoDesk & MajiC

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: sf@itl.co.uk
Message-ID: <3rp9lo$p1e@imp.demon.co.uk>
Source record: 163664

bjr2@Ra.MsState.Edu (Brian J. Roland) wrote:

>I currently use NeoDesk and Geneva. I've heard tons of great things about
>MajiC...Is it really much better than Geneva? If I were to decide to try
>this program out...would it link up with NeoDesk or would I have to drop
>another 60 clams for Ease and KiBold? I'd like to hear some opinions
>on MajiC vs. Geneva. So far...I've been really impressed with Gribnif
>support and I'd never abandon them...but I am very courious about MajiC
>and how well it works with NeoDesk.

Whether Geneva is better than Magic, or vice versa, depends on what
you want. Geneva uses cooperative multitasking (like windoze)
whereas MagiC is pre-emptive (like MultiTos). If you are happy with
a task switching system stick with Geneva as it is perfectly adequate
and very compatible with exisitng software, although some MiNT like
support would be nice for running stuff like MiNT net.

If you want a fast version of MultiTOS.. Go for MagiC.

Neodesk 4 does seem perfectly happy to run with Geneva, MagiC or
MultiTOS for that matter.

4691. Re: new version of HTML reader

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3rpi3t$hhg@mserv1.dl.ac.uk>
Source record: 163665

>Yesterday I downloaded the new version of Alexander Clauss HTML reader from
>ftp.uni-kl.de. While playing with that program a little question came up.
>
>Lots of people have no access to the WWW, but the information stored are
>(sometimes ;-) very interesting.
>
>I could save the text pages with Netscape, but how could I save the pictures?
>
>Wouldn't it be nice to put the some interesting places into an packed archive
>on a ftp-server or local bbs so that everybody can download it and install them
>on the local harddisk? (And on this way gets a smell of what the WWW is like?
>And on this way perhaps some other people could help to extend the
>information.)

You can get the pictures also. Here's what you have to do.

1). Load the page you want into your Web browser (most people use Netscape now).

2). Save the source.

3). Any pictures within the source will be listed with <img src "name of
picture">

4). Enter the full URL of the picture which will load in just the picture. Then
choose to Save As on Netscape or if it loads into an external viewer using
a different browser try and save it using that.

For most pages this will get the pictures out one by one for you. Hope this
helps.

++
+ Mark Stephen Smith : msh@dl.ac.uk or dlms@nessie.mcc.ac.uk +
+ Atari Web Pages : http://www.mcc.ac.uk/~dlms/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Member and writer for CAIN (Central Atari Information Network) +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

4692. Pagestream Printer Drivers

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: Dave Brook <Dave@mbha.demon.co.uk>
Message-ID: <803201846snz@mbha.demon.co.uk>
Source record: 163666

Regrettably I have had no luck from my appeal for a PGS driver for
the HP Colour Laserjet <sigh>.

HP themselves will not give out detail about their Postscript card <sigh>
on the basis of commercial secrets...

Anyone got a printer driver for the big HP inkjet printers, these or
anything else that uses or emulates PCL5 should be worth a try. DJ550C
doesn't work though.

I am really glad Atari's policies have made the TT a deadend technology. I
am really glad I bought Pagestream as well _NOT_.

--
Dave Brook

4693. Sending MIDI files by E mail?

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: novotnyp@ERE.UMontreal.CA
Message-ID: <novotnyp.803231705@mistral.ERE.UMontreal.CA>
Source record: 163667

What does one have to do to prepare Midi files to be transfered by E mail?
Does it have to be encoded somehow or archived? These are Cubase Files from
an Atari STF.

\

4694. Re: Germans buying up Obsolete Computer Systems..

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: jon@powerslv.demon.co.uk
Message-ID: <19950615.171010.89@powerslv.demon.co.uk>
Source record: 163668

In message <3r7evq$lbs@whitbeck.ncl.ac.uk> "Craig. Graham" wrote:

> That card is cunning - run windows apps at the same time as RiscOS ones,
> on the same screen, so you can use RiscOS & windows simulataneously (both
> can have windows on screen at the same time and share memory, IO and video).

Tho' Nicko and Alex @ Aleph are a bit embarrassed about the ASIC glueing the
x86 to the OPEN bus.

> |> a Jag, a M2-based 3DO, a Playstation or a Saturn (at UKP150-300) and keep
> |> your conputer platform of choice.
>
> I'll have that saturn - it's great. PC's just aren't suited to games 'coz
> of the limitations of their architecture.

Playstation looks nicer, both from a 'well-designed' (ie lift the lid and look
inside and you'll that while the Saturn looks like it was put together from
part bins, the Playstation looks like the (extremely competent) engineers at
Sony designed it from the ground up) and from a programmer's point of view.

> Yes, I think it is, and it's a shame. But that said, there is something
> appealing to the few remaining hobbyists about keeping to a small scene.
> If you're only really doing it for fun, not for the money, then no one
> will notice in the PC world, where shareware houses have big K turnovers.
> Your efforts tend to be better recieved on a smaller scene like the Atari,
> and if you write a quite good program, likely you'll get a mailbox full
> of 'good going' letters, and a magazine write-up.
>
> Craig.
> (Who has no reason to leave the atari, it's just about to get interesting).

Precisely - people out there are just starting to get to grips with what can
be done under GEM/MiNT, ten years on from the system's genesis. How many Unix
gurus are there out there. Far more than the number of Windoze gurus, I'd bet,
even given the *vastly* greater installed user base of Windoze. Systems need
to be mature before people fully get to grips with them.

--
Cheers __
| /\ |\ |
\/ \/ | \|

4695. Gemulator and MIDI

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: gustavo@dent.uchicago.edu
Message-ID: <DA862x.E70@midway.uchicago.edu>
Source record: 163669

Hi,
I'm thinking of retiring my Mega 4, and assessing my options to replace it. A 386- or 486-based machine with Gemulator is a strong contender; however, I would be primarily interested in being able to run my Atari MIDI software (sequencers, patch editors, etc). The question is: is what I have in mind possible? What hardware do I need? If there is anyone out there running that kind of MIDI setup, I'd appreciate comments, tips, etc. Thanks in advance.

Gustavo

4696. Re: Mint,Minix,Linux... ?

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: gert@ttgk.nextjk.stuyts.nl
Message-ID: <Up-FFPACGWH@ttgk.nextjk.stuyts.nl>
Source record: 163670

In <199506132319.a46548@rs.maus.de> Thorsten Floeck wrote :

>Sorry Roland,
>
>RG>The X11R6 is the latest version of X-Windows and is pretty solid.
>
>This isn't true :-(X-Windows for Linux68k based on pl 0 from X11R6, the latest
>version i know in the moment is pl3! So, if you use e.g. a resolution of
>1024*768 and go with the mouse in the right edge down, X11 will crash, like the
>PC-version of X11R6 pl 0!

Really ??? Then I think you have some configuration error.. I'm running X
on my TT in 1024x768@256 (as it's the only res my monitor can handle) on a
TSENG ET4000 VGA connected to the VME bus, and have never experienced this
fault, not with twm nor with fvwm. Check your Xconfig for the resolution
setting !

Gert

--

-- --
Atari TT-Point
-- --

4697. CVG or GEM to IBM ??

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950615195655.7499A-100000@mars>
Source record: 163671

So I need to transfer a piece of graphic to a fellows WinDos machine and I'm running late.

Is there any conversion utility around that I can download to do the trick. Calamus or Gem to any PC-format that is.

(please email me since I'm in a hurry)

// Jens M Andreasen

thanx

4698. FS: SCSI Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: ade@adesamm.demon.co.uk
Message-ID: <803247144snz@adesamm.demon.co.uk>
Source record: 163672

I have a Bare SCSI Hard drive for sale it's 170MB in size.
It has been used on an Atari, so has a lot of software on it, I will delete the commercial stuff, but there is a lot of PD, I could fill it totally.
Contact me on the E-mail no. below

Ade.
--

Ade@adesamm.demon.co.uk

(ASL) Luton Air Scouts, Lea Valley, Luton, Bedfordshire, England.

(??!/?//@/)

4699. Atari ST fax??

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: nborcesc@acs.ryerson.ca
Message-ID: <3rpdnn$10hp@hermes.acs.ryerson.ca>
Source record: 163673

If anyone knows of a fax/modem program for the Atari ST, please e-mail me back at nborcesc@hermes.acs.ryerson.ca - PLEASE!!

4700. Re: Calamus 95 -> anger?

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <DA8D1F.72J@cix.compulink.co.uk>
Source record: 163674

In message <3ril79$nqj@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU said:

>
> We Atarians could use a new slogan in the future:
>
> "Dead have more fun.." !!

Or from Rog's point of view (and a direct kick at Billy Gates) : Where
aren't you going today?

Steve

4701. Re: Hard Drive terminations

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <DA8D1G.736@cix.compulink.co.uk>
Source record: 163675

In message <3rifmt$7ms@batph8.bnr.ca>, troyc@bnr.ca said:
> I am starting to have some problems with my Hard Drives. My setup
> is as follows:
>
> Atari TT
> Quantum LP120S GM120S01X internal Drive
> Seagate ST157N connected to the SCSI port. The cable is a 3 foot Atari
>
> to Centronics, connected to a 3 foot system cable (centronics - 50
> pin),
> making the effective cable length 6 foot.
>
> I have no idea how to check for SCSI chain terminations, so I don't
> know if everything is set up right.
>
> Questions:
> 1. Is the cable lenght too long? The idea was to eventually move
> the Seagate into a drive case and have the system cable long enough to
> put new connectors on it for another hard drive and a tape drive,
> possibly a CD ROM sometime in the future.

6 Foot might be pushing it - the best thing would be to put your external disk as near to the machine as possible (1 -1.5 feet) and reduce any other cable lengths as much as possible.

> 2. How do I check for SCSI terminations? I have heard of people
> terminationg the internal SCSI chain as well as the external chain.

Err - internal chain and external chain should be the same bus - unless you are running two buses!

> For you Linux users:
> Someone was saying that they were having SCSI timeout errors (danger
>
> Will Robinson, and all that). Since moving to 0.9.7, I have seen this
>
> three times now, which is why I am asking this question. I never saw
>
> SCSI problems before this new kernel (with 9.4, 5, nor 6).

I used to get this - my Rodime was a black listed drive. If possible talk to the person who compiled the kernel you are using and make sure that the Software revisions on the HDD are not in the black list

Steve

4702. Re: PAK68/3 and System Solut.

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <DA8D1I.740@cix.compulink.co.uk>
Source record: 163676

In message <3rk24v$iqu@sunrise.pg.gda.pl>, mms02bj@loqi.elka.pg.gda.pl said:
> Hi.

Hello

> I've tried to contact System Solutions, but they have ignored me. So
> maybe here somebody help me. I've got few questions:

Fire away

> 1. How much (exactly) is PAK68/3 for STe (I've got TOS 2.06) in UK
> with and with out coprocessor?

Info coming up
co-pro : 30 UKP
Pak 68 (33Mhz) (TOS required) 299 UKP
Pak 68 (33Mhz) (TOS included) 359 UKP
Pak 68 (33Mhz) (TOS + FPU) 399 UKP

> 2. With TOS 3.06 (patched)?

See above

> 3. Where is the nearest to Scarborough (North Yorkshire) System
> Solutions' shop?

Windsor (!)

> 4. If I buy something in UK (PAK for example) and I take it out of
> UK, do I have to pay English VAT?

Not sure - best talk to them

> 5. I've heard, that PAK has problems with TOS 2.06. How serious is
> it?

Sorry - can't help you on this one. The best thing to do is email them
(ssolutions@cix.compulink.co.uk) and get more details sent to you - they
are usually quite good

> Thanks and bye...

Don't mention it!

Steve

Steve Atty (Falcon 030/FPU/4Mb/80Mb MiniS/80Mb Rodime)

"Et ego in Arcadia vixi"

4703. Useful life of floppy disks

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: ai063@FreeNet.Carleton.CA
Message-ID: <DA8AC4.Gqt@freenet.carleton.ca>
Source record: 163677

I'm looking for info' about the durability and longevity of floppy disks. I have backed up all my commercial software on to floppies, some of which are 6 to 8 years old--the floppies that is. I have backed up my HD partitions to floppies of mixed vintage.

BTW, my floppies are mostly DSDD formatted to 80x10. I have also used DSHD disks, preformatted to IBM standards, and reformatted down to 80x10. I've had some problems with these; sometimes my external floppy
drive, SF314, won't read these latter kind after reformatting. The internal drive handles them OK.

I would like to know what the life expectancy of run-of-the-mill floppies is. Should I be considering copying my commercial software and HD backups to newer disks and discarding the older ones?
Does the magnetic material deteriorate over time (how much time?) or is amount of use a more important factor? Many of the backup floppies were new when used; others had seen a fair bit of use before being given the backup role.

Any info' would be appreciated.

Walter A. Cole ai063@freenet.carleton.ca

--
Walter A. Cole
ai063@freenet.carleton.ca

4704. Falc Video Titler?

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: darmok@leland.Stanford.EDU
Message-ID: <3rq5c9$8m3@elaine35.Stanford.EDU>
Source record: 163678

Any cheap video titlers out there? Prefer Falc resolutions.
Just basic stuff neeeded: color selection, scrolling letters, fades....
any help?
thanx!

4705. UK ST BBS NUMS PLEASE !

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <06151995.052923@empyr.dircon.co.uk>
Source record: 163679

Hi,

I am trying to get hold of the latest versions of SEMPER, LED and JETMAIL, or other software I need to set myself up as a point off my local BBS.

I have tried the few (old !) BBS numbers I have for the ST in the UK, but they either have very old versions, or won't let me download them.

I've tried Desktop, Fortress & Folkestone and only managed to get a rather old version of LED with German docs !

Anyone know where I can get them ? ....and a list of good UK ST BBS numbers please ?

Many thanks in advance,

Kev.

* ReJoinDer v1.1d *

| Kevan@empyr.dircon.co.uk | FidoNet: 2:442/402 |
| --------------------
| Swansea, Wales, UK. No uuencoded stuff >50k please !|

VQWK 6.20 [Rev H - 04/04/94]

4706. Atari Games For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: mlake@dgs.dgsys.com
Message-ID: <3rqddl$cj2@DGS.dgsys.com>
Source record: 163680

ST Software for sale (all items come with original disks and docs
except where noted):

Warlock 6
Baal 5
The Killing Game Show 6
Rick Dangerous 2 6
Awesome 7
Barbarian II 7
Parasol Stars 7
Captain Blood (not STe) 8
Chart Attack (not STe)
(Lotus Espirit Turbo Challenge,
James Pond Underwater Agent,
Ghouls 'N' Ghosts, & Venus) 8
Gobliiins 8
Prince of Persia 8
Wayne Gretzky Hockey 8
Defender of the Crown (no docs) 3
Street Fighter 2 8
Shadow of the Beast 7
Arcade Fever (Stormlord & Onslaught) 5
Super Space Invaders 6
Oblivion 3
Paradroid 90 5
Shanghai (no docs) 3
Vampire's Empire 3
C.O.L.R. Object Editor 3
Targhan 3
Black Lamp 3

Please add $1 per order to help cover shipping.

Marshall Lake
POB 7332
Washington, DC 20044-7332
Tel 703-533-2132
Fax 703-538-4598

--
Marshall Lake
mlake@dgs.dgsys.com

4707. GCC 2.33/2.58 problem

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: ppospis@mtroyal.ab.ca
Message-ID: <1995Jun15.163044.4968@mtroyal.ab.ca>
Source record: 163681
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

I have grabbed gcc binaries for both 2.33 and 2.58. I am using a
1040ST, 4Mb and gulam. I think that all the appropriate environment
variables are all set, i.e.

```
setenv GCCEXEC = i:\gcc\bin\gcc-
setenv GCCINC = i:\gcc\cinclude
setenv GCCLIB = i:\gcc\lib
setenv GXXINC = i:\gcc\include
```

plus all of the aliases and environment variables for each ttp. And
the gcc/bin directory is on my PATH. Each of the directories from the
environment variables contain the appropriate files.

The typical Hello world program in C compiles perfect. However, the
same program in C++ will not. For both version the following is
generated:

```
In file included from i:\gcc\include\g_congif.h:16
from i:\gcc\include\streambu.h:25
from i:\gcc\include\iostream.h:24
from t.cc:1:
i:\gcc\cinclude\stdio.h:155: warning: `_NFILE' redefined
i:\gcc\include\compiler.h:212: warning: this is the location of the previous
definition

m:/cc1000001.o: Undefined symbol _cout referenced from text
m:/cc1000001.o: Undefined symbol ostream::operator<<(const char *) referenced
from text
```

Does anybody have any idea what the first chunk means?

The two warnings while annoying I can live with.
However, why do they occur?

The two undefined symbol errors would seem to indicate that the linker
is not finding the g++.olb, but it is in the lib directory. I have tried
adding a GXXLIB environment variable with the same result. Does gcc
2.xx expect different environment variables for g++?

I am using the g++ libraries and includes version 20 and gcc libraries
and includes version 98.

Any ideas or suggestions on how to fix these would be greatly
appreciated. Thanks

Paul Pospisil
ppospis@MtRoyal.ab.ca

4708. PC Bus Mouse to Atari ST/etc. : My Version

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: mparrott@kendaco.telebyte.com
Message-ID: <3rpb79$ep4@news.telebyte.com>
Source record: 163682

Enough people have asked that I've assembled some instructions for modifying a Microsoft Mouse (Bus Version Only!) to work with an Atari ST/STE/TT/Falcon. I have only tested this with the Microsoft Mouse II, but it should work with any mouse/trakball designed for a bus interface card on a PC. Included are general instructions for modifying the PC Bus mouse itself and for building an interface box which will allow any PC Bus mouse/trakball to be connected to an Atari ST/STE/TT/Falcon without further modification. Any particulars mentioned herein can easily be modified to fit whatever situation you may find yourself in - at least with respect to making a PC Bus mouse work on your Atari.

First, a NOTE: I am not in any way, shape or form responsible for any harm that may come to you, your computer, your mouse or other controller device, or anything whatsoever, through your use of the information contained in this file. While I believe all of the information to be accurate, I make no guarantees as to its accuracy and have no guarantee that you will perform everything in a safe manner or according the instructions provided. So you're on you're own here; however, it did work for me.

STUFF YOU MIGHT NEED FOR THIS PROJECT:

(items with "+" are for building the box)
(and may not be needed if you plan to)
(modify the bus device directly)

- Bus Mouse/Trakball + Electronics Project Box

+ Coffee, tea, soda, milk, water, beer, hard liquor,
Everclear or whatever liquid refreshment/stimulant
you feel necessary to continue

- Atari Mouse Cord (recommended) -OR- joystick cord with all 9
wires -OR- nine-wire conductor and DB-9 connector

- Solder & Soldering Iron + Hot Glue Gun & glue sticks

- Ohmmeter/Multimeter + Drill

- No. 1 Philips and Slot screwdrivers

+ Aspirin or Non-aspirin pain reliever (just in case)

ON WITH THE SHOW

Here are the pin and signal assignments for the PC Bus mouse and
Atari mouse connectors:

```
Bus Mouse Signal Atari Mouse
--------- ------ -----------
1 Ground 8
2 Rt Btn 9 (Right Button)
3 -- -
4 -- -
5 LftBtn 6 (Left Button)
6 YA 3 (Vertical Cursor)
7 YB 4
8 XA 1 (Horizontal Cursor)
9 XB 2
10 +5v DC 7
```

Note that, as it pertains to this modification, pin 5 is not used on
the Atari connector, pin 3 does not exist on the Bus connector, and
pin 4 on the Bus connector is not used.

Looking in from the business end of the connectors (i.e., the part
that normally plugs into the computer), the pins are labeled as
follows for the purposes of this mod (this may or may not match any
standard numbering conventions):

```
Bus Mouse Atari Mouse
--------- -----------

/-----\
--------- -------------
/ 4 2 1 \ \ 5 4 3 2 1 /
| 8 7 6 5 | \ 9 8 7 6 /
\ 10 9 / ---------
---------
```

Note the blank area at the top of the "Bus Mouse" figure. This is a
"key" of sorts to prevent improper insertion of the plug, and is a
handy way to differentiate between a Bus plug and a PS/2 plug, both of
which are round. Another way to tell the two apart is the Bus
configuration has ten places for pins, while the PS/2 configuration
has only 6 pins. YOU MUST USE A BUS MOUSE/TRAKBALL FOR THIS PROJECT
TO WORK. Serial, PS/2 and MousePort mice do not have the proper
signals to work with the Atari mouse port.

```
BEFORE GETTING STARTED:
----------------------
```

There's several ways this mod can be done, and you'll want to
prepare for each a little differently. The first step, of course, to
read over all the instructions carefully and make sure you understand
them before proceeding.

Obviously, the mouse/trakball has to plug into the Atari. The best
way to do this is to use the cord from an unused Atari mouse. The

second best way is to use a DB-9 connector, which can be attached directly to the cord of the bus mouse, or to an un-used Atari mouse cord which can then be patched to the bus mouse. Note that the mouse cord MUST HAVE ALL CONDUCTORS AVAILABLE with the exception of pin 5. Not all mice use the same number of conductors, and many have simply left the unused conductors out of the cord. You must use a cord which has the required conductors (1-4, 6-9) available for use. Joystick cables with the required conductors will also work, but are not as flexible as mouse cords; the same is true of most other cables you might make up yourself.

To simplify things later on, you might go ahead and determine which wire in the cable(s) are connected to which pins. Each wire should be a different color, which makes it easy to create a table listing each wire color and the pin it goes to. If the wires are all the same color, simply label each wire with a piece of tape and the number of the pin it connects with. You can get this information either by opening up the body of the PC Bus mouse and using an ohmmeter to trace continuity; checking things out visually, or by using a very small divining rod and immense faith in your ability to use it.

TO MODIFY THE BUS MOUSE/TRAKBALL DIRECTLY:

Using whatever 9-pin connector/cable combination you have chosen to use, simply connect the pins/wires from the Bus mouse connector to the Atari mouse connector as described in the chart at the beginning of this text.

If you will be cutting the connector off of the Bus mouse cord and replacing it with an Atari/DB-9 connector, make sure you have already generated a listing of what color wires go to what pins! Otherwise you'll be hard pressed to tell which wires go where and may never get it working right.

Once the connections have been made, check all of them and if all looks well, plug it in and give it a go. Make sure to check out all functions of the mouse (cursor up/down/left/right, left/right buttons). If it doesn't work properly, refer to TROUBLESHOOTING below for some tips. If it does work, congratualtions!

TO BUILD A BUS MOUSE/TRAKBALL INTERFACE

If you have an un-used IBM bus card handy, it can be used to construct a plug-in box which will allow the use of any other bus controller (i.e., mice, trakballs or pen mice) without having to perform further modifications to equipment. The Microsoft Bus mouse comes with an 8-bit ISA Bus card; if the PC Bus mouse you obtained did not come with a card and you do not have another, you might try obtaining just the 10-pin Bus jack from an electronics supply store or via mail order.

My box uses the card that came with the Microsoft Bus mouse. If one bends the metal bracket on the card parallel to each side of the circuit card and cuts the circuit card at the bracket ends, the resulting card will fit into most small electronics project boxes of about 2" x 2" x 3". I took the resulting card to a local Radio Shack and found a box that would fit for under $3.00.

Place the card into the box and determine where to drill two holes: A big one for the PC Bus mouse to plug into the card, and a smaller one for the mouse cord which will plug into the Atari.

Once the holes are drilled, use an ohmmeter to determine where, on the "chopped" circuit board, the pins of the jack can be accessed. This allows for easier connecting of the Atari mouse cable to the circuit card. Ideally there should be a row of un-used solder pads on the top of the circuit board, near the jack, which can be used for this purpose. Keep good notes and/or label the solder pads so you know which ones lead to which pins on the bus jack. Also keep in mind that the pin numbers on the jack are mirrored left-to-right, as compared to looking at the bus connector on the mouse itself.

Thread the end of the cable which will be leading to the Atari connector through the small hole in the project box so that the plug is outside the box and the leads are accessable within the box. Tie a knot in the cable about three inches from the ends of the leads to prevent the cord from being pulled out from the plug end.

Solder the appropriate wires of the Atari cord to the solder pads on the circuit card which match the proper pins on the Bus connector. Before connecting the box to the Atari for testing, double check all connections by using an ohmmeter, making sure the PC Bus pin-to-Atari pin assignments are correct.

Test the box by plugging the Atari connector into the computer and the Bus mouse into the jack of the circuit card, making sure to test all functions (left/right/up/down cursor; left/right click). If there's a God in Heaven and all is right with the world, everything will function properly. If it doesn't, take a look at TROUBLESHOOTING below.

Once you've verified that all works well, place the ciruit board in the project box so the mouse connector lines up with the hole drilled for it and hot-glue the circuit board in place using plenty of glue along the edges of the metal bracket. Pull the mouse cord to the Atari connector so the knot in the cable is placed against the inside of the project box, making sure the leads to the ciruit board aren't being stressed, and hot glue that in place as well. Before securing the lid to the box, make sure that the PC Bus mouse easily plugs into the connector in the box. Then secure the lid to the box, and you're good to go!

You now have an interface that should let you plug any standard PC Bus mouse, trakball or cheese grater directly to the Atari without any

further modification. In other words, you won't have to do this again and won't have the excuse again later, so you might as well sit back and have that beer now.

TROUBLESHOOTING

Those making an interface box will likely experience the most difficulty, as it is easy to lose track of where on the circuit board one can make a good connection with a particular pin on the connector. Being careful and meticulous and using a "paper brain" will help avoid problems later on.

The first thing to do, of course, is to check all connections to make sure the correct pins are connected to each other, and check each connection to make sure it is electrically secure and complete. If this fails, try using some of the tips below, which is basically the same advice in table form: ;)

Symptom	Probable Cause	Solution
Mouse cursor movement reversed (left moves to right, up moves down, etc.)	XA/XB or YA/YB signals reversed	Reverse XA/XB signals for horizontal, YA/YB for vertical problems.
Mouse cursor movement really hosed up (left moves up, up moves right, etc.)	XA/XB and YA/YB signals connected to wrong pins	Ensure XA/XB and YA/YB signals connected to proper pins as per PC Bus/Signal/Atari Mouse table
Right or Left mouse button does not work. _or_ are reversed. This can be checked by trying each button to ensure Lft Btn and as if it were the Rt Btn signals are other button. not reversed.	Signals not connected	Check pin-to-pin connections for mouse button signals; Check by trying each button to ensure Lft Btn and Rt Btn signals are not reversed.
Any given function does not work.	Signal not properly connected.	Electrically check the connection for that signal; Check pin-to-pin connections.
All else fails.	Did not try, or did try; did not try again.	Try again.

Set forth in electronic text for all posterity this 29th day of May, 1994, for the edification of the masses and to while away a few moments that would otherwise have made up a dull day,

Michael Parrott
mparrott@sincom.com

Many thanks to everyone who's ever written anything whatsoever about modifying a bus mouse to work on an Atari computer, whether in textual or graphic format. I've tried not to draw directly from any other source for this file, but have surely been influenced by other information I've found on the subject, so thanks to those folk, whomever they may be, are definitely in order. So there.

4709. Re: Pirating Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: bericd@bri.hp.com
Message-ID: <DA7KEn.G4A@bri.hp.com>
Source record: 163683

Tommi Pekka Hietavuo (gs01tph@panther.Gsu.EDU) wrote:
: Consider this: in PC- and Mac-worlds, one very often has a chance to try
: all kinds of expensive software, because PC-users are everywhere, schools
: and universities use many top PC-programs, etc. But what about Atari
: community? You probably don't have a software dealer very near, or in
: your country at all. Your friends might not use the expensive CAD- or
: DTP-program you're interested in. There might not be any DEMO existing
: (!) at all (like: Tempus Word Pro, DA's Layout CD) - or the demo version
: might be so old and/or limited that you really can't use it to find out,
: if this program is worth spending $500..1000, for example.

[snip]

: start collecting PC- or Mac-software. It's childish, maybe - but hardly
: more, I think.

I think you are quite close to the mark here....

A lot of my friends look at my Atari and say "Why don't you get a PC?"
When I ask why, they tell me there is more software available for PC.

A quick examination of their software collection shows that what they
should say is that there is a larger user base from which to pirate
commercial software.

There are PC owners I know who do not own original copies of ANY
software - even their DOS is copied!!!!

Beric..

--
The views stated here are my own etc...

4710. SLM605/804 buyers/sellers

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: trek@ihgp6z.ih.att.com
Message-ID: <DA846J.8vv@ssbunews.ih.att.com>
Source record: 163684

This is a kind of public service announcement.

If you are selling a Laser Printer and will be shipping the printer to the other party, do your buying party a favor - remove the toner cartridge and probably more importantly, the toner overflow box (at right side of printer when cover is open - Atari SLM804 assumed. Then clean out the printer of as much spilled toner as you can. Shipping can and will spread any loose toner rather completely - and since its electrically conducting, can cause disastrous shorts. After removing the toner and overflow box, they can be sealed in plastic bags (ziplock style and boxed separately.) Toner spills are a real mess that you don't want to wish on anyone.

Wayne Booth

4711. Re: NeoDesk & MajiC

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: Oliver_Michalak@bi.maus.de
Message-ID: <199506151716.a43896@bi.maus.de>
Source record: 163685

Hiho,

MagiC is released with EASE, another desktop-replacement (I refuse to say she**, because of the north-sea-scandal of this company), but it has IMHO some restrictions - e.g. 8+3-filename-convention.
How about THING, also avaliable in english and the new v0.43 has tons of nice-to-have-and-use features - inculding even longer filenames: With MagiCMac, you have access to your whole Mac-HD! I use it for several months and it works nearly perfect (really good work, Arno!)...

solong Oliver

4712. Word Processors

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: amsler@nevada.edu
Message-ID: <3rpqrb$suh@news.nevada.edu>
Source record: 163686

Is there a way to "trick" First Word Plus (v 3.20) into printing all the odd-numbered pages * (and, once I flip the papers over <g>, all the even-numbered pages) in a multiple-page document?

* Retaining their page numbers, of course

If not, are there any other word processors for the Atari computers that have that feature?

Thanks!

- John J. Amsler
"Suffering" from "Atariphilia" since 1981 <g>

4713. Re: Pirating Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3ro02d$dev@sphinx.Gsu.EDU>
Source record: 163687

Hutch (hutch@ilmen.lanl.gov) wrote:
: In a previous article, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

: > I just recently read a scientific study (if someone's interested, I'll
: > try to find it again..) that showed some interesting results: piracy in
: > the U.K. actually _benefitted_ the software industry.

: If you can find it, I'd very much like to read that article, Tommi (as
: well as the credentials of those who did the so-called 'research').

I had to make a summary of that article for my marketing course at GSU,
so I'll probably find it tonight. By Murphy's Laws, I naturally managed
to lose the article itself - but I'll look it out from my summary.

: > What do you think? Was this research rubbish?

: Let's put it this way... what do YOU think? Without more information, I
: cannot pass judgement, but it certainly sounds suspicious. If it was a
: simple survey, then it's lost most scientific credibility right away.
: Any actual research would be difficult and expensive if done properly.

: I can see how in some very large markets piracy might actually be a boost
: to hardware sales but cannot fathom how it would help software sales. The
: myth that -most- pirates steal software only temporarily to 'test' it is,
: IMHO, just that... a myth. Why buy when it can be had for free?

Please, do _not_ think that I'm trying to defend criminality. But as
world is complex, it's IMHO always very good to understand, *WHY* people
do what they do (e.g. use pirated software), before judging them.

I can very well understand that some people want to test software before
parting with their money... Who wouldn't? All illegal program users
certainly aren't just nasty people who don't want to pay, but still want
to get the full benefits. It's too easy to see it that way, I think.

Consider this: in PC- and Mac-worlds, one very often has a chance to try
all kinds of expensive software, because PC-users are everywhere, schools
and universities use many top PC-programs, etc. But what about Atari
community? You probably don't have a software dealer very near, or in
your country at all. Your friends might not use the expensive CAD- or
DTP-program you're interested in. There might not be any DEMO existing
(!) at all (like: Tempus Word Pro, DA's Layout CD) - or the demo version
might be so old and/or limited that you really can't use it to find out,
if this program is worth spending $500..1000, for example.

I found _too_ bitterly out this, when I years ago noticed that
Calligrapher Pro Demo worked perfectly on my accelerated Mega ST - but

the commercial version did NOT! And that wasn't a cheap program..

So, honestly, we cannot blame someone who hasn't copied the manuals - but wants to test e.g. Calamus SL at home, to find out if everything works as it should. Without manuals, programs like Calamus SL are virtually useless for others but professionals. They really work like demos, then. And I really think, that one we should blame more than the uncertain consumer who tries to make up his mind, is the program's maker when there is no adequate demo version available! You might not drive a car from a car dealer without paying - but you won't pay for your car without seeing and test-driving it, either - do you?

One problem is also this: we normally don't put a 12-year who has done some silly, damaging practical joke, to prison. I feel that many people don't try to benefit from their illegal software at all. They just play with them like kids; they enjoy collecting things, and showing them to their friends. It is illegal, certainly - but fortunately it doesn't often hurt anyone. Sometimes programs like those are the only reason those people still use e.h. Atari computers. If you can prevent them from playing with collected software, they'll just change their camp, and start collecting PC- or Mac-software. It's childish, maybe - but hardly more, I think.

This is a good moment to give my thanks to R.O.M software; Papyrus Demos are excellent work, and have certainly attracted many people (including me) to become registered Papyrus users. More software firms like R.O.M - and world gets better =-) !

I understand your feelings as a program developer, Hutch - and I respect your right to be angry, when people take advantage of you without paying. But in order to stop piracy, we just can't tell people: "stop acting criminal!", when the reasons behind piracy still exist. Do you agree?

: -Hutch- @ Fair Dinkum Tech

Greetings,
Tommi

4714. Re: WTB: Falcon or TT

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3ro0gn$dev@sphinx.Gsu.EDU>
Source record: 163688

Steve G. (steveg@phantom.com) wrote:

: I still can't see how _anyone_ would spend ~$1300 for *ANY* machine that
: has a paltry 1-MB RAM and no hard drive. It's mind bending.

Well, if Atari knew how to market computers... Half the world would use Power-PC based, ultra-cheap Falcon-clones today =-) ! Atari's pricing really has been mind-bending since 1980s. They just changed their slogan "Power without the price" to something like "Moderate power with the price". Fortunately, their machines still are the nicest to use of all computers (IMHO, of course) - so many people still want to use them.

TH

4715. Re: Minix Setup! ARRGH!

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DA6v1F.621@cix.compulink.co.uk>
Source record: 163689

In message <3rigse$hrq@rover.ucs.ualberta.ca>, dstuart@gpu3.srv.ualberta.ca
said:
> Okay, I am having quite a bit of difficulty here.

> At any rate... I've installed mint. That was the easy part. I didn't
> need to re-partition any hard-drives, or do anything out of the
> ordinary.
>
> What I would like to do, ideally, is set up something like a bash shell
> running mint and minix (or maybe linux?) to allow the extra

Linux is only for 68030 nachines with FPU chips. Minix is actually a
seperate OS in its own right. However a patch has been written for MiNT
(called MINIXFS) which allows it to use read/write/format Minix type disks.
Its not possible though to run full Minix OS *and* MiNT at the same time.

> I can't run minit.ttp from the desktop- so I got ahold of a bash shell.

It should run from the desktop. Just make sure you have Mint loaded - and
give minit a correct command line.

> how I didn't want to wipe my entire hard-drive, I typed "minit.ttp
> -V -n 2 A:", and that promptly initialized the disk I had set up.
> I think. Problem is, the disk is still limited to 8.3 filenames. The
> docs are, umm, well... not that helpful. What am I doing wrong?

This was the right thing to do - and it *should* have worked. It may well
not be MINIXFS at fault. Some older utilities don't know about MINIXFS -
so they convert to 8.3 names anyway. The 'acid' test though is to write
some files to the MINIXFS format disk you have made; wait a few moments
to allow the cache to clear - and reboot under normal TOS. If you still
can read the disk - then the MINIXFS isn't working. This test works even
if your tools are broken as described above.

> Also, I can't seem to get onto any other drives other than the one

What sort of errors are you getting here?

:-)

Roland.

@CiX

4716. Re: Hard Drive terminations

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <DA6v1G.62n@cix.compulink.co.uk>
Source record: 163690

In message <3rifmt$7ms@batph8.bnr.ca>, troyc@bnr.ca said:
> I am starting to have some problems with my Hard Drives. My setup

> The cable is a 3 foot Atari
> to Centronics, connected to a 3 foot system cable (centronics - 50
> pin), making the effective cable length 6 foot.

> I have no idea how to check for SCSI chain terminations, so I don't
> know if everything is set up right.

I've not checked my internel TT drive - but externally I've removed termination from all devices except the end one. Termination is either set by a jumper - or often SIL resistor packs. If they are soldered in place - then its probably best to leave them there.

The other thing to check is TERMPWR. I have a SCSI terminator with LEDs so this is easy for me. Otherwise check for around 5V between pins:

1 and 26. (these are what my notes say anyway - a 2nd opinion is probably advisable).

Without TERMPWR then your termination is unlikely to work even if it is in the right place.

> 1. Is the cable lenght too long? The idea was to eventually move

Not really - though if you are using flat ribbon cable - then it can be very fussy. I've shortened all my ribbon cable lengths and replaced some of it with decent molded SCSI cables.

> 2. How do I check for SCSI terminations? I have heard of people
> terminationg the internal SCSI chain as well as the external chain.

The internal and external chains are the same. The device at eash end should be terminated - and one end is often the host adaptor. I'm not sure where the host adpator on the TT sits on the SCSI bus - but there should be a terminator in there somewhere.

SCSI is a bit of a black art - and you can break the rules with good effect most of the time. I've become slightly paranoid as I've managed to loss a fair bit of data and blow 2 drives due to either poor termination - or my attempts to fix it! ;-(

> Someone was saying that they were having SCSI timeout errors (danger
> Will Robinson, and all that). Since moving to 0.9.7, I have seen this
> three times now, which is why I am asking this question. I never saw
> SCSI problems before this new kernel (with 9.4, 5, nor 6).

I think it must be the kernel. I've never had a problem with 0.9.5 - and haven't upgraded yet to 0.9.6 or 7.

:-)

Roland.

@CiX

4717. Re: ZIP Drive & External CD R

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: ab164@yfn.ysu.edu
Message-ID: <3ro1cj$aom@news.ysu.edu>
Source record: 163691

> I have a ZIP drive and Media Vision CD Rom (both SCSI) wihich I use on my
> Macintosh PowerBook, and would like to use them on my ST as well. Apparen
> ICD hard-drive driver is too old to properly support these devices. I che
> GEnie and the Umich archives without any luck in an attempt to find the n
> versions. Can someone please point me in the correct direction?

>Someone has yet to write ZIP drivers for ST's.

ICD has a file zip.lzh in the ICD RT section on GEnie. It's file no.
112 , so now you should be all set once you get this and Extendos or
Extendos Pro.

--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

4718. Magic Mac PPC

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: apb25@thor.cam.ac.uk
Message-ID: <3ro1ks$8eq@lyra.csx.cam.ac.uk>
Source record: 163692

Finally got a non-BinHexed file from ftp.uni-kl.de and tried it on our local PowerMac 6100/60 and tried a couple of programs - everest, stzip, lzhshell. All seemed to run fine, although not blindingly fast. Its probably as I'm not used to Ease. Here are some results from GemBench:

```
GEM Bench v4.03 = Ofir Gal - 3 March 95
=======================================
ST TOS 3.00
AES v3.99
GEMDOS v0.25
MiNT not present
Blitter not present
NVDI not present
Video Mode: 640*480*256
FPU not present
Run and Malloc from STRAM
Ref: ST, No Blitter, ST High
=======================================
GEM Dialog Box: 1.360 621%
VDI Text: 1.340 1000%
VDI Text Effects: 2.150 1093%
VDI Small Text: 0.980 1016%
VDI Graphics: 4.575 566%
GEM Window: 2.000 195%
Integer Division: 1.350 1332%
Float Math: 5.255 254%
RAM Access: 0.880 717%
ROM Access: 0.880 717%
Blitting: 2.065 567%
VDI Scroll: 2.775 475%
Justified Text: 3.010 456%
VDI Enquire: 0.500 531%
New Dialogs: 2.120 442%
=======================================
Graphics: 632%
CPU: 755%
Overall: 665%
```

--

```
============================================================
Adrian Bridgett (apb25@cam.ac.uk)
------------------------------------------------------------
Windows - the world's first NON-operating system.
```

==========

4719. Stock Market Simulation...

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: del7562@ucs.usl.edu
Message-ID: <3ro4dt$njm@rouge.usl.edu>
Source record: 163693

Back in '87 or so I had a game for my 520 ST which was a pretty fun, but unrealistically unbalanceable stock market simulation. I am certain it was share/freeware, but have been unable to locate it on any of the FTP sites. Having reacquired an ST (1040), I'd like to play a few of the old fav's. Can anybody point me at it since I can't find it, please?

-Randy

del@srl.cacs.usl.edu

4720. Re: Q:Where can i get *.MODs from???

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: diehl@bonk.io.org
Message-ID: <3ro93s$82k@ionews.io.org>
Source record: 163694

```
Mr M. Agra (ma2@ic.ac.uk) wrote:
: Hiya;

: I was wondering if anyone knows of an ftp site where i can find soundtracker
: MOD files. I only seem to find the players !!!

AMINet has thousands (literally) of MODs. Their main site is at
ftp.wustl.edu in the US; directory is /pub/aminet/mods
There is also a UK mirror at src.doc.ic.ac.uk ... I think the directory
is the same, but it might also be in /packages/aminet/mods as well.
There's even a few of my MODs there, too. :-)

: Thanks In Advance
: Marcos Agra

: ************************************************************************
: Marcos Agra - Imperial College - London - m.agra@ic.ac.uk
: "I will show you terror in a handfull of dust"-The Sandman
: ************************************************************************

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org
```

4721. Re: Canon Printer Drivers

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3roi8c$65f@golem.wcc.govt.nz>
Source record: 163695

In article <3rn1q0$2bm@anise.csv.warwick.ac.uk>, esurf@csv.warwick.ac.uk (Mr M B Jones) writes:
>
>
>Does anyone have a Pagestream printer driver for the canon BJ-10 or BJ-230?
>
>I'm also looking for a driver for 1st Word +.

Their are plenty new drivers for the Cannon, like BJ10E,BJ130E,BL330 and BJC800..

These are the latest that were posted to GEnie some years back...

1st Word Plus only uses the printers built in fonts and its very easy to write you own....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4722. Re: Atari history

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3rojp5$9ss@cxc1.cl.msu.edu>
Source record: 163696

edward.baiz@tippy.com (EDWARD BAIZ) writes:

>MO> That's a matter of opinion... A good many people will agree
>MO> that the Tramiels are firmly "out of control" at Atari.

>No, they are in control, but sometimes I wish they were not.

SOMETIMES??? These guys are the laughing stock of the entire industry,
and they're living up to their reputation where the Jaguar is concerned.
They are classic, textbook examples of how _NOT_ to run a company, and
couldn't market their way out of a wet paper bag.

Wanna hear a good joke: TRAMIEL
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

4723. Re: 2 good and one bad (sales on the net)

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: John Hechtman <johnhechtman@delphi.com>
Message-ID: <xE1fd18.johnhechtman@delphi.com>
Source record: 163697

Eric S. Johansson <esj@harvee.billerica.ma.us> writes:

>The third person (Scott Call) told me that the equipment arrived, it
>worked and asked where to send the check (he had the return address on
>the box and in a couple pieces of email). We exchanged a couple more
>pieces of email mostly me verifying everything went ok and giving him
>my address repeatedly and him saying everything's fine, where do I
>mail the check. Eventually he stopped replying to my email and on

Sorry to hear of your experience! For what it's worth, I insist that all
used equipment I buy or sell be shipped UPS C.O.D. I've done a _lot_ of
horse trading on the net this way - and _never_ been burned. If the person
who ripped you off is a member of an online sevice you could try complaining
to the management of the service. If not, contact the US Post Office - you
may have a prosecuteable case of mail fraud. Good luck!!

4724. Re: PCDitto Hard Disk Partitions

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3roihl$65f@golem.wcc.govt.nz>
Source record: 163698

In article <3rnamr$bba@case.cyberspace.com>, gibson@cyberspace.com (Warren Gibson) writes:
>I have just acquired PCDITTO (an old version I think) and was wodering
>how I can get it to recognize my hard disk. I told it that one was
>present using PCDmenu (or whatever the name of it is) If you can help,
>please post or write to me!

Will only support partitions less than 14.2 megs and bigger that 4.2 megs,
and has lots of problems with some HD formaters...

Also only support for drive device 0 and will only HD boot if you are using
PC DOS....

So many many IF and BUT's with it.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4725. Re: Hard Disk help needed (ICD Utils)

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FFPOACUTUP@dksoft.ping.dk>
Source record: 163699
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In <3rn79e$b4a@mailer.york.ac.uk> John 'john..' Tuffen wrote:

>
>Hi,
> I've just received a 210 Meg Hard disk for my Atari ST (520
>STFM upgraded to 1Meg). It uses an ICD Host adaptor, and the software
>allows *big* partitions (known as BGM partitions).
>
>My problem: The guy I bought it off used it with an STe, and
>partitioned the drive with >16Meg GEM partitions. My STFM doesn't like
>this!
>
>My question is: Is it possible to re-partition the drive (using the
>ICDFMT program) using the same partition sizes (but with BGM partitions
>rather than GEM) WITHOUT LOSING THE DATA ON THE DRIVE
> **********

Nope, cause you'll change the FAT structure, and because of this it would
be impossible to read something from your partitions, WITHOUT making
an lowlevel format first. When doing a lowlevel format, all data will
be removed..

>
>(I have access to an STe - thats how I know about the partitioning)

Do a backup then.

>
>I suppose the alternative would be to get TOS1.4....

Yep, that should do it allright.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

4726. Re: Pirating Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FFPOACUWUP@dksoft.ping.dk>
Source record: 163700

In <9506141357.AA05548@ilmen.lanl.gov> Hutch wrote:

>I can see how in some very large markets piracy might actually be a boost
>to hardware sales but cannot fathom how it would help software sales. The
>myth that -most- pirates steal software only temporarily to 'test' it is,
>IMHO, just that... a myth. Why buy when it can be had for free?
>

Look at it this way:

Some people might stay at a market because of piracy. Of ocuse it wouldn't
benefit anything for the software they stole, but they'll still on the market
and perhaps even buy a few programs, which will be alot better than if they
were gone.
It would however become a big problem if all people did like that, and
therefore i can not recommend it to anyone.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

4727. Re: Hard Drive terminations

Newsgroup: comp.sys.atari.st
Date: 1995-06-15 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199506152322.a24234@iz.maus.de>
Source record: 163701

In <3rifmt$7ms@batph8.bnr.ca>, troyc@bnr.ca (Troy Carpenter) wrote:

TC>1. Is the cable lenght too long?

Sounds pretty long, but I don't think this will cause any problems.

TC>2. How do I check for SCSI terminations? I have heard of people
TC>terminationg the internal SCSI chain as well as the external chain.

The internal hard drive and the last device of the external chain
must be terminated. The terminating resistors located near the SCSI
connector of the TT mainboard must be removed.

cu...Ole

Ole_Pahl@iz.maus.de (no messages >16kB!) AX.25: DK1LP@DB0RDB.#SLH.DEU.EU
Ole_Pahl@chicago.shnet.org

4728. Re: Hard Disk help needed (ICD Utils)

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: richwegner@aol.com
Message-ID: <3rr1j2$9q8@newsbf02.news.aol.com>
Source record: 163603
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Not only will you not be able to repartition it without losing any files, you have to do a new format and then partition it your own way. Maybe you can ask him to copy the files onto floppy and then you won't lose the files.

RichWegner@AOL.COM

"Be kind to your web footed friends, for a duck maybe somebody's mother."
- Mitch Miller, song name escapes me!

RichWegner@AOL.COM

4729. Re: Hard Disk help needed (ICD Utils)

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3rr6rp$4j8@golem.wcc.govt.nz>
Source record: 163604
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3rn79e$b4a@mailer.york.ac.uk>, jat5@york.ac.uk (John 'john..' Tuffen) writes:
>
>Hi,
> I've just received a 210 Meg Hard disk for my Atari ST (520
>STFM upgraded to 1Meg). It uses an ICD Host adaptor, and the software
>allows *big* partitions (known as BGM partitions).
>
>My problem: The guy I bought it off used it with an STe, and
>partitioned the drive with >16Meg GEM partitions. My STFM doesn't like
>this!
>
>My question is: Is it possible to re-partition the drive (using the
>ICDFMT program) using the same partition sizes (but with BGM partitions
>rather than GEM) WITHOUT LOSING THE DATA ON THE DRIVE
> **********

Can't be done, just get TOS 1.4 and all will be OK..

ATARI do not recomend using any thing less than TOS 1.4 when using a HARD
DRIVE...

Why did he format it with such very small partitions...???

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4730. Re: Space Quest Help

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: Dominique Bereziat <bereziat>
Message-ID: <3rrfd5$7co@ciss1.ens-cachan.fr>
Source record: 163605

<STIRRE31@MAINE.MAINE.EDU> wrote:
>I was wondering if someone out there could help me with this
>game. I am in the underground cavern on the planet I escaped
>to. The part I am stuck on is the room with the laser beams
>blocking the path. How does one disable these?
>Thanks for any help.
>-scott tirrell
>-stirre31@maine.maine.edu

You must get glass on the crashed pod and use it for deflected the laser beams.
When you are behind the laser beams, type 'use glass'.

Excuse-me for my bad English.

4731. 2 good and one bad (sales on the net)

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: pbaker@mettav.demon.co.uk
Message-ID: <803295920_OASIS_@mettav.demon.co.uk>
Source record: 163606

In article <3qtet9$3hr@harvee.billerica.ma.us>
esj@harvee.billerica.ma.us (Eric S. Johansson) said:-

>I didn't lose much on the deal but I wanted other folks in the used
>Atari market to be aware of those that pay and those that don't.
>

I've had a few bad experiences with selling equiptment...luckly I have had a
LOT of good ones....I do tend to ask for the money in advance though.

--

---

pbaker@mettav.demon.co.uk

4732. Re: PAK68/3 and System Solut.

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: mms02bj@loqi.elka.pg.gda.pl
Message-ID: <3rrjmg$53f@sunrise.pg.gda.pl>
Source record: 163607

```
: >| Hobbies: War Gaming, Atari ST, RPG. |

: Should we think about that?? What is RPG??

RPG = Role-Playing-Games

--
| Jaroslaw "Banan" Banachowicz | tel. (+ 48 58) 25 39 48 |
| mms02bj@loqi.elka.pg.gda.pl | (+ 48 58) 22 23 55 |
| st3109jb@smokie.elka.pg.gda.pl | |
| Hobbies: War Gaming, Atari ST, RPG. |
```

4733. Re: Useful life of floppy disks

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: whitema@vance.cig.mot.com
Message-ID: <3rqn80$ids@newdelph.cig.mot.com>
Source record: 163608

In article <DA8AC4.Gqt@freenet.carleton.ca> Walter A. Cole writes:
>I would like to know what the life expectancy of run-of-the-mill
>floppies is. Should I be considering copying my commercial software
>and HD backups to newer disks and discarding the older ones?
>Does the magnetic material deteriorate over time (how much time?) or
>is amount of use a more important factor? Many of the backup floppies
>were new when used; others had seen a fair bit of use before being
>given the backup role.
>

I remember a number of years ago there was a study done. If I recall,
the magnetic material on a floppy disk should last about a century,
and that's with an update once per minute. I don't think the mangentic
property of the disk will start to deteriorate on its own, but I imagine
it may also have to do with the quality of the disks.

I'd be more worried about the physical deterioration over time - the
inserting and removing of the disk, the padded material the floppy part
turns on. Saving it to hard disk (and then backing up to tape drive)
is going to be your safest bet.

Mike White
whitema@cig.mot.com

4734. Megafile 44 won't initialise! HELP!

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: arch@netspace.net.au
Message-ID: <arch-1606951415330001@dialup-a17.netspace.net.au>
Source record: 163609

Hi all.

It's hard to get a straight answer to a straight question here in Melbourne, so I thought I'd put it to you people...

I have an Atari Megafile 44 which refuses to initialise. It all seems to go okay upon inserting the cart, but the green light will not light up. After making some initialising type sounds, the mechanism stops spinning and I have to remove the cartridge.

Does this sound like the end for this unit, or is it a common problem that can be fixed pretty easily/cheaply?

I've had this drive for about 18 months and have used it a lot, so I suppose it may just be clapped out.

FWIW, the original power supply had to be replaced about a year ago and since the correct part was not available, the repair guy installed a Mega ST PS and said it would be alright, which it was, until now...

Hope someone can help!

cheers.

arch.

4735. Re: .gif to .xbm?

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: arch@netspace.net.au
Message-ID: <arch-1606951424460001@dialup-a17.netspace.net.au>
Source record: 163610

In article <Up-FFNBAAWA@ttgk.nextjk.stuyts.nl>, gert@ttgk.nextjk.stuyts.nl (Gert van der Knokke) wrote:

> In <arch-1206951738240001@dialup-a34.netspace.net.au> Arturo Larizza wrote :
>
> >Hi.
> >
> >Can anyone out there please tell me if there is a utility to convert
> >.gifs, .tiffs, .imgs or .pict to .xbm format?
>
> If you'd want to use those .xbm under Linux I guess you can use Xpaint for
> that, rather clumsy but it works.
>
> Gert

Thanks for the suggestion. I should have stated that I need a utility that will run on (preferably) an ST or low-end Macintosh. Such a utility for PC will also do at a pinch!

cheers.

4736. Re: Useful life of floppy disks

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3rr7qg$4j8@golem.wcc.govt.nz>
Source record: 163611

In article <DA8AC4.Gqt@freenet.carleton.ca>, ai063@FreeNet.Carleton.CA (Walter A. Cole) writes:
>I'm looking for info' about the durability and longevity of floppy
>disks. I have backed up all my commercial software on to floppies,
>some of which are 6 to 8 years old--the floppies that is. I have
>backed up my HD partitions to floppies of mixed vintage.
>
>BTW, my floppies are mostly DSDD formatted to 80x10. I have also used
>DSHD disks, preformatted to IBM standards, and reformatted down to
>80x10. I've had some problems with these; sometimes my external
>floppy
>drive, SF314, won't read these latter kind after reformatting. The
>internal drive handles them OK.

NEVER EVER USE HD disks on a Standard 720k disk drive, they will Fail...

Some STE's are fitted with 1.4 meg drives but are not used as such, you can use HD disks on these STE's..

Only buy the best type of disks, (TDK, Maxwell etc) and format them 3 Times at 10 sectors 80 tracks, unless you are doing direct copies, but please format them a few times befor use....

Their is a Reformat program that can be used to reformat disks with out using the data, this could be used from time to time...

Store all disks away from heat/dust/light etc...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4737. Simple midi software

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: bseburn@vaxxine.com
Message-ID: <DA8xMC.IL8@vaxxine.com>
Source record: 163612

```
c > favourite archive. I also have an old sequencer lying around s
c > from Canada (of all places) ...
^^^^^^^^^^^^^^^^^^^^^^^^^^^

HEY! Whatchit mister :-)

=========================================================================
Brian Seburn + Internet address' + Gadgets BBS
St. Catharines, Ont. + bseburn@vaxxine.com + 905-687-9041
Canada + bseburn@freentnet.niagara.com + 14.4 v.32/.42
=========================================================================

___ Mountain Reader II - #00000039
```

4738. WARNING: LZHSHELL 3.10 test archive command is unreliable!

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: matija.grabnar@ijs.si
Message-ID: <1995Jun16.140244.1983@cathy.ijs.si>
Source record: 163613
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Do NOT under any circumstance trust the Test archive in lharc 3.10!
I trusted it until it reported that a file which was obviously truncated
(the test indicator stopped at 60%) was fine. A bit later it reported that
another file (where the indicator did, in fact reach 100%) was OK, too.
On extract the file reported a CRC error, and in fact the last 75% of the file
was trash.

So watch out! If you want to be sure your LZH file is OK, you have to extract
it, at least with 3.10 version.

"My name is Not Important. Not to friends. But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and an Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe
I speak for no one but myself.

4739. faxprg

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: geheniau@inter.NL.net
Message-ID: <DA9M9J.wB@inter.NL.net>
Source record: 163614

I am searching for a program to send and receive faxes with my 14k4 modem
on a atari st.
Is there such a shareware prg HELP!!!!!

please email to: geheniau@solair1.inter.NL.net

4740. Re: I need a ST repair service recommendation

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: bign@fragile.termfrost.org
Message-ID: <3rs8hj$f42@echoes.Wittenberg.EDU>
Source record: 163615

On 12 Jun 1995 02:36:53 GMT Jeffrey J. McWilliams (cd827@cleveland.Freenet.Edu) wrote:

: My brother bought a used Mega-ST, as a replacement to his ageing
: 1040ST. He relies on it mostly for MIDI stuff, like Master Tracks and
: Cubase. The original owner has installed a PC-Ditto 2 IBM PC emulation
: board. I remember those... they were nasty. They had to be soldered
: directly to the 68000 CPU.
: Anyhow, my brother didn't want the PC Ditto 2 so he had the original
: owner remove it before sale. Now the Mega ST bombs A-LOT. It's been
: to Toad computers TWICE to be fixed, and it still bombs.

Better off replacing the Mega IMHO. You can get a Mega ST/STe
very cheap these days.

--
****
* Todd Hogarth | Beer, *
* bign@eskimo.com | It's not just for breakfast anymore! *
* bign@fragile.termfrost.org | Help Me Find Bigfoot (Ale) In Ohio *
****

4741. Papyrus Question

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: sonicsin@aol.com
Message-ID: <3rshda$ib1@newsbf02.news.aol.com>
Source record: 163616

I am trying to find an ST word processor that approaches the features of Microsoft Word for the Mac. I have a demo version of Papyrus Gold, but no fonts so I can't use it. Does anyone know how this program stacks up to something like Word?

- Steve

4742. Re: Useful life of floppy disks

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: cpbs@ukc.ac.uk
Message-ID: <13061@gos.ukc.ac.uk>
Source record: 163617

In article <DA8AC4.Gqt@freenet.carleton.ca>,
Walter A. Cole <ai063@FreeNet.Carleton.CA> wrote:
>BTW, my floppies are mostly DSDD formatted to 80x10. I have also used
>DSHD disks, preformatted to IBM standards, and reformatted down to
>80x10. I've had some problems with these; sometimes my external
>floppy
>drive, SF314, won't read these latter kind after reformatting. The
>internal drive handles them OK.

If I remember correctly, HD (High Density) disks use a different medium from DD (Double Density) disks and are therefore incompatible with them at the hardware level. The difference is that HD disks require a greater write current in the drive head to record the information; the current normally used to record on DD disks won't always work with HD disks.

HD drives have a sensor to detect the extra hole in the corner of HD disks and increase the write strength accordingly, so HD drives can read and write DD disks fine, but DD drives cannot generate the current required for HD disks.

If you reformat HD disks to DD, be prepared for them to be unreliable. Use them only for temporary files that you can afford to loose!

--Charles

4743. ICD driver for Zip Drive: Where? (other than Compuserve)

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: jprice@ivory.trentu.ca
Message-ID: <DA9LJt.J87@blaze.trentu.ca>
Source record: 163618

I recently saw a post that indicatde that ICD has a driver for the Iomega Zip drive posted on Compuserve. As I don't have access, I'd love to know if it's available anywhere else.

Failing that, perhaps some kind soul could zip, uuencode and e-mail the driver to me or maybe even post it here. I am a legitimate owner of the ICD utilities that I bought at Ace '95 in Toronto from Toad Computers, along with Link 2. Thanks.

jprice@trentu.ca
aka
Jim Price

4744. WTB: Internal IDE Drive for Falcon 030

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: alex@tecnation.com
Message-ID: <alex-1606951507010001@tdw.vip.best.com>
Source record: 163619

WTB: Internal IDE Drive for Falcon 030

Willing to pay $50 for 60 or 80Meg drive including shipping.

Thanks.

Alex

--
TECNATION DIGITAL WORLD
236 Hamilton Avenue
Palo Alto, California 94301, U.S.A.
Tel: (415) 327-4332 Fax: (415) 327-1910
http://www.tecnation.com

4745. Re: new version of HTML reader

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: boisson@netpress.fr
Message-ID: <3rsvo1$r5d@sct1.sct.fr>
Source record: 163620

Christian Mittendorf (christian.mittendorf@ostkupan.ct.se) wrote:
| Wouldn't it be nice to put the some interesting places into an packed archive
| on a ftp-server or local bbs so that everybody can download it and install them
| on the local harddisk? (And on this way gets a smell of what the WWW is like?
| And on this way perhaps some other people could help to extend the
| information.)

The WWW Faq mentions WWW-mirror makers.
But I wasn't able to find any (OK..I didn't serached for a long time :)

--
Stephane

4746. Re: Useful life of floppy disks

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: claes.holmerup@p5.dada.ct.se
Message-ID: <ftn_2.200.136.5$fidonet.org_2fe1fc97_Claes.Holmerup@p5.dada.ct.se>
Source record: 163621

To: ai063@FreeNet.Carleton.CA

Hello Walter
You wrote:

> I would like to know what the life expectancy of run-of-the-mill
> floppies is. Should I be considering copying my commercial software
> and HD backups to newer disks and discarding the older ones?
> Does the magnetic material deteriorate over time (how much time?) or
> is amount of use a more important factor? Many of the backup floppies
> were new when used; others had seen a fair bit of use before being
> given the backup role.

I have read in an article a couple of years ago, that the manufacturers are
counting on a life time of about 40 hours of use for a disk.
40 hours may not seem much, but think of how long You really access the disk -
often it's only seconds at a time, so I guess that 40 hours can be equal to
many years in some cases.....

Best regards,

Claes

fidonet 2:200/136.5
e-mail claes@dada.ct.se

(UUCP Dialup connection)

4747. Re: Q:best hard drive driver on falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: Lexicor@world.std.com
Message-ID: <DAAHEL.L0I@world.std.com>
Source record: 163622

>One can't be too careful when using new drivers; I've had far too many
>nasty surprises - especially with ICD and HUSHI drivers. Great drivers,
>those - but older versions just didn't like 68030 and/or Falcon at all.
>I've been happy with HDDriver (could someone E-mail me the newest
>version, if that's not illegal?) and before that, AHDI 6.061. Both seem
>to work without problems.

Tommi,

HDDRIVER is a commercial package and therefore sending it via email
to anyone is not permitted. Please contact your distributor from where you
obtained your copy.

In the USA you can contact Lexicor Software (us) at (617) 437 0414
or email service@lexicor.com

Cheers

4748. Midi files arrive open (not downloadable)??

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: novotnyp@ERE.UMontreal.CA
Message-ID: <novotnyp.803346066@mistral.ERE.UMontreal.CA>
Source record: 163623

I am using uniterm and am having real problems sending Midi files. All files that I attach arrive open both text and MIDI. With text files of course no problem unless they are very large but Midi files are useless. I uue encoded
them before sending.

ZZ

4749. Re: Q:best hard drive driver on falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Jun16.112209.9476@rhrk.uni-kl.de>
Source record: 163624

gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) writes:

>I've been happy with HDDriver (could someone E-mail me the newest
>version, if that's not illegal?) and before that, AHDI 6.061. Both seem

That IS illegal. Get an official update from your distributor, that's the
only legal way.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* Mausnet: Uwe Seimet @ KA2 | but only what I tell it. *
****

4750. Mega STe SCSI Controller

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950616212056.8840A-100000@moose.erie.net>
Source record: 163625

After many hours of diagnosis, I have confirmed that the problem
I have had accessing external hard drives on my son's Mega STe is on the
internal SCSI controller. There are only two socketed chips on this
board, two 16-pin DIP resistor packs and ten surface mount chips. Is
anyone familiar with common failures of this controller board and where
I can get replacements?

4751. Re: Useful life of floppy disks

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <A1W4vA3ABh107h@elfhaven.ersys.edmonton.ab.ca>
Source record: 163626

In <3rr7qg$4j8@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:

>NEVER EVER USE HD disks on a Standard 720k disk drive, they will Fail...

What? I've never had any such problem, and all I have is an external
720K disk drive. The disk I purchase are all 1.44M disks, which are
preformatted.

>Only buy the best type of disks, (TDK, Maxwell etc) and format them 3 Times
>at 10 sectors 80 tracks, unless you are doing direct copies, but please format
>them a few times befor use....

The best cost money, Roger. Sometimes 'less than the best' is what you
want, if you only plan on using them once or for making redundant backups
of your primary backups (if you follow this practice).

--

Michel Forget // ESS-Code (DOS, Windows, Atari) // ..meow..
Electric Storm Software // MasterBrowse (Atari) // -Flint

4752. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: mforget@elfhaven.ersys.edmonton.ab.ca
Message-ID: <d2W4vAmLBh107h@elfhaven.ersys.edmonton.ab.ca>
Source record: 163627

In <3rpqrb$suh@news.nevada.edu> amsler@nevada.edu (JOHN AMSLER) writes:
>Is there a way to "trick" First Word Plus (v 3.20) into printing all the
>odd-numbered pages * (and, once I flip the papers over <g>, all the
>even-numbered pages) in a multiple-page document?

>* Retaining their page numbers, of course

>If not, are there any other word processors for the Atari computers that
>have that feature?

MasterBrowse (a text-file viewer, not a word processor) can do this. I
think that Papyrus can also do this, but I'm not sure. There is a demo
of Papyrus available at atari.archive.

--

Michel Forget // ESS-Code (DOS, Windows, Atari) // ..meow..
Electric Storm Software // MasterBrowse (Atari) // -Flint

4753. MagiCMac now runs on Powe

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: edward.baiz@tippy.com
Message-ID: <8AB63D8.078300272C.uuout@tippy.com>
Source record: 163628

How is the program, for Atari computers that will allow Mac files to be run, doing?

... The road to success is always under construction.
___ Mountain Reader II - #00000095

4754. e-mail addresses

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.37.000E80DF@cfcsc.dnd.ca>
Source record: 163629

Bonjour.hello:
someone posted some e-mail addresses here some time ago, but I've dicovered three that don't seem to work. would anyong have current e-mail addresses for the following:?
1. Toronto Atari Federation
zaleska@io.org

2. Atari Computer Enthusiasts of Hawaii
jperez@uhunix3.uhec.Hawaii.Edu

3. Western Australia Atari Computer Club
Lance@perth.DIALix.oz.au
thanks for any help.
-ken

4755. Re: Pirating Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FFQLEGURUP@dksoft.ping.dk>
Source record: 163630

In <3ro02d$dev@sphinx.Gsu.EDU> Tommi Pekka Hietavuo wrote:

>Please, do _not_ think that I'm trying to defend criminality. But as
>world is complex, it's IMHO always very good to understand, *WHY* people
>do what they do (e.g. use pirated software), before judging them.
>
>I can very well understand that some people want to test software before
>parting with their money... Who wouldn't? All illegal program users
>certainly aren't just nasty people who don't want to pay, but still want
>to get the full benefits. It's too easy to see it that way, I think.
>
>Consider this: in PC- and Mac-worlds, one very often has a chance to try
>all kinds of expensive software, because PC-users are everywhere, schools
>and universities use many top PC-programs, etc. But what about Atari
>community? You probably don't have a software dealer very near, or in
>your country at all. Your friends might not use the expensive CAD- or
>DTP-program you're interested in. There might not be any DEMO existing
>(!) at all (like: Tempus Word Pro, DA's Layout CD) - or the demo version
>might be so old and/or limited that you really can't use it to find out,
>if this program is worth spending $500..1000, for example.
>
>I found _too_ bitterly out this, when I years ago noticed that
>Calligrapher Pro Demo worked perfectly on my accelerated Mega ST - but
>the commercial version did NOT! And that wasn't a cheap program..
>
>So, honestly, we cannot blame someone who hasn't copied the manuals - but
>wants to test e.g. Calamus SL at home, to find out if everything works as
>it should. Without manuals, programs like Calamus SL are virtually
>useless for others but professionals. They really work like demos, then.
>And I really think, that one we should blame more than the uncertain
>consumer who tries to make up his mind, is the program's maker when there
>is no adequate demo version available! You might not drive a car from a
>car dealer without paying - but you won't pay for your car without seeing
>and test-driving it, either - do you?
>
>One problem is also this: we normally don't put a 12-year who has done
>some silly, damaging practical joke, to prison. I feel that many people
>don't try to benefit from their illegal software at all. They just play
>with them like kids; they enjoy collecting things, and showing them to
>their friends. It is illegal, certainly - but fortunately it doesn't
>often hurt anyone. Sometimes programs like those are the only reason
>those people still use e.h. Atari computers. If you can prevent them from
>playing with collected software, they'll just change their camp, and
>start collecting PC- or Mac-software. It's childish, maybe - but hardly

>more, I think.
>
>This is a good moment to give my thanks to R.O.M software; Papyrus Demos
>are excellent work, and have certainly attracted many people (including
>me) to become registered Papyrus users. More software firms like R.O.M -
>and world gets better =-) !
>
>I understand your feelings as a program developer, Hutch - and I respect
>your right to be angry, when people take advantage of you without paying.
>But in order to stop piracy, we just can't tell people: "stop acting
>criminal!", when the reasons behind piracy still exist. Do you agree?
>
>: -Hutch- @ Fair Dinkum Tech
>
>Greetings,
>Tommi
>

Sorry for quoting the whole message, but the above derserves to be read
all over.

You should have had some price from writing something like this.. Finally
i'm no longer alone on this one 8-) Well spoken!

Greets
Kim

--
/--\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\--/

4756. Re: SW/PD/Freeware & CD-Rom Question

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FFQLEGUUUP@dksoft.ping.dk>
Source record: 163631

In <ftn_2.203.202.11$fidonet.org_2fdeb9ce_Christian.Mittendorf@ostkupan.ct.se> Christian Mittendorf wrote:

>Hi!
>
>AFAIK is the following part a common used paragraph in lots of SW/PD/Freeware
>products. Therefore did I include it also in my program archive because I would
>like to know _who_ gains money with my work.
>
>* Freeware ***
>
>This program is Freeware! This means you can copy and use this program
>freely. A distribution with bbs, ftp-server and PD-Series is welcome.
>A distribution on CD-ROMS or cover-disks requires my permission. The
>program must be copied completely and must not be changed!
>
>***
>
>But now a german cd-rom producer put mine and some other programs, which also
>use this paragraph, on a cd-rom without asking anybody!
>
>Has this paragraph _any_ value or is it just rubbish and can be ignored?
>What do these producers think they are? Sending an email is not too difficult,
>isn't it?

No matter what you call your program, nobody is allowed to put it on a
CDROM, if you say they're not allowed. Thats as simple as that!!

>
>Does anybody have a definition of PD/SW/FW?
>

I don't think there is a correct definition anywhere Christian.

But i have to be honest with you, why have you made such an limit ? It would
slow down process on a CDROM if everybody did that, and we'll probably not
see any CDROM's for atari in the future.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

4757. Re: Atarinet Telnet

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: Martin.Crommie@f79.n105.z1.fidonet.org
Message-ID: <803562631.AA09733@jina.rain.com>
Source record: 163632

```
> From: awatson@pacifier.com (Anthony Watson)
> Path: armon!psgrain!rainrgnews0!pacifier!awatson
> Newsgroups: comp.sys.atari.st
> Organization: Pacifier, a public access Internet site. (360-693-
> 0325)
> I'm trying to find an internet site (Telnet, WWW, etc.), that I can
> pick up Atarinet. All I can get locally is FIDO, and haven't been able
> to pick up Atarinet for a couple of years now. Surely theres at least
> one BBS with both Atarinet and Internet access?
>
> Any help would be appreciated!
>
> Anthony Watson

Yes there is Puddle City right on your back door. :^>

Martin

_____________________________________________________________
| |
| Puddle City BBS Portland, Ore and The Portland Atari Club |
| Supporting ALL Atari products 1-503-289-9429 28.8 1.2 Gig |
|_____________________________________________________________|
```

4758. Re: Will MajicMac run on

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: p003445b@pbfreenet.seflin.lib.fl.us
Message-ID: <3rqnrs$irl@bcfreenet.seflin.lib.fl.us>
Source record: 163633

Me too! Two years ago I was required under a consulting contract to buy
a Mac. I decided to buy a PowerPC 6100/60av. Its a great machine but
i still find the Mega STe very useful.

It would be nice to run some of the Atari programs onthe PowerPc. I
hope this will allow me to do so.

Cheers, Terry

(CALLUM.LERWICK@1-282-47-0.flight.org)
wrote: : In message #983, ALFRED RADAUER writes:
:
: > Expect a dem version of Magic Mac 1.2 for Power PC on usual FTP sites
: > real soon.

: I'll be waiting!!! Can't wait to see how my Atari stuff will fly on a nice
: 100mhz PowerMac...
: ---------------------- -//- -------------------------
: Internet: CALLUM.LERWICK@1-282-47-0.flight.org
: | the FlightLine Uucp InterNet Gateway [MSP] |
: ---------------------- -//- ------------------------

--
Director Corporate Computer Training
Post Office Box 24708
Palm Beach Atlantic College
West Palm Beach, Florida 33416-4708

Terrence R Redding
p003445b@pbfreenet.seflin.lib.fl.us

4759. Re: KA9Q/NOS in a VT100 window?

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: p003445b@pbfreenet.seflin.lib.fl.us
Message-ID: <3rqp2g$irl@bcfreenet.seflin.lib.fl.us>
Source record: 163634

Chris Gray (cgra@se.bel.alcatel.be) wrote:

: Anyone know how to get KA9Q/NOS to run in a VT100 emulation window?
: I'd like to be able to telnet to a BBS in the UK instead of having to
: dial them up.

: (Better still would be to run a comms programm over KA9Q, but I guess
: I'm just dreaming :).

I use FLASH 1.6 and have used Stalker 2.0 to access dialup internet sites and from there have been able to telnet and ftp world wide with this Mega STe.

Chris are you looking for a GEM internet interface for the Atari? Are the BBS's you are connecting to in the UK internet sites? If not on the net I doubt you will be able to reach them except through your current method. Cheers, Terry

--
Director Corporate Computer Training
Post Office Box 24708
Palm Beach Atlantic College
West Palm Beach, Florida 33416-4708

Terrence R Redding
p003445b@pbfreenet.seflin.lib.fl.us

4760. Re: Lost My Control Key???

Newsgroup: comp.sys.atari.st
Date: 1995-06-16 00:00:00 UTC
From: p003445b@pbfreenet.seflin.lib.fl.us
Message-ID: <3rqplq$irl@bcfreenet.seflin.lib.fl.us>
Source record: 163635

Terrance R Redding (p003445b@pbfreenet.seflin.lib.fl.us) wrote:
: My Mega STe seems to have lost its control key. That means I can't use
: pine for on-line messages. Is there a way to fix the Mega STe and get
: the control key to function again?

The problem was fixed with the help of Toad computers. How nice it was to call them, get Jennifer, and have her tell me immediately that they had the Mega STe keyboard circuit trace in stock.

I ordered it Monday for $25 and today have it installed and am able again to use the control key which allows me to use pine for e-mail and responding to usenet news groups.

I also got a copy of their latest Toad catelog. Almost renews my faith in Atari. I wish the Tramiels would give David a million dollars to market Atari. I bet he could make a go of it.

Thanks Dave and Jennifer. You guys are the greatest.

4761. Re: Q:best hard drive driver on falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-17 00:00:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199506172353.a41315@ms.maus.de>
Source record: 163502

In article <3rnstf$dev@sphinx.Gsu.EDU>, Tommi Pekka Hietavuo
(gs01tph@panther.Gsu.EDU) wrote:
>I remember from "years gone by" that AHDI has theoretically been able to
>use partition sizes up to 512 MB e.g. on a TT - but some bug somewhere
>reduced this to 256 MB in practice. I only know that when trying to
>partition a 1.1 MB Hewlett Packard SCSI-drive on a TT, AHDI had some
>serious trouble (I used 5.x) - and therefore I had to do the partitioning
>with SCSITools - or something else. Can't remember the whole episode too
>well anymore, but something weird happened...
>
>One can't be too careful when using new drivers; I've had far too many
>nasty surprises - especially with ICD and HUSHI drivers. Great drivers,
>those - but older versions just didn't like 68030 and/or Falcon at all.

Well. New hardware requires new drivers. There's no point in trying
to run a pre-Falcon driver on a Falcon. You need an update. Just
like wit AHDI.

4762. Web browser for ST yet?

Newsgroup: comp.sys.atari.st
Date: 1995-06-17 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <803432370_OASIS_@yeadontt.demon.co.uk>
Source record: 163503

In article <3rv40c$fiq@sinsen.oslonett.no>
hallvart@oslonett.no (Hallvard Tangeraas) said:-

>
>I remember some talk here about a possible web browser (graphical) for the
>Atari ST. How's this coming along? I know that I among many people are
>"desperate" for such a program.
>

My self and Dave Levi will be starting work on the Spider Web Browser
in the next month or so. I personally hope to have something available by the
end of the year at the latest!!

--

- - - - - - - Phil Yeadon - - - phil@yeadontt.demon.co.uk - - - - - -

I know where my towel is!!

- -

4763. re: faxprg

Newsgroup: comp.sys.atari.st
Date: 1995-06-17 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1774rcain@nest.demon.co.uk>
Source record: 163504

On 16 Jun 95 J. wrote:
Jg> From: geheniau@inter.NL.net (J. Geheniau)
Jg> I am searching for a program to send and receive faxes with my 14k4
Jg> modem on a atari st.

It is a fax modem, is it? If so what about CoMA or Junior Office?

Roger
rcain@nest.demon.co.uk

--

4764. re: terminal scrolling problem

Newsgroup: comp.sys.atari.st
Date: 1995-06-17 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1775rcain@nest.demon.co.uk>
Source record: 163505

On 15 Jun 95 Invalid wrote:
IU> From: Andrew Silver <andy@shelf.demon.co.uk>
IU> a) Is there an ansi.sys style prog I can put in my auto folder to
IU> give a more capable terminal (ansi?)

Try ANSIST40.PRG (PD).

Roger
rcain@nest.demon.co.uk

--

4765. Re: Q:best hard drive driver on falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-17 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Jun17.120359.1985@cathy.ijs.si>
Source record: 163506

In article <1995Jun16.112209.9476@rhrk.uni-kl.de>,
Uwe Seimet <seimet@rhrk.uni-kl.de> wrote:
>gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) writes:
>
>>I've been happy with HDDriver (could someone E-mail me the newest
>>version, if that's not illegal?) and before that, AHDI 6.061. Both seem
>
>That IS illegal. Get an official update from your distributor, that's the
>only legal way.

What is the current version anyway? The version I have was the one I got
when I bought Outside 3.3. Is there any significant difference between that
and the latest version?

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

4766. Re: NeoDesk & MajiC

Newsgroup: comp.sys.atari.st
Date: 1995-06-17 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Jun17.143629.1986@cathy.ijs.si>
Source record: 163507

In article <199506151716.a43896@bi.maus.de>,
Oliver Michalak <Oliver_Michalak@bi.maus.de> wrote:
>Hiho,
> How about THING, also avaliable in english and the new v0.43 has tons of
>nice-to-have-and-use features -
The thing I like most about the latest Thing is groups: An open group looks
like a window, and you can drag files and directories into it from various
drives. Then you close it and it becomes an icon on the desktop. That way you
have various set-ups (DTP, Programming, tinkering) at you fingertips without
cluttering your desktop. Very nifty.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

4767. What is Atari Medusa?

Newsgroup: comp.sys.atari.st
Date: 1995-06-17 00:00:00 UTC
From: jts@krksun.krk.fi
Message-ID: <1995Jun17.161031.19463@krk.fi>
Source record: 163508

What exactly is Atari Medusa (and Eagle)? Could I please have some specs - and are these new machines? ST compatible? Still in production? Price range?

Just curious. Please reply via e-mail.

--
Janne Siren Editor-in-Chief of Saku, Finnish Amiga Users' Association's
jts@krk.fi online magazine (http://www.modeemi.cs.tut.fi/~avs/saku.html)

4768. Items For Sale

Newsgroup: comp.sys.atari.st
Date: 1995-06-17 00:00:00 UTC
From: Simon King <simon@kingres.demon.co.uk>
Message-ID: <111_OASIS_@kingres.demon.co.uk>
Source record: 163636
Cross-posted to: alt.forsale,comp.misc.forsale,comp.forsale.*,comp.sys.atari.st

```
For Sale
--------

I have the following items for sale

Atari 520STFM
Switchable TOS 1.02/2.06
4 Mb Simm memory
The Link(DMA-SCSI)
40mb Quantum HD
45mb removable Syquest drive
Hayes Ultra 96 (V series Ultra Smartmodem 9600)

All the above is in a Lighthouse tower case with a seperate keyboard.

I also have a Amstrad mono monitor which is wired up to run of the ST.

For obvious reasons all the items marked with a must be sold together!

Epson LQ1050 printer.

2 x 45mb removable syquest carts.

10 x 88mb removable syquest carts.

Personal Scanner 64 400 dpi hand held scanner.

Execufold automatic letter folding machine.

British Telecom Bell 50E (A loud bell for in-door use only. REN=1).

TV signal amplifier. This amplifier is wired in directly aerial in, tv out.
Requires mains supply.

2 x Micom M414 Baseband Modem (Tricom Borer). I don't know exactly how these
modems work butI beleive that they are mean't to be permenantly connected.

Micronetwork Fax manager 3300. Lets you to use one phone line for voice / fax /
answer phone.

AccoData Large printer muffler.

Universal Mouse Trap with large sticky pad.

Interested in anything ?

Then make me a offer via E-mail (simon@kingres.demon.co.uk) please.!!
================================================
```

As I don't always take this group ! Thanks

--

/ | / Snail-mail E-mail
\ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
/ imon | \ ing Stevenage. Herts SG1 2HW

--

/ | / Snail-mail E-mail
\ |< 216 Scarborough Avenue simon@kingres.demon.co.uk
/ imon | \ ing Stevenage. Herts SG1 2HW

4769. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-06-17 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3rtkdn$893@lastactionhero.rs.itd.umich.edu>
Source record: 163637
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- hyc 15896 Jun 12 19:48 ./Graphics/0index
-rw-r--r-- baldrick 313644 May 31 17:46 ./Graphics/Raytrace/Pov/3dp09.tos
-rw-r--r-- baldrick 111346 Jun 11 17:07 ./Mint/freemint-1.12.4-bin.tar.gz
-rw-r--r-- baldrick 320566 Jun 11 17:07 ./Mint/freemint-1.12.4-src.tar.gz
-rw-rw-r-- entropy 12180 Jun 12 10:50 ./Mint/0index
-rw-r--r-- baldrick 50336 Jun 11 17:07 ./Mint/MPatches/mint-1.12-1.12.4-diffs.gz
-rw-r--r-- baldrick 42565 Mar 21 17:54 ./Mint/MPatches/mint-1.12-1.12h3-diffs.gz
-rw-r--r-- baldrick 3755 Dec 2 1994 ./Mint/MPatches/mint-1.12h1-1.12h2-diffs.gz
-rw-r--r-- baldrick 6699 Mar 20 23:48 ./Mint/MPatches/mint-1.12h2-1.12h3-diffs.gz
-rw-r--r-- hyc 552 Dec 15 11:08 ./Mint/MPatches/mint-1.12h2-README.1ST
-rw-r--r-- baldrick 20120 Jun 11 17:07 ./Mint/MPatches/mint-1.12h3-1.12.4-diffs.gz
-rw-r--r-- baldrick 1514250 Jun 2 17:27 ./Misc/et4000.tos
-rw-r--r-- baldrick 54914 May 26 15:55 ./Misc/stescc01.zip
-rw-rw-r-- entropy 3624 Jun 12 19:56 ./Misc/0index
-rw-r--r-- baldrick 131910 Jun 12 20:00 ./0ls-lR.Z
-rw-r--r-- baldrick 15550 Jun 6 00:06 ./Sound/Players/swav02.lzh
-rw-r--r-- weiner 4503 Jun 12 19:38 ./Sound/0index
-rw-r--r-- baldrick 132283 Jun 12 20:02 ./0ls-lRc.Z
-rw-r--r-- baldrick 13096 Jun 12 10:56 ./Falcon/0index
-rw-r--r-- baldrick 5870 Jun 6 00:16 ./Falcon/Graphics/gvmod030.lzh
-rw-r--r-- baldrick 415429 Jun 12 19:58 ./0index
-rw-r--r-- baldrick 167060 Jun 12 19:59 ./0compind.Z
-rw-r--r-- molin 176998 May 26 16:09 ./Games/mafia_15.zip
-rw-r--r-- baldrick 29020 Jun 13 01:14 ./Games/0index
-rw-rw-r-- entropy 12313 Jun 13 13:09 ./Mint/0index
-rw-r--r-- baldrick 543963 Jun 13 03:46 ./Mint/Network/net-072.tgz
-rw-r--r-- baldrick 39769 Jun 13 03:48 ./Mint/Network/portlib-12.tgz
-rw-r--r-- baldrick 131315 Jun 13 16:46 ./0ls-lR.Z
-rw-r--r-- baldrick 132677 Jun 13 16:49 ./0ls-lRc.Z
-rw-r--r-- baldrick 415687 Jun 13 16:43 ./0index
-rw-r--r-- boydm 6009 Jun 13 15:02 ./Network/0index
-rw-r--r-- baldrick 107119 Jun 12 20:30 ./Network/Www/html093.lzh
-rw-r--r-- baldrick 167170 Jun 13 16:43 ./0compind.Z
-rw-r--r-- baldrick 29090 Jun 15 10:52 ./Games/0index
-rw-r--r-- baldrick 12569 Jun 14 08:24 ./Games/Gameutil/towersmap.lzh
-rw-r--r-- baldrick 132683 Jun 15 15:16 ./0ls-lR.Z
-rw-r--r-- baldrick 132907 Jun 15 15:22 ./0ls-lRc.Z
-rw-r--r-- entropy 8952 Jun 15 11:04 ./Programming/0index
-rw-r--r-- baldrick 3456 Jan 1 1994 ./Programming/Gfa/gemshell.lzh
-rw-r--r-- baldrick 34304 Jan 1 1994 ./Programming/Gfa/gfa51230.lzh
-rw-r--r-- baldrick 20224 Jan 1 1994 ./Programming/Gfa/progpk10.lzh
-rw-r--r-- baldrick 415974 Jun 15 15:11 ./0index
-rw-r--r-- baldrick 167309 Jun 15 15:11 ./0compind.Z
```

```
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

4770. WTB - ICD AdSCSI Plus Host Adapter

Newsgroup: comp.sys.atari.st
Date: 1995-06-17 00:00:00 UTC
From: SPERNA1@ua1vm.ua.edu
Message-ID: <173C04B7.SPERNA1@ua1vm.ua.edu>
Source record: 163638

WTB ICD AdSCSI+ host adapter. Please respond to sperna1@ua1vm.ua.edu.

Thanks,

Sam Perna, III
sperna1@ua1vm.ua.edu

4771. Re: TRADEprinters for ST stuff

Newsgroup: comp.sys.atari.st
Date: 1995-06-17 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <JMx+2AR.lmcclure@delphi.com>
Source record: 163639

**** UPDATE ****

The Citizen 24-pin printer has been traded. The following remain available
for sale or trade:

Printer Model	Approx. Cash Value
Panasonic 1091i	$70
Star NX-1000 Rainbow (color)	$75

Both printers are in very good condition, and include original manuals
and boxes (although the Star's box is missing the styrofoam packing blocks).

ITEMS WANTED IN TRADE:

* Single speed SCSI CD-ROM drive (for use with Atari ST)
* NVDI 3.0 or higher
* B&W hand scanner for ST (i.e., Migraph or Toad)
* Quantum LPS120S drive mechanism (or LPS105S + <$25)
* External 14.4Kbps data/fax modem
* Set of four 1meg 2-chip or 3-chip SIMMs, 100ns or faster
* Tabby graphics tablet
* Sound digitizer + cash (unless digitizer of equivalent value)

If you have something not listed that you think I might be interested
in, make the offer...the worst I can say is "No thanks".

If you have an item you want to trade but think it is worth more than
the printer you want to trade it for (i.e., a Quantum LPS240S) let me
know how much extra you would want from me.

--
==========
Think having you car bird-bombed is bad? Just be glad dragons aren't real.
==========LMCCLURE@delphi.com==========

4772. Re: Q:best hard drive driver on falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-17 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3ruh6q$ghc@inca01.inca.co.nz>
Source record: 163640

Mario Becroft (mbecroft@iconz.co.nz) wrote:
> Pekka Saarinen (contacts@mits.mdata.fi) wrote:
> : AHDI can't hadle partitions bigger that 256Mb (someone correct me if
> : I'm wrong). What's the size of your drive?

> The AHDI 6.06 (and older versions I believe) can handle partitions up to
> 32meg. After that, they use BigGEM, which goes up to 512meg, but has
> bigger sector sizes - not a problem, since you won't be having many small
> files.

According to the Atari Compendium (April 1994 edition) page 4.16, a 'GEM'
partition can only extend up to 16MBytes.
A 'BGM' (BigGEM) partition is from 16 MBytes upwards.
An 'XGM' is an Xtended GeM partition. This is usually done by AHDI 3.x,
and involves making two or more consecutive partitons appear as one.

The very first partition on a hard drive _MUST_ be a 'GEM' partition.

IIRC, according to Dave Small (dsmall@well.sf.ca ??) in an article in
Current Notes magazine from a few years ago, the 16Mbyte limit in a 'GEM'
partition comes from a "two character typo" in GEMDOS. (It may have been
in one of his "Heresy" articles [February/March 1992])

4773. imgconvert

Newsgroup: comp.sys.atari.st
Date: 1995-06-17 00:00:00 UTC
From: geheniau@inter.NL.net
Message-ID: <DABJ7p.9nx@inter.NL.net>
Source record: 163641

I am searching for sharewareprg's to convert degas pi3 enz or other
normal formats into a .IMG file.
Or a drawing program which can save pictures in a .IMG format.

Thanks HELP!!!!!
email to: geheniau@solair1.inter.NL.net

4774. Web browser for ST yet?

Newsgroup: comp.sys.atari.st
Date: 1995-06-17 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3rv40c$fiq@sinsen.oslonett.no>
Source record: 163642

I remember some talk here about a possible web browser (graphical) for the
Atari ST. How's this coming along? I know that I among many people are
"desperate" for such a program.

Hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun
[This mail has been written online]

4775. MagicMac

Newsgroup: comp.sys.atari.st
Date: 1995-06-17 00:00:00 UTC
From: Callum.Lerwick@flight.org
Message-ID: <06d_9506171227@flight.org>
Source record: 163643

Ack! Where do I find the demo via Gopher! I've had a heck of a time connecting
to an info-mac mirror, only to discover I don't know where its located!! And
the place is so slooooooow* it makes search for it impossable!!
---------------------------- -//- ----------------------------
Internet: Callum.Lerwick@flight.org
| note: the views expressed by this user are strictly his/her own.|
| the FlightLine bbs 612.544.5118 uucp gateway / aviation resource|
---------------------------- -//- ----------------------------

4776. UK BBS LISTS PLEASE !

Newsgroup: comp.sys.atari.st
Date: 1995-06-17 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <06171995.164027@empyr.dircon.co.uk>
Source record: 163644

Hi,

Can anyone send me (or tell me where to get) a list of Atari supporting BBS numbers in the UK please ?

I am looking for software to set myself up as a point of my local BBS, but can only find very old versions, or nothing at all, from the old numbers I have.

Many thanks.

Cheers,

Kev.

--- ReJoinDer v1.1e
VQWK 6.20 [Rev H - 04/04/94]

4777. Re: new version of HTML reader

Newsgroup: comp.sys.atari.st
Date: 1995-06-17 00:00:00 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3rvbgs$187@mercury.dur.ac.uk>
Source record: 163645

Christian Mittendorf (christian.mittendorf@ostkupan.ct.se) wrote:

: Wouldn't it be nice to put the some interesting places into an packed archive
: on a ftp-server or local bbs so that everybody can download it and install them
: on the local harddisk? (And on this way gets a smell of what the WWW is like?
: And on this way perhaps some other people could help to extend the
: information.)

I'll archive my pages (info on my programs and libraries, MiNT, NeST and
shortly Linux/68k) if there's anyone interested and there's an ftp site
willing to take them. Not many piccies ATM though.

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

4778. Re: SW/PD/Freeware & CD-Rom Question

Newsgroup: comp.sys.atari.st
Date: 1995-06-17 00:00:00 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3rvc0h$187@mercury.dur.ac.uk>
Source record: 163646

Christian Mittendorf (christian.mittendorf@ostkupan.ct.se) wrote:

: AFAIK is the following part a common used paragraph in lots of SW/PD/Freeware
: products. Therefore did I include it also in my program archive because I would
: like to know _who_ gains money with my work.
: * Freeware ***
: This program is Freeware! This means you can copy and use this program
: freely. A distribution with bbs, ftp-server and PD-Series is welcome.
: A distribution on CD-ROMS or cover-disks requires my permission. The
: program must be copied completely and must not be changed!
: **
: But now a german cd-rom producer put mine and some other programs, which also
: use this paragraph, on a cd-rom without asking anybody!
: Has this paragraph _any_ value or is it just rubbish and can be ignored?
: What do these producers think they are? Sending an email is not too difficult,
: isn't it?

The producer of the CD-ROM has clearly infringed the distribution
conditions you have placed on your program, and is therefore in the
wrong. You are therefore theoretically entitled to sue for compensation,
although this may be expensive, and even to have all copies destroyed.
How much compensation you'd receive is also in doubt as they could argue
that little or no loss has been caused.

You probably don't want this, although I suggest writing to them and
requesting an apology. If they don't send you one I suggest you
specifically forbid them for distributing future versions of your
software. If they infringe this they're in serious trouble.

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk ------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

4779. Re: Hidden Rooms in Substation-Demo

Newsgroup: comp.sys.atari.st
Date: 1995-06-17 00:00:00 UTC
From: Conan Ford <ford@freenet.calgary.ab.ca>
Message-ID: <Pine.A32.3.91.950617011326.32165A-100000-100000@srv1.freenet.calgary.ab.ca>
Source record: 163647

> I've got a question concerning the hidden rooms in the substation-demo:
> but it doesn't on level 3 (the part where the exit is). When I leave the
> elevator to the left, I see a hidden room, but I can't open it. Is that
There's actually two hidden rooms there, and neither of them open.
Perhaps you have to hit a switch somewhere first.

By the way, on level 2 there are many doors that the monsters come out
of, but which are otherwise unopenable. Has anyone gone in one of these
when a monster came out?

Another note: I discovered a bug on level 1, in the doors which you CAN
open. The spider opened it, and then I went in. I got stuck in the
door, could turn and see around and shoot anything, but they couldn't
touch me. Hmmm.

4780. bbs

Newsgroup: comp.sys.atari.st
Date: 1995-06-17 00:00:00 UTC
From: srd@rain.org
Message-ID: <3rvjkc$3ln@news.rain.org>
Source record: 163648

I am looking for Ratsoft BBS support. can anyone help me??

E-mail srd@rain.org

4781. Recompile NOS?

Newsgroup: comp.sys.atari.st
Date: 1995-06-17 00:00:00 UTC
From: kfoley@cnserv.dungeon.com
Message-ID: <803411270_OASIS_@cnserv.dungeon.com>
Source record: 163649

I have modified the source code to NOS so that I can support the NNTP command POST instead of IHAVE. Is there anyone with LC v5.6 who can recompile the code for me?

I have v5.5 but can't seem to process the makefile with this.

--

ATB,
Karl.

Computer Network Services, Suite 110, +----------------------------+
York House, 2-4 York Road, |Novell authorised reseller, |
Felixstowe, Suffolk, England. |training and consultancy |
Tel: 01394-672004 Fax: 01394-271210 +----------------------------+

4782. Re: NeoDesk & MajiC

Newsgroup: comp.sys.atari.st
Date: 1995-06-17 00:00:00 UTC
From: jyoung57@delphi.com
Message-ID: <hy5feSe.jyoung57@delphi.com>
Source record: 163650

<udem148@bay.cc.kcl.ac.uk> writes:

> According to reviews, MagiC has the edge over Geneva with regard to
>efficiency but requires more memory, & the desktop bundled with MagiC, while
>serviceable, has less to offer than the one accompanying Geneva.
> So, back to the punter's point of view. What say ye all on MagiC v
>Geneva?

I give two thumbs up to Magic..I have Geneva and Magic and find Magic the
'cleaner' of the two...The speed really helped me decide to put Geneva
on the shelf...I have had hardly any problems with compatibility and use
NeoDesk 4.02 as my desktop with no trouble. However, I would suggest waiting
for the English release of Magic 3 if you decide to switch from Geneva.

Jeff

4783. Q:Cubase audio Falcon FDI levels

Newsgroup: comp.sys.atari.st
Date: 1995-06-17 00:00:00 UTC
From: af366@ccn.cs.dal.ca
Message-ID: <DABIDs.7q4@cs.dal.ca>
Source record: 163651

```
--
Does anyone using this system know how to increase the digital signal
which in the A/D conversion loses 12 db .i'm using an ADAT with an AI-1
converter box(alesis) and when i transfer back to the ADAT from cubase the
transfer is lower than the other tracks by 12db and if i transfer back in
forth again i lose an other 12db.is there such a thing as an opticl
amplifier or digital (co-axial)amp.thanks dick in nova scotia
```

4784. MagicMac questions

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: haxton_k@kosmos.wcc.govt.nz
Message-ID: <1995Jun18.215759.1@kosmos.wcc.govt.nz>
Source record: 163509

There has been alot of talk about MAjicMac and the PPC, but can someone tell me to what level of emulation the MacijMac provides, Is it TOS1.4-4.?. Does it look like an STE , does it run colour?? How well does it run.

4785. Re: ANSI EDITOR FOR FALCON(VGA)

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950618042739.30503A-100000@moose.erie.net>
Source record: 163510

On 15 Jun 1995, Basis Plus wrote:

> Hello all...
>
> I've written a little ANSI editor for the Falcon. As much I know there is no
> other program like this for the bird... It is able to read and write normal
> ANSI files as they are often used in BBSs. Now I would like if there are other
> people interested in this piece of code. If so, please mail me directly.
> Perhaps
> I will release a public (freeware) version of it. (This includes an ANSI-driver
> u can use for your own programs. And it`s really FAST!)
>

I'm very interested in getting this, but my E-Mail reply
bounced. So, here's another attempt at requesting it! :)

4786. Re: Emajic Logic & Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: progmon@eden.com
Message-ID: <3s0vvu$qc2@boris.eden.com>
Source record: 163511

bjr2@Ra.MsState.Edu (Brian J. Roland) wrote:

>Aloha,
> I'm seriously considering buying myself a copy of Emajic's Logic.
>Does anyone know if this will work with Geneva and Neodesk? If not, will
>it work with any known multi tasking system for the STe? If Logic is run
>by itself...can you also run a patch editor such as Xor or sound surfer
>along side it? Any info on this would be helpful.

>Thanks,
>Brian
Logic works with NeoDesk but NOT Geneva. Its excellent with MagiC and
also works when MagiC has Neodesk as its shell. It is best (fastest)
with MagiC alone though. With MagiC you can multitask Logic with
other progs, namely Soundsurfer. Geneva is not Midi-friendly, but
very good for DTP.

Rich

------------------------R I C H T H U R O W-----------------------------
Email address: progmon@eden.com
MIDI Spoken Here!

4787. Re: Q:best hard drive driver on falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3s106p$os@golem.wcc.govt.nz>
Source record: 163512

In article <3ruh6q$ghc@inca01.inca.co.nz>, gmiller@inca.co.nz (Gaven Miller) writes:
>Mario Becroft (mbecroft@iconz.co.nz) wrote:
>> Pekka Saarinen (contacts@mits.mdata.fi) wrote:
>> : AHDI can't hadle partitions bigger that 256Mb (someone correct me if
>> : I'm wrong). What's the size of your drive?
>
>According to the Atari Compendium (April 1994 edition) page 4.16, a 'GEM'
>partition can only extend up to 16MBytes.
>A 'BGM' (BigGEM) partition is from 16 MBytes upwards.
>An 'XGM' is an Xtended GeM partition. This is usually done by AHDI 3.x,
>and involves making two or more consecutive partitons appear as one.
>
>The very first partition on a hard drive _MUST_ be a 'GEM' partition.

100% Wrong, TOS 1.4 was fixed to support 32 meg partitions and the boot
partition can be a BGM one...

Thier is a well known saying, believe half in what you read and nothing in
what you hear....

```
*****************************************************************************
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
*****************************************************************************
```

4788. Re: Useful life of floppy disks

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3s10hr$os@golem.wcc.govt.nz>
Source record: 163513

In article <DACGI6.KyF@cix.compulink.co.uk>, satty@cix.compulink.co.uk ("Stephen Atty") writes:
>In message <13061@gos.ukc.ac.uk>, cpbs@ukc.ac.uk said:
>
> > If I remember correctly, HD (High Density) disks use a different medium
> > from DD (Double Density) disks and are therefore incompatible with
> > them at the hardware level. The difference is that HD disks require
> > a greater write current in the drive head to record the information;
> > the current normally used to record on DD disks won't always work
> > with HD disks.
>
>Not as far as I am aware - both SD and HD disks use the same media - the
>batch is tested at HD, if it fails they downgrade it to SD.

Are you a magnetic exspert, I don't think so, so please don't post such crap here thanks....

>HD drives use a smaller track which is why HD drives will invariably read
>SD disks but SD drives sometimes won't read disks formatted at the SD level
>on HD disks.

HD are not the same as DD disks THEY DO USE a DIFFERENT MAGNETIC FORMALA..

>Steve
>
****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4789. Offline Reader

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: jwoakes@tdc.dircon.co.uk
Message-ID: <3s10hi$q1s@newsgate.dircon.co.uk>
Source record: 163514

Hi,

I need an offline reader for an ST that can handle packets in either HDPF
(SOUP) or ZipNews formats. I've only used QWK offline readers (IMHO).
Does anyone know of one?

Thanks.

John Woakes

4790. Off topic request

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: ogal@cix.compulink.co.uk
Message-ID: <DADB8o.F9A@cix.compulink.co.uk>
Source record: 163515

Sorry for this off-topic message - I'll make it short.

Any Atari users in Holland - my band's first single has just been released by Sony Music in Holland. The band is called KRY. I would very much like to know if you have heard it on the radio, seen any adverts or mention of the band.

The music was produced with the help of 2*MegaSTs and Cubase.

Please respond by email

Thanks

Ofir ogal@cix.compulink.co.uk

4791. Re: UK BBS LISTS PLEASE !

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: M J Maisey <M.J.Maisey@durham.ac.uk>
Message-ID: <3s14gb$fm5@mercury.dur.ac.uk>
Source record: 163516

Kevan Winch (kevan@empyr.dircon.co.uk) wrote:

: Can anyone send me (or tell me where to get) a list of Atari supporting BBS
: numbers in the UK please ?
: I am looking for software to set myself up as a point of my local BBS, but
: can only find very old versions, or nothing at all, from the old numbers I
: have.

Try my NeST WWW page, URL

http://www.dur.ac.uk/~d408x2/nest/

This contains a list of all the UK BBSs supporting NeST (an ST-specific
fidonet network). Pretty much all of these will have a wide range of the
latest Fidonet software available.

ATB,

Martin

--
****
* ---------------- M.J.Maisey@durham.ac.uk -------------------- *
* - <A HREF="http://www.dur.ac.uk/~d408x2">WWW Home Page </A> - *
****

4792. Re: Megafile 44 won't initialise! HELP!

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <DACGI5.Kxr@cix.compulink.co.uk>
Source record: 163517

In message <arch-1606951415330001@dialup-a17.netspace.net.au>,
arch@netspace.net.au said:

>
> I have an Atari Megafile 44 which refuses to initialise. It all seems
> to go okay upon inserting the cart, but the green light will not light
> up. After making some initialising type sounds, the mechanism stops
> spinning and I have to remove the cartridge.

The Megafile is based on the Syquest removable drive system - one problem
that can occur with Syquests is that that drive transmission on the cart
gets polished which means the drive cannot get up to speed which could
explain your problems. Can't off the top of my head (far too late at night
and too much beeer) reme,mber how to solve the problem

Steve

4793. Re: Useful life of floppy disks

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <DACGI6.KyF@cix.compulink.co.uk>
Source record: 163518

In message <13061@gos.ukc.ac.uk>, cpbs@ukc.ac.uk said:

> If I remember correctly, HD (High Density) disks use a different medium
> from DD (Double Density) disks and are therefore incompatible with
> them at the hardware level. The difference is that HD disks require
> a greater write current in the drive head to record the information;
> the current normally used to record on DD disks won't always work
> with HD disks.

Not as far as I am aware - both SD and HD disks use the same media - the
batch is tested at HD, if it fails they downgrade it to SD.

HD drives use a smaller track which is why HD drives will invariably read
SD disks but SD drives sometimes won't read disks formatted at the SD level
on HD disks.

Steve

4794. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: fezzy@perth.DIALix.oz.au
Message-ID: <3s0aptffs1@perth.DIALix.oz.au>
Source record: 163519

JOHN AMSLER (amsler@nevada.edu) wrote:
: Is there a way to "trick" First Word Plus (v 3.20) into printing all the
: odd-numbered pages * (and, once I flip the papers over <g>, all the
: even-numbered pages) in a multiple-page document?
: * Retaining their page numbers, of course
That I can't answer

: If not, are there any other word processors for the Atari computers that
: have that feature?
This I can.. I know for sure that PAPYRUS GOLD does (and probably, 'later'
WP's as well). BUT you will need 2 meg of ram and best with a hard drive...
However ver 4 'should' run in 1 meg. If you'v got the ram, try it (there is
a demo available on the 'net' I don't know where though) It's pretty good but
not perfect...
RegardS

--
Peter Feszczur - The Pommie, South African, Polac, Australian !!
mostly known as "Fezzy" the fuzzy bear.. also - fezzy@perth.dialix.oz.au
Owner and proud user of ATARI ST computer equipment

4795. WTB Midex+ MIDI Hardware

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: Paul Foster <75300.2775@CompuServe.COM>
Message-ID: <3s0hdk$7a$1@mhade.production.compuserve.com>
Source record: 163520

I am looking for the Steinberg Jones MIDEX+ SMPTE and Midi
interface for Cubase Sequencing software.

Reply via e-mail

Thanks,
Paul

4796. Re: 9-bit floppy disk

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: fseipel@freenet.columbus.oh.us
Message-ID: <fseipel-1806951004500001@slip2-7.acs.ohio-state.edu>
Source record: 163521
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

In article <3rkr2m$fka@news.duke.edu>, hubal@acpub.duke.edu (Robert Hubal)
wrote:

> Don't know if this is the best newsgroup, but perhaps someone could point
> me in the right direction...
>
> I have a floppy disk from an old, old Atari computer, with files that I
> wish to retrieve. Norton utilities on an IBM PC, as far as I can tell, has
> no idea how to read from this disk, since it's formatted using 9-bit bytes.
> No Macintosh to which I have access is able to read this disk, either.
>
> Any ideas? If anyone has (a) an old, old Atari, (b) software that could
> read from this disk, or (c) any other idea how to retrieve the data,
> please let me know. Thanks.
>
> Rob Hubal
>
> ==
> _ _ _
> | |_ _ _ | |_ __ hubal@acpub.duke.edu ___ _ | |_ _ __
> | || | || o |< < | o || ||_ || // |
> |_|_| __||__/ >_> |__/ |_| /_/ __/
> ==

There are several programs for the PC, including Atario, which can read
Atari 8-bit disks.

Most require that the disks be in double density however.

See the FAQ and the atari.archive.umich.edu ftp site for more information.

4797. Re: Emajic Logic & Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.803486450@swindon>
Source record: 163522

Dan.Dreibelbis@balmybeach.gryn.org (Dan Dreibelbis) writes:

> I have heard that Logic will run under MagiC!, though.....

Yes it does.

>B > If Logic is run by itself...can you also run a patch editor
>B > such as Xor or sound surfer along side it?

> Sound Surfer (a librarian program only) is designed so that it
>can run alongside Logic utilizing E-Magic's propriety operating
>system and can use the LOG3 and Unitor ports- the same goes for
>Sound Diver, their more elaborate editor/librarian.

This is wrong. Logic & Surfer/Diver are standalone programs. They will
run together (and talk to one another) but only under a Multitasking
system (ie MultiTos or MagiC).

'EMAGIC's proprietary operating system'? Where did you get this from? I
think you're confusing this with Softlink, for Notator/Creator SL (which
anyway, wasn't an OS). Logic & Diver will work under Softlink, but MagiC
is a much better bet.

> While I can't guarantee it will work for you, and can't be
> responsible if you mess something up, if you follow all these
> instructions you should have success.

This is good info Rich - do you mind if I put a copy on the EMAGIC web pages?

--

|> | | WWW: http://web.city.ac.uk/~cb170
|> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk

4798. Atari World!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3s1fmc$f0a@news.iesd.auc.dk>
Source record: 163523

Hi there,

I just wan't to give my congratulations to the people at Atari World.
It's a FANTASTIC magazine (I just subscribed it :-)), and I wish all
the luck and succes with the magazine.
The editorial, layout and general contents are BRILLIANT!

I also loved the Falcon-special ATARI Pro - section. COOL indeed.

Atari World RULEZ!! :-)

Keep Cool and Flying...

ChainXOR...

4799. Re: Papyrus Question

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3s1fvp$f0a@news.iesd.auc.dk>
Source record: 163524

In article <3rshda$ib1@newsbf02.news.aol.com>, sonicsin@aol.com (SonicSin) writes:
> I am trying to find an ST word processor that approaches the features of
> Microsoft Word for the Mac. I have a demo version of Papyrus Gold, but no
> fonts so I can't use it. Does anyone know how this program stacks up to
> something like Word?
>
> - Steve

YES indeed, especially the new version 4 of Papyrus looks quite interesting.

It's quality is nice, and it's faster than Word in the Mac.
Papurys runs very cool on a Mac with MagicMac installed.

Keep Cool and Flying...

ChainXOR...

4800. A good AVI,QT,MOV player?

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DADCvJ.GBw@crash.cts.com>
Source record: 163525

I have Dieter Fiebelkorn's AVI and Apple Quicktime "MOV or MOOV" players and they hardly play anything. I would send this guy some dough, but only if the product worked!

Most of the animations I come across always show an error from the program. Various different messages pop up, but I have only found one animation that actually played on each of these. The Quicktime player played the openning sequence to the local 5:00 News program (posted by the station) that was created on a Mac. However, other Quicktime movies do not play, but give errors (and yet play on a Mac).

So.... Does anyone know of players that actually work? Maybe even one that uses the DSP chip?? I just wish one was available that works as well as MPEGDSP.TTP for Mpegs.

Heck, does anyone know of a conversion program to convert formats???

Any help would be appreciated.

Rich

4801. ATARI 520 ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: lwyic@asiaonline.net
Message-ID: <3s0q2d$2qu@news.asiaonline.net>
Source record: 163526

Could anyone tell me what is an ATARI 520 ST? I have seen one listing for
just HK$100 (new). But I am now sure what I can do with it. Are there stil
software available for it? Anyone knows about its hardware configuration?
u
lii
.
q
.e

kpoih,masencdiepqoweuroituksjfnvmcnv...

t

4802. Re: Hidden Rooms in Substation-Demo

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: boisson@netpress.fr
Message-ID: <3s1lu9$5lq@sct1.sct.fr>
Source record: 163527

Conan Ford (ford@freenet.calgary.ab.ca) wrote:
| By the way, on level 2 there are many doors that the monsters come out
| of, but which are otherwise unopenable. Has anyone gone in one of these
| when a monster came out?

Those doors open when you open a special door.
Ex: the door leading to the second elevator (2nd floor) open the door
where a gun-robot is hidden. I have been in it. but there is nothing
in it (just enough space for the robot)

Stephane

4803. Falcon MIDI step editor

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: eb4336@irix.bris.ac.uk
Message-ID: <DADq8M.EzC@uns.bris.ac.uk>
Source record: 163528

Having trawled the net for a program of the following description, I am turning to c.s.a.s as a last resort, so no flames please...!

I would like a program which is available on the Internet and runs on the Falcon and sends out MIDI notes in a sequence, like Sequencer One, Cubase or KCS Omega, so that I can program music in step time from it and send it to the EVS Evolution synth module I have been lent; I haven't got a keyboard but I'd still like to have some use out of the synth.

If possible, could anyone explain how to obtain such programs from the net?

Thanks very much,

Ellis Breen

4804. Re: Web browser for ST yet?

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: charly@senator.inka.de
Message-ID: <FFSSDFAHUP@senator.inka.de>
Source record: 163529

In <3rv40c$fiq@sinsen.oslonett.no> Hallvard Tangeraas wrote:

>I remember some talk here about a possible web browser (graphical) for the
>Atari ST. How's this coming along? I know that I among many people are
>"desperate" for such a program.
>

The english readme:

HTML-Browser V0.93ï¿½ (May 1995) Atari ST/TT/Falcon/Medusa/Eagle/MagiC Mac
==========

At last Atarians can join the World Wide Web revolution! Using
HTML-Browser you'll be able to browse HTML files off-line. Currently
you'll have to download the HTML files separately, or read them
directly from CD-ROM, because HTML-Browser has no on-line capability
but if the browser generates enough support and feedback anything is
possible, it's up to you!

Distribution

HTML-Browser is FREEWARE. It may be copied and used freely.
Distribution by BBSs and PD libraries is allowed. However, HTML-Browser
may NOT under ANY circumstances be included in CD-ROM collections or on
magazine cover disks without my prior written permission. HTML-Browser
and its documentation must always remain together and complete with all
its files and documentation. Changes to the program and/or
documentation is forbidden.

If you like HTML-Browser and you use it regularly, please make a
donation, any currency is welcome, UK users refer to SUPPORT.TXT for
more details.

What's an HTML Browser?

Using this program you can view HTML documents from disk or CD however
this program can NOT be used to view World Wide Web (WWW) pages on-line
on the Internet.

A glance at the version number should tell you this program is still at
an early stage of development so if you would like to see this program
developed please send some feedback and register your copy locally in
the UK (refer to SUPPORT.TXT for details). No feedback means no
development, it's that simple!

My address:
Alexander Clauss

Stresemannstr. 44
D-64297 Darmstadt
Germany

UK support:
Joe Connor
65 Mill Road
Colchester
CO4 5LJ
England

Email contacts:
Author: Alexander Clauss: aclauss@rbg.informatik.th-darmstadt.de
UK support: Joe Connor: jconnor@cix.compulink.co.uk
Original translation: Ben Bell: bjb@bigbox.demon.co.uk

Installation

HTML-Browser can be used as either a desktop accessory or a normal GEM application. To install as a desktop accessory rename HTML.APP to HTML.ACC and place it and HTML.RSC in the root directory of your boot drive.

First you need to tell the program which (GDOS) fonts to use for each corresponding style in an HTML document. Vector fonts as provided by SpeedoGDOS or NVDI 3.x are recommended. You must specify three fonts (sans-serif, serif and monospaced) in four different styles (normal, bold, italic and bold and italic) making twelve selections altogether. For the bold and italic settings you should use a 'real' bold or italic font wherever possible. If you don't have one available you'll have to simulate these text effects using the corresponding buttons adjacent to the font selection popup. If you're using vector fonts then use the appropriate font from the font family, if available.

The supplied INF file has the following presets (for NVDI 3.x):

Headings: Swiss 721 (normal, bold, italic, bold+italic)
Normal text: Dutch 801 (normal, bold, italic, bold+italic)
Formatted: Letter Gothic 12 Pitch (normal, bold, italic, bold+italic)

If you don't like or haven't got these fonts, you'll have to select alternatives.

The size of the body text can also be altered. Don't make this too large or too small! Somewhere between 10 and 14 point is sensible (I use 12 point).

If you haven't got access to vector fonts (i.e. you don't own a copy of NVDI 3.x or SpeedoGDOS) then the point size won't change, but the text can still be viewed using the system font, usually 10 point.

If a link in an HTML document points to a file which is not in HTML format, an external viewer can be called. These programs can be called

in one of two ways and are configurable via the 'External programs...' dialog via the 'Options' menu.

The two methods are:

1) Via the VA_START message. The program must be memory resident which means installed as a desktop accessory under single TOS or as an application under a multitasking OS which must support the VA_START call. If the program is not running and the user is running under a multitasking OS, HTML-Browser tries to execute the external program itself, but this isn't possible under single TOS if HTML-Browser is running as an accessory.
2) EXEC: The program will always be executed. You'll have to use this option if the program called doesn't support the VA start protocol. Once again this cannot be used if HTML is running as a desktop accessory under single TOS.

Different file extensions can be viewed with different viewers. Remember to set the execution method to either VA_START or EXEC. The default viewer is called if there is no viewer available for the particular file extension.

When started, HTML-Browser looks for a file called home.html (HOME.HTM on TOS file systems. If you can write documents in the HTML language then you can write yourself a home page which is automatically loaded. This page could contain a list of links to other pages you may want to access frequently.

Navigating HTML Documents

Click on any underlined keyword to branch to the new page. Press the [Undo] key to step to return to the previous page. To make it easy to test the program I've included the file 'test.htm' which can be found in the 'test.doc' directory.

Display

In this dialog you can configure various display options for HTML documents.

Colours:
This section allows you to configure the display colours, for the foreground text, the background colour and link colour. If you're using less than 16 colours, the window background will always be white regardless of the settings here. In 16 colour mode, only the first nine colours should be used as the last 7 may be changed for pictures etc. In more than 16 colours, any of the first 16 can be used as they will not be changed.

Links:
Links can be displayed in underlined and/or bold text (this is important for monochrome systems who can't distinguish links by colour).

Images:
Controls image display.

'Don't show'
Prevents images being loaded and displayed which speeds up page loading.

'Monochrome'
Images are displayed in monochrome using dithering. It's the quickest method but this obviously the quality suffers.

'Greyscale'
Images are displayed as greyscales. Higher quality display at the expense of speed.

'Colour'
Not yet implemented.

'Without alt. text'
The HTML language provides for text-only systems by allowing images to be accompanied by some text which is displayed instead of the image. HTML-Browser can be made to display this text in addition to the image by deselecting this option (checkbox uncrossed). Selecting this option (checkbox crossed) supresses the alternative text if the image is displayed.
Tip for c't-CDROM users:
If this button is switched on, images will not be displayed in normal text.

Home Page

This menu item will display the standard home page, home.html.

Hotlist

The hotlist is a list of your most used HTML documents. This list enables you to get quickly to you favourite pages, without having to navigate through a long series of pages to get there. To place a page in the hotlist, select 'Document -> Hotlist'.

Selecting 'Hotlist' displays a dialog containing the page hotlist. The button "Add" adds the current page to the hotlist. Double click on an entry or select it then press 'Open' opens the selected page.
'Delete' removes the page from the hotlist, and 'Change' allows the page title to be edited and view the filename of the page it points to.

Paths...

See 'Find keyword...'

Find keyword...

This allows the user to perform a search for keywords in HTML files, and can optionally be case sensitive. The search can be conducted over

one of the following ranges of documents:

1) Current document only. The text is searched for in the current
document (the top window). If the text is found the window is
scrolled so the text is displayed at the top of the window.

2) Local HTML Documents. The text is searched for in all local HTML
documents contained in the paths specified in the 'Paths' dialog box
(and their subdirectories). The files that contain the text is made
into a list of links in an HTML file called 'result.html'.
At the moment the HTML files searched by method two are searched
purely as text, so hidden text such as comments, HTML commands,
links and so are also found. Processing the files to ignore hidden
text would be very time costly. This also means that special
characters such as accents and so on which are written into HTML
code using commands like '&auml' are not found. This shortcoming may
be addressed in a future version.
Another tip: If you're searching for something which is often used
in HTML code as a command or URL-address placing a space before it
may make it less likely to turn up in commands or URL addresses..
For example: Searching for the text 'WWW' often matches
subdirectories and addresses for pages in the form
'.../WWW/foo.html...'. Placing a space before it in the search
string, ' WWW' removes these occurences resulting in a better
targetted search. These don't apply to methods 1) and 3)!

3) In the c't-CDROM Database. This option is only useful for people
with the c't-CDROM (the 1994 c't magazines in HTML format)!
In this case the HTML files themselves aren't searched, but the
index file on the CD is accessed instead. So that HTML-Browser knows
where the files for this CD are kept are, you need to fill in the
appropriate section of the 'Paths' dialog box - the HTML documents
(in \HTML which also contains the file DEFAULT.HTML) and the index
database (\UNIX\CT94.DAT). As in the previous method, matching
documents are made into an HTML document calle results.html which is
then opened.

Using HTML-Browser

All the functions of the program that are controlled by the menu bar
can also be accessed by a popup menu. This menu is brought up by
clicking the left mouse button on the viewer window (not on a link).
This is essential for desk accessories which can't install their own
menu bars. Clicking on a link using the right mouse button will display
the address of the page it links to.

Technical Details

Currently HTML-Browser cannot be used on-line on the Internet using
TCP/IP.
The program understands the majority of the HTML2 specification. The
form and entry functions are not yet implemented but since these are

only really needed on-line their omission shouldn't bother anybody. The
same applies to 'Image maps'.
Transparent colour images will be displayed, where available, using
greyscales.

Limitations

- Embedded images can only be viewed in monochrome (or greyscales).
- Can't access the internet on-line directly.

Possible future updates

These depend on a good level of response from users. No support means
no development!
-Improved documentation!
-Support for the HTML3 specification (tables, forumlae, etc.)
-Displaying embedded images in colour
-Better font setup and handling of bitmap fonts
-Online Internet access. If you're prepared to program this should talk
to me!

Please feel free to make further suggestions and constructive
criticisms...

History

V0.8ï¿½ 20.04.1995 -First release version

V0.9ï¿½ 15.05.1995 -Reduced memory requirements
-MTOS Drag&Drop (ARGS) supported
-External programs will now run under singleTOS
-Error reports are now more descriptive
-Bugfix: when running as an accessory no longer
tries to invert (non-existant) menu items
-The .INF file is now found even if HTML is not
started in it own directory.
-Is now a lot more tolerant of buggy HTML file
syntax. -home.html is now loaded on startup if
possible
-Hotlist
-Configuration of window and text colours etc.
-Search (including searching c't CDROM)
-Display inline images as greyscales.

EOF

--

/----------------------/--------------------------------/
/ Karlheinz Sauther / Email: /
/ / /
/ 76726 Germersheim / charly@senator.inka.de /

/ / karlheinz_sauther@lu.maus.de /
/----------------------/--------------------------------/

4805. Re: UK BBS LISTS PLEASE !

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: keiths@pavilion.co.uk
Message-ID: <3s1v21$856@fitzherbert.pavilion.co.uk>
Source record: 163530

kevan@empyr.dircon.co.uk (Kevan Winch) wrote:

>Hi,

>Can anyone send me (or tell me where to get) a list of Atari supporting BBS
>numbers in the UK please ?

Try getting the nodelists for Atarinet and NeST. These are Atari
specific networks. Only ring those that have CM(continuous mail) after
there name as the others could not be open to the public.

Some boards that have a lot of Atari files and up to date nodelists
are:
Fortress BBS 0181 244 9825
Tavern 0181 445 6514
Micromola 0181 316 7402
Folkestone 01303 249306

As you can see I live in the South East. It might be an idea to have a
chat with the sysops. They could help.

Keith
100:1011/12.0
2:254/108.12

4806. Free Agent Spam

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: free-agent-spam@spam.com
Message-ID: <3s1rr3$6n3@dub-news-svc-4.compuserve.com>
Source record: 163531

```
Free Agent, Spam Ware Without Compare
```

4807. Software from Canada

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: aa860@ccn.cs.dal.ca
Message-ID: <DAE615.3yH@cs.dal.ca>
Source record: 163532

In reply to "from Canada (of all places)".... those of us who live here
don't think it unusual that good programs come from Canada!

--

4808. Re: Web browser for ST yet?

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3s27eh$hao@gti.gti.net>
Source record: 163533

Karlheinz Sauther (charly@senator.inka.de) wrote:
: In <3rv40c$fiq@sinsen.oslonett.no> Hallvard Tangeraas wrote:

: >I remember some talk here about a possible web browser (graphical) for the
: >Atari ST. How's this coming along? I know that I among many people are
: >"desperate" for such a program.
: >

: The english readme:

This is kinda foolish:

: because HTML-Browser has no on-line capability
: but if the browser generates enough support and feedback anything is
: possible, it's up to you!

The author MUST know that we are indeed desperate for a real life GEM
WWW browser!

(I would even pay shareware/commercial fees for such a broswer, so
long as European authors have a handy way for us in the USA to
register. Something like the CoNnect registeration comes to mind)

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

4809. Re: Mint,Minix,Linux... ?

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: Thorsten_Floeck@rs.maus.de
Message-ID: <199506182137.a46903@rs.maus.de>
Source record: 163534

GVDK>Then I think you have some configuration error.

I don't think so, I have just inspected once more my Xconfig-file and nothing unusual found. On the other hand I know, that some people report this error and some not, my be it's possible and you send your Xconfig to my e-mail address?

Thorsten

4810. Re: ICD & Zip drives a Correction...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: Peter_Missel@ll.maus.de
Message-ID: <199506181923.a364@ll.maus.de>
Source record: 163535

>On the other Atari's, you need a Host Adapter that supports parity,
>either the Link II or the adSCSI+ board. A Link I or regular adSCSI
>board will not work.

I agree for "The Link I", but there are non-"+" AdSCSI boards that do support parity. I know for sure. I own one (dated 1989), all the drives hooked to it have parity checking enabled (a Maxtor 7290S, a Seagate ST157N, a Wangtek 5150ES).

There are also AdSCSI+ that do not support parity. The parity bit feature must have been added somewhere in 1989, starting with the AdSCSI/+ boards that have an extra piggyback on them. The only difference between AdSCSI+ and AdSCSI is the real-time clock on the "+" model, residing on-board as SCSI device #6.

bye, Peter

4811. Re: ATARI STe 1040

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: Peter_Missel@ll.maus.de
Message-ID: <199506181929.a365@ll.maus.de>
Source record: 163536

>Just ask for "30 pin, 1 Megabyte SIMMs"... actually speed doesn't much
>matter, since it's difficult to buy SIMMs too slow for an ST.

...but you can easily buy SIMMs that are too fast. 3-chip 60ns SIMMs may well run into refresh timing problems in STEs. Anything between 70 and 120ns will work, 2-, 3-, 8- or 9-chip layout, 8 or 9 bit.

bye, Peter

4812. Re: ATARI STe 1040

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: Peter_Missel@ll.maus.de
Message-ID: <199506181933.a366@ll.maus.de>
Source record: 163537

>I'm using MFM right now, you need to get an Adaptec 4000 controller, it
>plugs into a SCSI host adaptor and allows you to use MFM, I have yet to
>get proof of someone actually *using* IDE drives with an Atari (exept
>with a Falcon of course), just rumors of controllers able to do it...

At work, we have a fairly old 520ST (actually, it's the very first "NOT FOR RESALE" ST Atari delivered to us in July 1985) equipped with a Hard&Soft TOS Extension Card with IDE, and a Conner CP2024 connected to the latter. The drive is 2,5" and fits into the 520ST's housing. And this definitely works. We're using AHDI 5.00 to autoboot the machine from this internal IDE drive.

bye, Peter

4813. Re: Useful life of floppy disks

Newsgroup: comp.sys.atari.st
Date: 1995-06-18 00:00:00 UTC
From: Peter_Missel@ll.maus.de
Message-ID: <199506182150.a372@ll.maus.de>
Source record: 163538

>I remember a number of years ago there was a study done. If I recall,
>the magnetic material on a floppy disk should last about a century, and
>that's with an update once per minute. I don't think the mangentic
>property of the disk will start to deteriorate on its own, but I imagine
>it may also have to do with the quality of the disks.

Well, the _material_ is almost indestructable, [large font on] BUT:

The magnetization, i.e. your data, faints. As fast as any audio tape does.
After two to four years, you'll see read errors and lost data. That is why
optical storage media exist - data last 10 to 20 years there.

bye, Peter

4814. What programs are wanted?

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3s2rb1$e3p@cville-srv.wam.umd.edu>
Source record: 163539
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st

I'm learning some programming for school, and was just curious
what kinds of programs everyone is interested in. I'd like to try to
work on things that people can use. ;-) Please email with suggestions!

--LuNATiC

4815. NVDI 3.x for ET4000 cards (e.g. Crazy Dots II) ???

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: Ton van Overbeek <tvoverbe@wk.estec.esa.nl>
Message-ID: <3s36fv$14n0@info.estec.esa.nl>
Source record: 163540
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,de.comp.sys.atari.st

I've been able to borrow a Crazy Dots II graphics card for my TT.
I am using NVDI 3.x on my 'normal' TT.
Does anyone know if a version of NVDI 3.x exists for ET4000 based graphics cards like the Crazy Dots II ?. There was/is an NVDI/ET4000 version of NVDI 2.54.
In the adds I see only references to a version for the Nova graphics cards.
Any more information is appreciated.

Ton van Overbeek, tvoverbe@wk.estec.esa.nl

4816. PC Emulators...

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3s38el$cm0@golem.wcc.govt.nz>
Source record: 163541
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

PC Emulator.....

Some time back I think I read about another PC emulator that had been placed
in the PD, so were can I get this from and is it on a FTP site...

One name I have been given was SOFTPC.ZIP and that it was on a BBS,
so is this the one..???

Thanks.............

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4817. Re: Q:Cubase audio Falcon FDI levels

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: contacts@mits.mdata.fi
Message-ID: <3s3e5u$61q@prime.mdata.fi>
Source record: 163542

In article <DABIDs.7q4@cs.dal.ca>, dick snook <af366@ccn.cs.dal.ca> wrote:
>--
>Does anyone using this system know how to increase the digital signal
>which in the A/D conversion loses 12 db .i'm using an ADAT with an AI-1
>converter box(alesis) and when i transfer back to the ADAT from cubase the
>transfer is lower than the other tracks by 12db and if i transfer back in
>forth again i lose an other 12db.is there such a thing as an opticl
>amplifier or digital (co-axial)amp.thanks dick in nova scotia

Are you sure you've set all the levels to 127 in Monitor, Mixer and
Audio Editor Segment Volume? When I got my FDI I tested the optical
ping-pong between a DAT and CAF, and I lost only 2-3 Db. Steinberg
told that they've had one other bug-report about the same thing, but
they've not beem able to verify the problem. So maybe it's a Falcon
model related problem.

Later I heard that there are now two types of FDI: 16-bit and 24-bit.
I don't know if the bit upgrade does any good for the Db-loss, but
you can get an hardware upgrade package from SoundPool (10 dollars
or so) that makes the FDI 24-bit ready. Check the bottom of your
FDI, there should be a sticker "24-bit ready", if it's a newer model.
SoundPool and Steinberg FDI's are the same.

Then again, such big a loss of level might be caused by AI-1 or
ADAT level settings also.

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

4818. How much PAK in Germany?

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: mms02bj@loqi.elka.pg.gda.pl
Message-ID: <3s3evr$agk@sunrise.pg.gda.pl>
Source record: 163543

Continuing my studies, I want to know how much is PAK 68/3 in Germany?
Please, give all prices: with and without TOS, STe version, switcher etc.
Thanks

--
Jaroslaw "Banan" Banachowicz	tel. (+ 48 58) 25 39 48
mms02bj@loqi.elka.pg.gda.pl	(+ 48 58) 22 23 55
st3109jb@smokie.elka.pg.gda.pl	
Hobbies: War Gaming, Atari ST, RPG.

4819. Re: Pirating Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3s2v7a$am2@golem.wcc.govt.nz>
Source record: 163544

] You should have had some price from writing something like this.. Finally
] i'm no longer alone on this one 8-) Well spoken!

I've had this opinion for ages. I copy the software, delete it if I
don't like it, and buy it if I do after a couple of weeks. That way, as
said, I get to test it properly to see if it does everything I want,
and then when I pay for it, I get all the updates, the manual etc.

(Well, actually, the dozen or so shareware titles I've registered ceased
to be supported about a week after I registered them, so I'm rapidly
going off the idea, it seems to happen to all but the very major programs
(GEM-View, Connect etc.).

Nothing wrong with try before you buy. This concept has earned Gribnif,
and other companies a lot of my money. If I hadn't borrowed a friends
Neodesk 3 for testing purposes, I would never have found out how
marvellously useful it is, registered it, and promptly upgraded to
Neodesk 4, buying Geneva while I was at it. In the world of Atari, it's
about the only way, as you sure can't try the software out at a "local"
dealer, as they're few and far between. As long as everyone gets their
money in the end, so what!?

And if a program is of little use, and you delete it, then you save yourself
a lot of money, as virtually no company will make an easy time of returning
the program to them and getting a refund after you realise after 2 weeks
that it doesn't have all the features you want.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

4820. Re: Falcon MIDI step editor

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: lashower@netcom.com
Message-ID: <lashowerDAErn2.Iq2@netcom.com>
Source record: 163545

EAM. Breen (eb4336@irix.bris.ac.uk) wrote:

: Having trawled the net for a program of the following description, I am
: turning to c.s.a.s as a last resort, so no flames please...!

: I would like a program which is available on the Internet and runs on the
: Falcon and sends out MIDI notes in a sequence, like Sequencer One, Cubase or
: KCS Omega, so that I can program music in step time from it and send it to
: the EVS Evolution synth module I have been lent; I haven't got a keyboard
: but I'd still like to have some use out of the synth.

: Thanks very much,
: Ellis Breen

Ellis -

You might want to check out the Atari MIDI Processor (AMP). I have some demos of it on my FTP site (ftp.netcom.com in pub/la/lashower/amp). AMP is a very easy to use 128 track step entry sequencer. It should run fine on all 680x0 Atari computers (as long as it is running in ST-Medium or ST-High). The sequencer was writen entirely in assembly language and features a very efficient sequence data structure: about 1,000,000 notes (that's note ON and note OFF) per 4-megs of RAM.

AMP also features some nifty graphics and a karaoke lyric display during playback. You'll probably find AMP ST to be a cross between a very suped up version of the Antic Music Processor and Lee Actor's MIDI Music System for the 8-bit Atari's.

BTW - The sequencer engine used in AMP ST was ported and used in Star Wars Arcade for the Sega Genesis 32X.

-- Steve

--
Steven Lashower | "You can't expect to wield supreme executive power
lashower@netcom.com | just 'cause some watery tart threw a sword at you!"
| - Monty Python and the Holy Grail

4821. MiNT on Gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: darkforc@tiac.net
Message-ID: <3s3bb3$ibl@sundog.tiac.net>
Source record: 163546

I was wondering if the MiNT distribution I downloaded off a.a.u.e. would work on Gemulator 4.0? I am going to be buying the Gemulator package for my 486. I don't have an Atari ST anymore (I gave it to my sister as a birthday present). I would like to start using all my old software again, and start learning some of my old apps. like Calamus, and the MiNT programming I was getting into shortly before I gave it to her. I figure if it runs on the Gemulator, and I upgraded my 486 to a Pentium, then the multitasking of MiNT wouldn't be as painful as it was when I had my Mega 2.

Eric

4822. Re: Atari World!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.803556886@gen-off-2>
Source record: 163547

chainxor@kom.auc.dk (Henrik Lunardi Weide) writes:
>The editorial, layout and general contents are BRILLIANT!
I presume you have not seen issue 3, then?
Not many people here have, either, following the furore over the
doggy pix.

--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

4823. Re: Web browser for ST yet?

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: Patrick Koehne <koehne@ls10.informatik.uni-dortmund.de>
Message-ID: <3s3m72$acf@fbi-news.informatik.uni-dortmund.de>
Source record: 163548

Hi

A first BETA-vers. of a GEM and grafical WWW-Browser is available here in Germany already. It still can't used online, so you just can display local files. But the author will go on deloping that programm.

If I don't forget I'll upload that package (very small) to a FTP-site within the next days. Perhaps you remember me sometimes, so I won't forget it.

Look at a message in comp.sys.atari.announce. I'll write there if I uploaded the programm :-)

Bye

...Patrick

--
UseNet : koehne@ls10.informatik.uni-dortmund.de
Maus-Netz: Patrick Koehne @ UN

4824. Re: NVDI 3.x for ET4000 cards (e.g. Crazy Dots II) ???

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: and@sun1
Message-ID: <1995Jun19.133012.4554@newsserver.rrzn.uni-hannover.de>
Source record: 163549
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.st,de.comp.sys.atari.st

Ton van Overbeek (tvoverbe@wk.estec.esa.nl) wrote:
: Does anyone know if a version of NVDI 3.x exists for ET4000 based graphics
: cards like the Crazy Dots II ?. There was/is an NVDI/ET4000 version of NVDI
: 2.54.

I am running my TT with a Crazy Dots II and NVDI 3.02 ET4000.
So there at least one version must exist.

--

ANDREAS KROMKE

4825. Re: PC Emulators...

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: richwegner@aol.com
Message-ID: <3s46hl$acr@newsbf02.news.aol.com>
Source record: 163550
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I don't know much about that PC Emulator, but there was one written a few years back called PC DITTO.

PC DITTO ran even on a 512K machine, but it made it run super slow. It is like comparing a XT to a Pentium for speed. The Atari is equal to the XT while the XT equals the Pentium. That is how slow it is. I read the docs to PCXformer and the author says that a 10:1 ratio is best. If you want to emulate a computer your host computer should be 10 times faster than the computer you are trying to emulate to get best results.

"Be kind to your web footed friends, for a duck maybe somebody's mother."
- Mitch Miller, song name escapes me!

RichWegner@AOL.COM

4826. Re: Q:Cubase audio Falcon FDI levels

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: tks@st.rim.or.jp
Message-ID: <3s2eot$m1v@news.rim.or.jp>
Source record: 163551

In article <DABIDs.7q4@cs.dal.ca>, dick snook <af366@ccn.cs.dal.ca> wrote:
>
>
>--
>Does anyone using this system know how to increase the digital signal
>which in the A/D conversion loses 12 db .i'm using an ADAT with an AI-1
>converter box(alesis) and when i transfer back to the ADAT from cubase the
>transfer is lower than the other tracks by 12db and if i transfer back in
>forth again i lose an other 12db.is there such a thing as an opticl
>amplifier or digital (co-axial)amp.thanks dick in nova scotia

Did you try to set the mixermap's volume fader to maximum?
It's nothing to do with A/D stage. That's the ADAT's roll, when you
record audio onto the CAF via digital, anyway.
Also, it's possible to higher the level up using CAF's offline functions.
Though, it's better if you do it before audio becomes numbers.

Good Luck.

Takashi

4827. Re: Q:Cubase audio Falcon FDI levels

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: petefagc@w210zrz.zrz.TU-Berlin.DE
Message-ID: <1995Jun19.092009@w210zrz.zrz.TU-Berlin.DE>
Source record: 163552

Hi there,

I've experienced exactly the same and it annoys me terribly. I've contacted Steinberg and several Cubase Groups, but never got useful advice/help. Not only is there digital signal loss, but loss of the signal|s quality as well, although I'm using a Sony DTC-60, which has excellent A/D D/A converters.

Any comments or help?

CU, Pete
****

Peter Kellogg Phone/Fax: 49 30 622 5371
Mail: kellogg@ftsu09.ee.tu-berlin.de
OR
petefagc@w206zrz.zrz.tu-berlin.de
****

4828. Re: Atari World!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: petefagc@w210zrz.zrz.TU-Berlin.DE
Message-ID: <1995Jun19.092814@w210zrz.zrz.TU-Berlin.DE>
Source record: 163553

Hi there!

Anybody know whether Atari World is availble in Germany as well? Have heard so many good things about it that I finally wanna check it out.

If it's not available in Germany, please could someone e-mail me an address where I can contact the folks at Atari World directly? (I know, it's been posted here hundreds of times before.. ;-)

Till then, Pete

****
Peter Kellogg Phone/Fax: 49 30 622 5371
Mail: kellogg@ftsu09.ee.tu-berlin.de
OR
petefagc@w206zrz.zrz.tu-berlin.de
****

4829. Re: MiNT on Gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3s4us2$jhs@gti.gti.net>
Source record: 163554

Chris Richardson (richards) wrote:
: Why use MiNT when you can use the multitasking of Windows?

D'oh!

There are two views: in a world where all the "fun" stuff is
Unix based, running a unix-like environment like MiNT gives
access to these fun things. But on the other hand, since
"everyone" runs Windows, and "everyone" writes software for
Windows, why bother with anything else?

Take your pick. I prefer to have fun. (someone very recently
posted that hobbyist programming is dead. I am not a programmer,
but I wonder what colour the sky is in that persons world?)

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

4830. POV v2.2

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: steirney@cs.strath.ac.uk
Message-ID: <3s3t3n$2ac@dunlop.cs.strath.ac.uk>
Source record: 163555

Anyone got a COMPILED version of POV Raytracer v2.2 that will run on an Atari STe?

Or does anyone know where I can find this binary?

Please E-mail a reply. Cheers in advance

4831. Re: ANSI EDITOR FOR FALCON(VGA) (address problem)

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: Basis Plus <lanliker@g26.ethz.ch>
Message-ID: <3s3qbq$2ea@neptune.ethz.ch>
Source record: 163556

There was a problem with the address... to be 100% sure, now send any requests
for the ANSI editor to lanliker@g26.ethz.ch
I will then select some beta-testers...

Greetz,

Teddy of TMC

4832. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: se2ap@dmu.ac.uk
Message-ID: <3s44j5$k51@macondo.dmu.ac.uk>
Source record: 163557

In article <891@stork.ukc.ac.uk>, mdg@ukc.ac.uk (Martin Griffiths) writes:
> In article <3rhefu$scc@macondo.dmu.ac.uk> Alan Parker <se2ap@dmu.ac.uk> writes:
>
> Any reasonable 3d routine should be using a timer for frame compensation, this
> saves a lot of trouble with timings (as you've discovered).
>

I didn't say frame compensation, I said demo timing. There are problems with
using a timer (e.g B) for timing because if you are running off the vbl then
you might miss events etc. (OK, I know that can be fixed, but it's still
hassle).

> I think setting the 'active edge' bit solves this problem - its 3 lines of code
> for this (gosh.. VGA is such hassle!)

I didn't know about that, obviously, or I wouldn't have mentioned that point.
I don't know if this works, I'll try it.

> Why didn't you just create 320x100 VGA mode... to do this you 'create' a 320x200
>video mode with some software like 'blow-up' and then grab the
>values for this mode and set the linedoubling bit..... (not much hassle at all)

Duh! That bit is already set, should I try setting it again ;-) I tried creating
a 160x200 VGA resolution to maintain some of the speed benefits, but it only
worked for the first scan line (I don't know why).

I'll say it again, that bit is already set for that mode (in VGA)!!

> It seems *madness* to write demos for RGB when only about 10% of Falcon owners
> actively use their machine with one of these monitors. I can't believe you
> sit at an RGB monitor coding or even worse a TV... you'll go mad!

But I have a multisync so I have the best of both worlds ;-)

Alan.

--
/---\
| From: Alan Parker |
| E-mail: se2ap@dmu.ac.uk |
| WWW: http://www.cms.dmu.ac.uk/~se2ap/ |
| System: Falcon030 4mb/170mb FPU |
\---/

4833. Re: Useful life of floppy disks

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3s3nij$5k1@inca01.inca.co.nz>
Source record: 163558

Charles Briscoe-Smith (cpbs@ukc.ac.uk) wrote:
> If I remember correctly, HD (High Density) disks use a different medium
> from DD (Double Density) disks and are therefore incompatible with them
> at the hardware level. The difference is that HD disks require a
> greater write current in the drive head to record the information; the
> current normally used to record on DD disks won't always work with HD
> disks.

Wrong!

High Density discs actually have a THINNER disc platter, and require less "signal strength" to put the data on a disc. The disc media is different as well.

Using a HD disc in a DD disc drive may cause the signal used to write data on side one to actually write to side two as well. Obviously this is not desirable.

Also, the surface of a HD disc is "rougher" (albeit not discernably different to the human eye) than that of a DD disc. Using it in a DD drive will actually damage the read/write heads of the DD drive.

4834. Re: new Falcon demo kicks butt

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: mdg@ukc.ac.uk
Message-ID: <901@stork.ukc.ac.uk>
Source record: 163559

In article <3s44j5$k51@macondo.dmu.ac.uk> se2ap@dmu.ac.uk writes:
:>> Why didn't you just create 320x100 VGA mode... to do this you 'create' a 320x200
:>>video mode with some software like 'blow-up' and then grab the
:>>values for this mode and set the linedoubling bit..... (not much hassle at all)
:>Duh! That bit is already set, should I try setting it again ;-) I tried creating
:>a 160x200 VGA resolution to maintain some of the speed benefits, but it only
:>worked for the first scan line (I don't know why).

Sorry, I didn't explain myself clearly - you boot up in 320x480 and then use
the blowup software to reduce the number of lines to 200. So you have a resolution of
320x200 on screen - you then RECORD the video hardware values and then
SET the LINE DOUBLING bit and hence get a 320x100 resolution. If the refresh
rate is too high then you increase the number of 'border' lines vertically and
horizontally if necessary - and hence decrease the refresh rate, I can get
320x200 at 50 or 60hz in this way. Easy peasy lemon squeezy!

>Alan.

Hope that helps.
Griff
--

4835. Re: Pirating Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506191626.AA01186@ilmen.lanl.gov>
Source record: 163560

In a previous article, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

> Please, do _not_ think that I'm trying to defend criminality.

Not at all, Tommi. By and large, you have presented very sound, logical arguments and a lucid analysis of the causes of the problem. I applaud your rational efforts. Not everyone in this group is capable of doing so.

> I understand your feelings as a program developer, Hutch - and I respect
> your right to be angry, when people take advantage of you without paying.

Well, my anger is much more a result of the callous attitude that some people have in regards to hurting others. Piracy hurts us all, but it's a personal affront to developers (who are users, too, after all).

> But in order to stop piracy, we just can't tell people: "stop acting
> criminal!", when the reasons behind piracy still exist. Do you agree?

Only in part. Regardless of the 'reasons' behind piracy, I do not believe we have to tolerate it. Accepting it as an unfortunate 'fact of life' is much the same as condoning it. Violence exists in the world for many underlying social reasons. But we shouldn't have to accept it as a given.

Stealing software, for whatever purpose, -is- still illegal and any advertisements in this newsgroup that include copies of commercial software should not be tolerated by the rest of us. That is what I complained about (Murchison's advertisement) in my original post. It was not intended as a launch into another tirade against piracy.

I am _much_ more concerned about the moral decline that rationalizing software theft brings about than I am about the loss of any potential profits, the decline of Atari, or any other such temporal concerns.

I will continue to speak out against the general acceptance of software piracy because I believe it is damaging not only to the industry but to our society. But in the end, it's a personal decision each of us must make.

-Hutch-

4836. $$$ for sale TRAKCOM and/or MUSICOM2 halfprice france/paris$$$

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: PORTAL <diot@paris.ensam.fr>
Message-ID: <9506191625.AA23590@ensam10.paris.ensam.fr>
Source record: 163561

for sale in france/paris , just one examplary:

-TRAKCOM : sampler/soundtracker 10 tracks,16 bits
> 300 French Francs <
and/or

-MUSICOM2 : direct to disk system
> 300 French Francs <

Complete with registration card , never used.
E-mail to
diot@paris.ensam.fr

4837. FOR SALE: LYNX + GENESIS DOO-DADS - doo [1/1]

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: EG3663A@american.edu
Message-ID: <3s4adv$8hl@paladin.american.edu>
Source record: 163562

I have the following items for sale, or trade (for 3do materials):

Genesis:
1. Sega Auto RF switch box (ANT. to TV connection)

Atari Lynx:
1. AC adaptor (brand new in box)
2. Sun visor/Screen guard (fits right over the screen, brand new in box)

Please Email me if interested in any of these items. Thanks,
Evan
EMAIL: EG3663A@American.EDU

4838. FS: Atari Mega STe

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: "Michael H. Smith" <msmith@alder.jf.intel.com>
Message-ID: <3s48dl$smh@news.jf.intel.com>
Source record: 163563
Cross-posted to: comp.sys.atari.st,pdx.forsale

Atari Mega STe 4/340.
TOS 2.05

Three years old, in excellent condition.
Includes installed Best power supply, upgraded Best keyboard mylar.

Includes SM124 mono printer and too much software to list.
Everything goes, I'm switching platforms.

Please, local Portland, OR area only, I do not want to ship system.

$650

email: msmith@alder.jf.intel.com

4839. Re: MiNT on Gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: Chris Richardson <richards>
Message-ID: <3s4hmi$nkj@mmddvan.mdd.comm.mot.com>
Source record: 163564

Why use MiNT when you can use the multitasking of Windows?

4840. Re: Useful life of floppy disks

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3s4kro$ld3@golem.wcc.govt.nz>
Source record: 163565

In article <3s3nij$5k1@inca01.inca.co.nz>, gmiller@inca.co.nz (Gaven Miller) writes:
>Charles Briscoe-Smith (cpbs@ukc.ac.uk) wrote:
>
Drible removed....

>
>Also, the surface of a HD disc is "rougher" (albeit not discernably
>different to the human eye) than that of a DD disc. Using it in a DD drive
>will actually damage the read/write heads of the DD drive.

Please Please don't post such rubish here thank you, you don't even
know what you are talking about....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4841. Re: Web browser for ST yet?

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <AAE604EAmrn@albemuth.equinox.gen.nz>
Source record: 163566

charly@senator.inka.de (Karlheinz Sauther) writes:

>In <3rv40c$fiq@sinsen.oslonett.no> Hallvard Tangeraas wrote:

>>I remember some talk here about a possible web browser (graphical) for the
>>Atari ST. How's this coming along? I know that I among many people are
>>"desperate" for such a program.
>>

>The english readme:

>HTML-Browser V0.93 (May 1995) Atari ST/TT/Falcon/Medusa/Eagle/MagiC Mac
>==========

[lots of interesting info deleted]

The real question is, is there a ftp site for it??

Cheers,
John
-=-=-=-=-=-=-=-=-=-=- John Collis at home -=-=-=-=-=-=-=-=-=-=-
john@albemuth.equinox.gen.nz or john@southern.co.nz

4842. Re: Offline Reader

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: john@albemuth.equinox.gen.nz
Message-ID: <AAE6056Cmrn@albemuth.equinox.gen.nz>
Source record: 163567

jwoakes@tdc.dircon.co.uk (John Woakes) writes:

>I need an offline reader for an ST that can handle packets in either HDPF
>(SOUP) or ZipNews formats. I've only used QWK offline readers (IMHO).
>Does anyone know of one?

I think that the Okami newsreader handles SOUP now. Check it out I think
the latest version is 0.26

-=-=-=-=-=-=-=-=-=-=- John Collis at home -=-=-=-=-=-=-=-=-=-=-
john@albemuth.equinox.gen.nz or john@southern.co.nz

4843. re: faxprg

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3s4l24$ld3@golem.wcc.govt.nz>
Source record: 163568

In article <1774rcain@nest.demon.co.uk>, rcain@nest.demon.co.uk (Roger Cain) writes:
>On 16 Jun 95 J. wrote:
> Jg> From: geheniau@inter.NL.net (J. Geheniau)
> Jg> I am searching for a program to send and receive faxes with my 14k4
> Jg> modem on a atari st.
>
>It is a fax modem, is it? If so what about CoMA or Junior Office?

Well I would rate COMA as the best but not the price, its some 200% over priced
for shareware.....

Shareware should be very cheap, but not COMA, its the dearest FAX program
thier is.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4844. Re: Will MajicMac run on Power Mac?

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: dcohen@cix.compulink.co.uk
Message-ID: <DAFtz6.2t7@cix.compulink.co.uk>
Source record: 163569

In message <tt-1206951914590001@tempel.muc.de>, tt@muc.de said:

> Really? I *am* the programmer of MagicMac and I did an interview but
> I think that I didn't say that there'll never be a PPC version. I
> might have said that it'll not be available soon.
>
> Now, it is available. The demo named magicmac-1.2-demo.sit will be
> available on info-mac mirrors in a few days.
>
> Thomas
>

The exact words of the ST Format article are "The plan was to emulate the Atari's 680x0 on Power Macs. In September last year this was deemed too time-consuming." As they don't say anything else about emulation, that leaves the reader with the impression that there was not going to be a Power Mac version. I am not surprised that STF got it wrong; even if it was true at time of interview, they could have checked further.

They go on to say, in what seems like a quote from Thomas although quotation marks are not used, "A native version for Power Macs would be quite hard to do, and would require direct support from Apple USA." Is this still true?

Daniel Cohen
e-mail: D.E.Cohen@qmw.ac.uk or dcohen@cix.compulink.co.uk

4845. Re: Useful life of floppy disks

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <DAFwLK.B5J@cix.compulink.co.uk>
Source record: 163570

In message <3s10hr$os@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz said:
> In article <DACGI6.KyF@cix.compulink.co.uk>, satty@cix.compulink.co.uk
> ("Stephen Atty") writes:
> > In message <13061@gos.ukc.ac.uk>, cpbs@ukc.ac.uk said:
> > > If I remember correctly, HD (High Density) disks use a different

> >
> > Not as far as I am aware - both SD and HD disks use the same media
> > - the batch is tested at HD, if it fails they downgrade it to SD.

> Are you a magnetic exspert, I don't think so, so please don't post
> such crap here thanks....

For Fecks sake - I did say AFAIAA - if you are a "magnetic expert" then
I am quite happy to accept that you are correct but there is no sodding need
to basically accuse me of posting crap.

> > HD drives use a smaller track which is why HD drives will invariably
> > read SD disks but SD drives sometimes won't read disks formatted
> > at the SD level on HD disks.
>
>
> HD are not the same as DD disks THEY DO USE a DIFFERENT MAGNETIC
> FORMALA..

Do you mean formula as in mixture of ferromagnetic materials or different
size particles which lead to a different maxwell co-efficient?

Steve Atty (Falcon 030/FPU/4Mb/80Mb MiniS/80Mb Rodime)

"Et ego in Arcadia vixi"

4846. Re: ATARI 520 ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: 00K0238@CCMAIL.EMIS.HAC.COM
Message-ID: <00K0238-1906951313170001@vak0238.tu.hac.com>
Source record: 163571

> Could anyone tell me what is an ATARI 520 ST? I have seen one listing for
> just HK$100 (new). But I am now sure what I can do with it. Are there stil
> software available for it? Anyone knows about its hardware configuration?

---------- Reply ----------
>
A 520 ST is very similar to a 1040 ST. The processor is a 6800 running at
8 mHz. It has Half a meg of ram which can only be upgraded with an
aftermarket kit such as Z-Ram. If you intend to run modern software you
will want to upgrade the memory right away. The stock version only had a
half sided floppy disk if I remember correctly. You will need an origional
Atari monitor since other monitors will require difficult to find
conversion hardware.

4847. Re: STE joysticks

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: Bastian Schick <schick@hera.rbi.informatik.uni-frankfurt.de>
Message-ID: <3s3mba$mig@zeus.rbi.informatik.uni-frankfurt.de>
Source record: 163572

It _is_ possible to use the Jaguar-controller at the STE or the F030,
the ports are nearly compatible.
A game from Jeff Minter (don't no the name, and a lot of llamas and sheep isn't
a good hint ;-) uses them.

Bastian

4848. Re: Zip Drive Software?

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950619232509.11177B-100000@moose.erie.net>
Source record: 163573

On Tue, 13 Jun 1995, Gert van der Knokke wrote:

> In <FEPSFADOUP@cabal.shnet.org> Thorsten Guenther wrote :
>
> >> > The Zip drive doesn't work with the Atari as is. Our usual SCSI
> >> > adapters do not work with it either. I comes with PC and mac software
> >> > only.
> >>
> >>It should work with the TT or Falcon SCSI adaptors - even if it doesn't
> >>like DMA host adaptors much.
>
> these ZIP drives seem very hard to get here in Holland I will report as
> soon as I can lay my hands on one...
>

Based on my conversation with Howard Peters at ICD today, even
the driver which ICD has released for the Zip drives is encountering
problems with write failures. I'd recommend waiting until all of the
software problems are resolved.

4849. SW/PD/Freeware & CD-Rom Question

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: Antony.Lacey@f706.n2500.z1.fidonet.org
Message-ID: <b34_9506200630@sentinel.co.uk>
Source record: 163574

Christian Mittendorf previously scribbled to All ...
Hiya Christian...

CM> **
CM> This program is Freeware! This means you can copy and use this
CM> program freely. A distribution with bbs, ftp-server and PD-Series is
CM> welcome. A distribution on CD-ROMS or cover-disks requires my
CM> permission. The program must be copied completely and must not be
CM> changed!
CM> **
CM> *
CM> But now a german cd-rom producer put mine and some other programs,
CM> which also use this paragraph, on a cd-rom without asking anybody!

I would have thought this was clear enough ..... ask the producer to remove it from the CD or to send you some compensation for breaking the terms of your software.

I would think he'd be more happy to send you some money .. after all he'd have a hard time removing it from all his CD's :-))

Cheers ... *Antony*
--
| Fidonet: Antony Lacey 1:2500/706
| Internet: Antony.Lacey@f706.n2500.z1.fidonet.org
|
| Sent via The SENTINEL Internet gateway +44 (0)1922-712819
| Multiple networks access, Free Email, Usenet groups available
| Email gateway@sentinel.co.uk for details of feeds
|

4850. UK ST BBS NUMS PLEASE !

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: Antony.Lacey@f706.n2500.z1.fidonet.org
Message-ID: <b35_9506200630@sentinel.co.uk>
Source record: 163575

kevan@empyr.dircon.co.uk previously scribbled to All ...
k> Hi,
k>
k> I am trying to get hold of the latest versions of SEMPER, LED and
k> JETMAIL, or other software I need to set myself up as a point off my
k> local BBS.

I have them here as LED_129.LZH, JM099B19.ZIP, and SMP_078B.ZIP ... freq or
download from 01203 601448.

k> Anyone know where I can get them ? ....and a list of good UK ST BBS
k> numbers please ?

And I have a list of BBS's currently in the NeST nodelist as nestlist.txt
available as well. Feel free!

Cheers ... *Antony*
--
| Fidonet: Antony Lacey 1:2500/706
| Internet: Antony.Lacey@f706.n2500.z1.fidonet.org
|
| Sent via The SENTINEL Internet gateway +44 (0)1922-712819
| Multiple networks access, Free Email, Usenet groups available
| Email gateway@sentinel.co.uk for details of feeds
|

4851. Re: BBS Programs..

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: Antony.Lacey@f706.n2500.z1.fidonet.org
Message-ID: <b36_9506200630@sentinel.co.uk>
Source record: 163576

mstacey@rdl.co.uk previously scribbled to All ...
Hiya Martin ...

m> QBBS is available and still being developed it runs on ST's and
m> Falcon.

Have there been any new releases since 1.12??

Cheers ... *Antony*
--
| Fidonet: Antony Lacey 1:2500/706
| Internet: Antony.Lacey@f706.n2500.z1.fidonet.org
|
| Sent via The SENTINEL Internet gateway +44 (0)1922-712819
| Multiple networks access, Free Email, Usenet groups available
| Email gateway@sentinel.co.uk for details of feeds
|

4852. Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: Phil.Wilson.@p3.f19.n1011.z1.fidonet.org
Message-ID: <b37_9506200630@sentinel.co.uk>
Source record: 163577

In a message of 15 Jun 95 ade@adesamm.demon.co.uk (2:2500/603) wrote to All :

>
> I have a Bare SCSI Hard drive for sale it's 170MB in size.
> It has been used on an Atari, so has a lot of software on it, I will
> delete the
> commercial stuff, but there is a lot of PD, I could fill it totally.
> Contact me on the E-mail no. below
>
> Ade.
> --
>

Am intrested in the above,how much do you want,for it??

What about C.O.D!!

BFN.... *Phil*

Nest 90:102/146.3
Fido 2:2500/706.3
Internet pwilson@allatsea.sentinel.co.uk
--
| Fidonet: Phil Wilson 1:1011/19.3
| Internet: Phil.Wilson.@p3.f19.n1011.z1.fidonet.org
|
| Sent via The SENTINEL Internet gateway +44 (0)1922-712819
| Multiple networks access, Free Email, Usenet groups available
| Email gateway@sentinel.co.uk for details of feeds
|

4853. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: erichall@io.org
Message-ID: <3s580d$2gg@ionews.io.org>
Source record: 163578

>In <3rpqrb$suh@news.nevada.edu> amsler@nevada.edu (JOHN AMSLER) writes:
>>Is there a way to "trick" First Word Plus (v 3.20) into printing all the
>>odd-numbered pages * (and, once I flip the papers over <g>, all the
>>even-numbered pages) in a multiple-page document?
>
>>* Retaining their page numbers, of course
>
>>If not, are there any other word processors for the Atari computers that
>>have that feature?
>
John,

What you really want is "IdeaList" (latest version 3.6), available on
just about every ftp site. This little print utility is in my opinion
the finest piece of shareware I've ever come across and worth many times
the 20 DM fee. In fact I've saved that much 10 times over in paper and
toner since I got it. You can quickly handle even and odd passes, with
individual margin offsets for binding, two sided, and multi-column pages
as well. Features are far too many to list, but give it a whirl. The
author, Chris Bartholme, provides ongoing support and is continually
improving it.

Eric

4854. Re: How much PAK in Germany?

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: alpldbia@w350zrz.zrz.TU-Berlin.DE
Message-ID: <3s4u1d$34u@brachio.zrz.TU-Berlin.DE>
Source record: 163579

In article <3s3evr$agk@sunrise.pg.gda.pl>,
Banachowicz Jaroslaw <mms02bj@loqi.elka.pg.gda.pl> wrote:

>Continuing my studies, I want to know how much is PAK 68/3 in Germany?
>Please, give all prices: with and without TOS, STe version, switcher etc.

Czesc,

Do-it-yourself-kit without CPU: 330 DM
Ready-to-use-33-MHz-version: starting at 665 DM
Ready-to-use-50-MHz-version: starting at 755 DM
FRAK030 (FastRAM card): starting at 230 DM

This is taken from ST-Computer 6/95, page 27. Sorry, I don't have any more
detailled information.

Andre

--
Andre Leistner -- Materials Science/Polymer Physics student
UseNet: alpldbia@w255zrz.zrz.tu-berlin.de MausNet: Andre Leistner @ B

4855. Re: ZIP Drive & External CD R

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: gdg7@vision.hrz.uni-giessen.de
Message-ID: <3s49ek$tjg@c4.hrz.uni-giessen.de>
Source record: 163580

tom lamparty (ab164@yfn.ysu.edu) wrote:

: ICD has a file zip.lzh in the ICD RT section on GEnie. It's file no.
: 112 , so now you should be all set once you get this and Extendos or
: Extendos Pro.

Can I reach GEnie from the Internet? Are there other places to get the ICD soft. It's impossible to get ICD updates over here in Germany nay more :-(

If someone can help - please send me a Mail. Thanks!

Torsten Lang

4856. Re: FidoNet

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FFTSEHUUUP@dksoft.ping.dk>
Source record: 163581

In <9506132212243779@muskrat.hi.net> Slc.dennis Bishop wrote:

>I've got a ton of files with which I could set up a Fido Net Node on
>my BBS, but I've been unable to get any help, is there someplace a
>good text file that tells in Plain English how to use either one of
>the fron end mailers for Fidoet?
>
>Black Hole BBS 808-696-7763 14.4kb 24hrs BBS Express ST
>

If you tell us what programs you're trying to get to work, we (i) might
be able to provide the needed help.

As for your origin line, i fear you may get a problem, cause as far as
i remember Express BBS can't handle a frontend mailer. But i could be
wrong on this one. Alot of people here should be able to help you on this.

You could also tell me in what country you live, and i can dig out some
Fidonet/NeST/Atarinet/turbonet addresses near you, where you might be able
to get some more direct help.

Greets
Kim

Ps. as for programs, a "simple" system (freeware) could be set up using:

IOSmail (mailtosser)
Binkley (Frontend mailer).

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

4857. Re: NVD3 + WF2 HELP v1.2

Newsgroup: comp.sys.atari.st
Date: 1995-06-19 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <803702174.2@mettav.exnet>
Source record: 163582

It was none other than Alan Baker who did write on 14 Jun 95 that ....
AB> same don't work for me! (I haven't got OASIS to install because of
AB> tos error #34 unable to find file xxx) Just how does the failings of

That is probably becuse it cannot find one of the neccesary NOS files to copy over ... you have an ACTIVE file already ?

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

4858. FS: Falcon w/extras

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: em129@cleveland.Freenet.Edu
Message-ID: <3s7d6v$ecb@usenet.INS.CWRU.Edu>
Source record: 163402

FOR SALE:

Atari Falcon030 with 4MB RAM, 84MB HD, TOS 4.02

Including:

AtariWorks word processing, spreadsheet, and database program
SpeedoGDOS font scale management program
All original disks and manuals
In excellent condition

VideoMaster Video Digitizer Cartridge

Including:

TruePaint art package
Video digitizing software

Will sell for $800. E-mail me at the address below if interrested:

Thomas Main
em129@cleveland.freenet.edu

4859. NEED Comm program for 520 ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: bparker@cbafac.cba.uoknor.edu
Message-ID: <bparker-2006951608060001@129.15.15.13>
Source record: 163403

Hello,

One of the users on our BBS is looking for a Comm program for his 520 ST. If you know of any shareware and the site that I can get it from for him, please E-Mail me. Or, if you know of a commercial package that is decent and cheap (or have a used one you want to get rid of) let me know, also.

Thanks a bunch.

-BEP

bparker@cbafac.cba.uoknor.edu

--
Brian E. Parker - SysOp ORIGINS - bparker@cbafac.cba.uoknor.edu
My Home Page: HTTP://129.15.15.13/MOTOLIST/BPARKER.HTML
ORIGINS: FTP: or Telnet: or HTTP://ORIGINS.CBA.UOKNOR.EDU
OKC Local Dialing Area: 325-5883
Elsewhere in Oklahoma : 1-800-765-6552
Oklahoma Demographic Information - FREE E-Mail

4860. Atari Web Pages

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3s7i32$gs1@dux.dundee.ac.uk>
Source record: 163404

My Atari web pages are now available the service is somewhat limited
and contains basically some files, the owners & developers lists and
some other info.

Web page address, below.

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)
CD ROMS, Books & Travel Guides: cdsales@cix.compulink.co.uk

4861. Re: e-mail addresses

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: claes.holmerup@p5.dada.ct.se
Message-ID: <ftn_2.200.136.5$fidonet.org_2fe60a2a_Claes.Holmerup@p5.dada.ct.se>
Source record: 163405

To: macdonald@cfcsc.dnd.ca

Hello Ken,
I can help You out with one of the people You needed the right e-mail address
to:

> 2. Atari Computer Enthusiasts of Hawaii
> jperez@uhunix3.uhec.Hawaii.Edu

The right address is: jperez@uhunix.uhcc.hawaii.edu
So it was almost right...
I haven't been in contact with the others, so I can't help You there.

Best regards,

Claes

fidonet 2:200/136.5
e-mail claes@dada.ct.se

4862. Need advise

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: h9104374@hkuxb.hku.hk
Message-ID: <DAGB56.1E5@hkuxb.hku.hk>
Source record: 163406

Hello,

I am sorry that the following questions should already been answered in the FAQ. However I cannot find the FAQ and could anyone please kindly help me? Yesterday, I came across a special sales of only a few 520ST in a shop. Since I know nothing about the ST's, I asked the salesman for help. It turned out that the ST is completely strange to both of us. Could anyone give me a brief description of the 520ST? The package includes a 520ST with built in 3.5" floppy drive and some disks (I doubt if they are still working). I would like to have an external modem (RS-232 type) hooked to it for dialing to my school. Is it possible? Also, what is its video output (PAL,NTSC,RGB etc)? Can a MSDOS PC read/write the ST formatted disks? BTW, could anyone please mail me a FAQ?

Thanks in advance.

William

--
='''
c--OO William Wong at Department of Physics, The University of Hong Kong
|) email : h9104374@hkuxa.hku.hk
..` h9104374@hkusub.hku.hk

4863. Re: Useful life of floppy disks

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.219.000F10F9@ti.com>
Source record: 163407

I see alot of mails going on this subject....

I have been using reformatting 1.44M HD diskette to 720K on my ST and been using them for ages. No lost data etc. The reason why I am doing so is because it is easier to get HD diskette than DD diskette (some shop don't even stock DD diskette). Maybe one reason why it works well is probably because I replaced my Atari FDD with an PC FDD, when the Atari FDD died.

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
| ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
Internet Email: wongck@ti.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

4864. Spectre GCR Atari to Mac emulator

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: James Teays <jteays@class.org>
Message-ID: <3s7jcq$69b@news.cerf.net>
Source record: 163408

For sale, Spectre GCR Mac emulator (the one that reads Mac disks)
This is a very nice way to take advantage of Mac software on your Atari ST computer

Price $100.00 with software and manuals

jteays@class.org
Long Beach, CA

4865. Re: Web browser for ST yet?

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: Mark McGowan <mmcgow1@zeus.towson.edu>
Message-ID: <Pine.ULT.3.91.950620190933.18658C-100000@zeus.towson.edu>
Source record: 163409

On Sat, 17 Jun 1995, Phil Yeadon wrote:

> In article <3rv40c$fiq@sinsen.oslonett.no>
> hallvart@oslonett.no (Hallvard Tangeraas) said:-
>
> >
> >I remember some talk here about a possible web browser (graphical) for the
> >Atari ST. How's this coming along? I know that I among many people are
> >"desperate" for such a program.
> >
>
> My self and Dave Levi will be starting work on the Spider Web Browser
> in the next month or so. I personally hope to have something available by the
> end of the year at the latest!!
>
> __

What about for the Falcon? Does one already exist for the Falcon?

(((())(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((())))
() mmcgow1@zeus.towson.edu () Mark () as860@freenet.buffalo.edu ()
() /\ /\ ()
() co262@cleveland.freenet.edu ()
(((())(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((()))(((())))

4866. Re: Atari World!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: popemerlin@delphi.com
Message-ID: <pow92Ez.popemerlin@delphi.com>
Source record: 163410

Hi,

You'll find that the proverbial picture has been removed from later versions of issue 3. It was discussed at the Spotlight show and removed on the Monday afterwards.

Merlin would like to say that even though the issue tried to deal with a serious problem on the Internet, the magazine did go too far with the picture but has done everything it could do to rectify the situation for those who subscribe through us and hope that this one small incident does not detract from readers enjoyment of this excellent magazine.

Bye.

Phin

4867. Re: Web browser for ST yet?

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: szhays@bullwinkle.ucdavis.edu
Message-ID: <3s7jvi$nh5@mark.ucdavis.edu>
Source record: 163411

John Collis (john@albemuth.equinox.gen.nz) wrote:

: >HTML-Browser V0.93 (May 1995) Atari ST/TT/Falcon/Medusa/Eagle/MagiC Mac
: >==

: [lots of interesting info deleted]

: The real question is, is there a ftp site for it??

: Cheers,
: John

It is on atari.archive.umich.edu in atari/Newitems as html09.zip (I believe).
I wonder if Phil Yeadon and Dave Levi, or any of the other people who are
planning their own WWW viewers fro GEM, would be willing to start by
doing the final crucial step on this program, ie the connection between
HTML09 and MiNT Net.

Anything to get a full graphical WWW for TOS as soon as possible. Then,
if they were still enthusiastic, they could use this code as the basis
for their own "Spider's Web" or whatever web browser they were working on.

I'm thinking now particularly of the Data Uncertain thing, or whatever
ZFC might have done beofre giving up on the idea.

e.

4868. Re: Web browser for ST yet?

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <ftn_2.200.423_2fe74b58_Jesper.Kock@kockens.ct.se>
Source record: 163412

Hello android Yeadon! The 18.06.95 you talked about "Web browser for ST yet?",and my reply is:

> My self and Dave Levi will be starting work on the Spider Web
> Browser in the next month or so. I personally hope to have something
> available by the end of the year at the latest!!
>
> __
>

Will it work in GEM-only or do i have to run MiNT, like with Chimera ?

A GEM WWW-browser to the people, NOW!

Grtz from Sweden:


```
_____________________________________________________________________
/______ | .___ . \
|( ST ) jesper.kock@kockens.ct.se | // //| |
| |____| | || || | To boldly go |
|< oo > WiZZard on -*-Kockens BBS-*-| || || /\_ were no Atari |
| |\__/| | _/|| ||\_ /| has gone before |
| \____/ ATARI ONLY +46-46-250256 ||_/ |_| \_|/ |
| | |
\_____________________________________|_____________________________/
```

4869. Re: PC Emulators...

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <ftn_2.200.423_2fe74b71_Jesper.Kock@kockens.ct.se>
Source record: 163413

Hello android Sheppard..! The 19.06.95 you talked about "PC Emulators...",and
my reply is:
> Some time back I think I read about another PC emulator that had been
> placed in the PD, so were can I get this from and is it on a FTP site...
>
>
> One name I have been given was SOFTPC.ZIP and that it was on a BBS,
> so is this the one..???
>
>

Yes, thats the one. Its a Falcon-only file, and you will find it
on any wellsorted Atari-BBS or site. Like Umich.

Grtz from Sweden:

```
_____________________________________________________________________
/______ | .___ . \
|( ST ) jesper.kock@kockens.ct.se | // //| |
| |____| | || || | To boldly go |
|< oo > WiZZard on -*-Kockens BBS-*-| || || /\_ were no Atari |
| |\__/| | _/|| ||\_ /| has gone before |
| \____/ ATARI ONLY +46-46-250256 ||_/ |_| \_|/ |
| | |
\_____________________________________|_____________________________/
```

4870. FS: ATARI STACY 4/20 (PORTABLE!)

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3s82c6$22s@ccnet3.ccnet.com>
Source record: 163414

[Article crossposted from rec.music.makers.marketplace]
[Author was selah]
[Posted on 20 Jun 1995 20:02:52 -0700]

I AM SELLING MY ATARI STACY
FOR 710.00 YOU PAY SHIPPING!!
PLEASE RESPOND QUICKLY AS THIS WILL GO FAST!

GREG REYES 510-427-1075 CALIFORNIA

YOU PAY COD TO YOU.

--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
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~~~
selah @ccnet.com

4871. Re: Emajic Logic & Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: progmon@eden.com
Message-ID: <3s5vfp$h6i@boris.eden.com>
Source record: 163415

cb170@city.ac.uk (HALL B J) wrote:

>> instructions you should have success.

>This is good info Rich - do you mind if I put a copy on the EMAGIC web pages?

>--
>---
> |> | | WWW: http://web.city.ac.uk/~cb170
> |> E |\| |-| /\ |_ |_ EMAIL: cb170@city.ac.uk
>---

By all means, Ben. I would be honored by having a post of mine on
your great web page. Thanks!

Rich

------------------------R I C H T H U R O W-----------------------------
Email address: progmon@eden.com
MIDI Spoken Here!

4872. Re: Emajic Logic & Geneva

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: progmon@eden.com
Message-ID: <3s5vj0$h6i@boris.eden.com>
Source record: 163416

I am tickled that my "secrets" post made it to the net from GEnie, where it was originally written. My only update to it is this: Xor works in MagiC but there are screen redraw problems, but they are non serious. You lose port compatibility though. XoR under MagiC will NOT see Log3 or Unitor. It will see Export. If you are hooked on Xor, then follow the advice in the previous post. MagiC will not help. If you want to run Soundsurfer, then go for MagiC and Utilize Autolink which is built in to Logic 2.01. Surfer is almost up to speed now, and Logic IMHO absolutely kills NSL. However if on the fly editing is your bag, NSL/XoR in Softlink is still state of the atari art.

Final note: If you have 2 STs, run Logic is one and Xor on the other. This is a far better multitasking solution than either SL or MagiC. Then get ourself a PC and run Quad Studio. You will have a system Mac owners will be envious of.

Rich Thurow
6/95

----------R I C H T H U R O W----------
Email address: progmon@eden.com
MIDI Spoken Here!

4873. Re: Q:best hard drive driver on falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199506202158.a41447@ms.maus.de>
Source record: 163417

In article <3ruh6q$ghc@inca01.inca.co.nz>, Gaven Miller
(gmiller@inca.co.nz) wrote:
>The very first partition on a hard drive _MUST_ be a 'GEM' partition.

Nope.

4874. Re: MagicMac questions

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FFUEFCALUP@cabal.shnet.org>
Source record: 163418

In <1995Jun18.215759.1@kosmos.wcc.govt.nz> haxton_k@kosmos.wcc.govt.nz wrote:
>There has been alot of talk about MAjicMac and the PPC

>Is it TOS1.4-4.?.

MagiC has never been TOS. It's a compatible OS of it's own, the former versions just were ST/TT specific (MagiC 3 doesn't run on a Falcon, yet). The main advantage is that MagiC 2/3 provide the user with preemptive multitasking, v. 3 also with alternate file systems and (AFAIK) pipes. The only drawback of v. 3 is that it still doesn't come with memory protection.

>Does it
>look like an STE , does it run colour?? How well does it run.

It supports colour depths of up to 256 colours yet, an NVDI driver for true colour is (again, AFAIK) under development. It looks like a Falcon, only with a replacement desktop.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

4875. Re: Q:best hard drive driver on falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FFUEFCAOUP@cabal.shnet.org>
Source record: 163419

In <3s106p$os@golem.wcc.govt.nz> Roger Sheppard.. wrote:
>>The very first partition on a hard drive _MUST_ be a 'GEM' partition.

>100% Wrong, TOS 1.4 was fixed to support 32 meg partitions and the boot
>partition can be a BGM one...

>Thier is a well known saying, believe half in what you read and nothing in
>what you hear....

Even better known is the saying: believe half in what you read and nothing in
what you hear from Roger Sheppard.

From the LIESMICH [README] file SCSI-Tool 6.10/HuSHI 6.09:

[...]
GEMDOS 0.15 (TOS 1.04) kann auch mit doppelt so vielen Sektoren
umgehen, daher kann man auch 32 MB groï¿½e Partitionen anlegen, ohne die
Sektorgrï¿½ï¿½e zu verstellen.

`SCSI-Tool' hat dies nur auf spezielles Verlangen des Benutzers
gemacht (schon deshalb, weil solche Partitionen von alten
TOS-Versionen nicht benutzt werden dï¿½rfen). Nun hat sich allerdings
ergeben, daï¿½ auch alle anderen GEMDOS-Versionen (mit Ausnahme des
GEMDOS im Falcon (0.30) und des GEMDOS in `MagiC' (vormals `Mag!x')
noch einen kleinen Fehler besitzen, der allerdings nur in sehr
seltenen Fï¿½llen auftreten kann (dabei wird der Inhalt einer Datei
zerstï¿½rt, der Partition passiert ansonsten nichts). [5.12]

Glï¿½cklicherweise kann man Partitionen gewissermaï¿½en `impfen'. Dazu
wird genau der Cluster der Partition als unbrauchbar markiert, der an
der 32767-Sektoren-Schwelle liegt. `SCSI-Tool' macht dies beim Anlegen
solcher Partitionen nun automatisch; wundern Sie sich also nicht, wenn
andere Festplatten-Utlities einen als `defekt' markierten Sektor
entdecken.
[...]

Quick and dirty comprehension: except for GEMDOS 0.30 (Falcon) and the
MagiC GEMDOS, all GEMDOS versions from 0.15 (TOS 1.04) on still have a
minor bug. The contents of the sector [and the file using the sector]
32767 may be destroyed by it. SCSI-Tool marks this sector as bad when
partitioning the hard disk with >32767 sectors.

If you have another driver, this - of course - might not be the case,
though I expect HDDRIVER to have this capability also, ask Uwe Seimet.

Thorsten

```
--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
------------------------------------------------------------- /
- In the sky a mighty eagle doesn't care about what's illegal - \_
- On it's wings the rainbow's light it's flying to eternity. - )
```

4876. Falcon Demo ftp sites except a.a.?

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FFUUCJAFUP@cabal.shnet.org>
Source record: 163420

Hi!

I am searching for such sites, preferrably in Europe, my brother wants
demos.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

4877. FidoNet

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <803702174.3@mettav.exnet>
Source record: 163421

It was none other than Slc.dennis Bishop who did write on 14 Jun 95 that ....
SdB> I've got a ton of files with which I could set up a Fido Net Node
SdB> on my BBS, but I've been unable to get any help, is there someplace
SdB> a good text file that tells in Plain English how to use either one
SdB> of the fron end mailers for Fidoet?

Do you have Semper there ? That is so easy to set up its unreal , GEM and you just fill out all the dialogue questions and includes dox's should you require.

The mail tossers are a bit more fiddly I guess but should contain a commented sample config file which you edit to your settings.

Then you have the wonderful LED message editor ... why can't we have a usenet reader/editor that is even a tenth as good as that is :-(So much so I prefer my usenet stuff to go through a fido gateway so I can use it !!

Get a link into an NeST or Atarinet networked BBS which have user support areas for all the software.

MHYG
---
graham@grasper.demon.co.uk
graham@grin.mettav.exnet.com
---

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

4878. ANSI EDITOR FOR FALCON(VGA)

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <803702174.4@mettav.exnet>
Source record: 163422

It was none other than -Unknown- who did write on 15 Jun 95 that ....
> From: Basis Plus <basis>
> Organization: Dept. Informatik, Swiss Federal Institute of Technology
> I've written a little ANSI editor for the Falcon. As much I know there
> is no other program like this for the bird... It is able to read and
> write normal ANSI files as they are often used in BBSs. Now I would
> like if there are other
> people interested in this piece of code. If so, please mail me
> directly. Perhaps
> I will release a public (freeware) version of it. (This includes an
> ANSI-driver
> u can use for your own programs. And it`s really FAST!)

Sure we are interested in it !!!! And you are right there is no alternative
for the Falcon really ..(there is an ST one which works on the Falcon but not
in VGA res)

I would have mailed it directly but your "reply to" line is missing somehow ?

---
graham@grasper.demon.co.uk
graham@grin.mettav.exnet.com
---

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

4879. Re: Q:best hard drive driver on falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: Peter_Missel@ll.maus.de
Message-ID: <199506210123.a382@ll.maus.de>
Source record: 163423

>According to the Atari Compendium (April 1994 edition) page 4.16, a 'GEM'
>partition can only extend up to 16MBytes.
>A 'BGM' (BigGEM) partition is from 16 MBytes upwards.
>An 'XGM' is an Xtended GeM partition. This is usually done by AHDI 3.x,
>and involves making two or more consecutive partitons appear as one.
>
>The very first partition on a hard drive _MUST_ be a 'GEM' partition.

Read my lips: N O I T D O E S N O T !!!

Any TOS version can definitely boot off BGM partitions. The first partition of any given harddrive can be as large as possible on this particular machine, which is 255 MB for TOS <= 1.02, 511 MB for TOS <=3.06 and 1023 MB for TOS >= 4.00.

XGM partitions allow for more than four partitions on one physical drive. They are a kind of root sector extensions, containing those partition infos that didn't fit into the original root sector.

GEM partitions can extend to 32 MB on TOS 1.04 and up, with TOS below 4.00 having a little but nasty bug that can be worked around by the formatting software.

bye, Peter

4880. futurenet:STformat

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.230.0009EDA2@cfcsc.dnd.ca>
Source record: 163424

I was attempting to contact the ST Format portion of Futurenet via my IBMclown
at work through Netscape and I keep coming up with nada, zero, nothing!
INetscape tells me that the host has been contacted, and its awaiting a reply
- it usually stops right there. Sometimes Netscape says it is recieving data,
but still the end result is the same. Does anyone else have this difficulty?
I was hoping to check out the Eagle article for info.
thanks for any help/advice.merci
-ken

4881. Re: PC Emulators...

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3s5gfl$q42@golem.wcc.govt.nz>
Source record: 163583
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

] Some time back I think I read about another PC emulator that had been place
] in the PD, so were can I get this from and is it on a FTP site...
]
]
] One name I have been given was SOFTPC.ZIP and that it was on a BBS,
] so is this the one..???

It's for the Falcon, and is apparently next to useless.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

4882. Re: Web browser for ST yet?

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: Patrick Koehne <koehne@ls10.informatik.uni-dortmund.de>
Message-ID: <3s61ud$rd7@fbi-news.informatik.uni-dortmund.de>
Source record: 163584

Hi

john@albemuth.equinox.gen.nz (John Collis) wrote:

>The real question is, is there a ftp site for it??

If it's the programm I have at home, I'll upload it to an FTP-server within the next days, if I don't forget... :-)

stand by...

Bye

...Patrick

--
UseNet : koehne@ls10.informatik.uni-dortmund.de
Maus-Netz: Patrick Koehne @ UN

4883. Re: STE joysticks

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3s68dg$dfl@news.iesd.auc.dk>
Source record: 163585

In article <3s3mba$mig@zeus.rbi.informatik.uni-frankfurt.de>, Bastian Schick
<schick@hera.rbi.informatik.uni-frankfurt.de> writes:
> It _is_ possible to use the Jaguar-controller at the STE or the F030,
> the ports are nearly compatible.
> A game from Jeff Minter (don't no the name, and a lot of llamas and sheep isn't
> a good hint ;-) uses them.
>
> Bastian
>

Yes of course. Has anybody said, that it wasn't possible ??? :-)

Keep Cool and FLying...

ChainXOR...

4884. Re: Atari World!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3s68h8$dfl@news.iesd.auc.dk>
Source record: 163586

In article <djs.803556886@gen-off-2>, djs@jet.uk (David Stevenson) writes:
> chainxor@kom.auc.dk (Henrik Lunardi Weide) writes:
> >The editorial, layout and general contents are BRILLIANT!
> I presume you have not seen issue 3, then?
> Not many people here have, either, following the furore over the
> doggy pix.
>

Could you explain ?

Is issue 3 bad ?

If so - why, what makes it bad ?

Keep Cool and FLying...

ChainXOR...

4885. Spectre

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: Dave Brook <Dave@mbha.demon.co.uk>
Message-ID: <803553957snz@mbha.demon.co.uk>
Source record: 163587

I have been offered software version of spectre. Does anyone know if it will work with a TT? Should I buy it? (not sure what version... does 3 sound sensible?).

Thanks in advance...

--
Dave Brook

4886. WTB... TT graphics card

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: Dave Brook <Dave@mbha.demon.co.uk>
Message-ID: <803553830snz@mbha.demon.co.uk>
Source record: 163588

I am looking for a graphics card for a TT. Anyone selling?
--
Dave Brook

4887. Atari FTP List Update!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3s6esb$ar@mserv1.dl.ac.uk>
Source record: 163589

Posted to newsgroups: comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.announce
- -

Last edit: 20-June-1995
Additions/changes since last list: 3

- ftp.informatik.rwth-aachen.de (Directory change)
- ftp.uni-oldenburg.de (New Site)
- ftp.uni-frankfurt.de (New Site)

- -

```
()==========================()
// ____/__ __/ ____/ //\\
// / / / _/ // ()
// __/ / ____/ // //
// / / / // //
// _/ _/ _/ Archives // //
// // //
()==========================() //
\\ \\//
()========================()
```

(log in with "anonymous" as name, and full name/e-mail address as password)
FTP instructions after this list!

A T A R I S T F T P S I T E S :

USA:
---
atari.archive.umich.edu...(141.211.120.11)..../atari/
email server.............atari@atari.archive.umich.edu
cs-ftp.bu.edu.............(128.197.13.20)...../PC/ATARI-ST/
world.std.com.............(192.74.137.5)....../src/atarist/ and /pub/atari/
ftp.std.com...............(192.74.137.7)....../pub/atari/
f.ms.uky.edu..............(128.163.128.6)...../pub2/atari/

CZECH REPUBLIC:
----
ftp.dcs.muni.cz.....(147.251.48.3)........../pub/archives/atari/

SLOVAKIA:
----
ftp.upjs.sk.........(158.197.16.30)........./pub/systems/atari

NETHERLANDS:
----
nikhefh.nikhef.nl...(192.16.199.1)........../pub/atari/
star.cs.vu.nl.......(192.31.231.42)........./pub/atari/
ftp.twi.tudelft.nl..(130.161.156.11)......../pub/atari/
ftp.icce.rug.nl.....(129.125.14.129)......../pub/erikjan/Atari

FINLAND:
----
ftp.funet.fi........(128.214.248.6)........ /pub/atari/

FRANCE:
----
ftp.cnam.fr.........(163.173.128.15)......../pub/Atari/

GERMANY:
----
alice.fmi.uni-passau.de...(132.231.1.180)...../pub/atari/
ftp.uni-kl.de.............(131.246.9.95)....../pub/atari/ or /pub3/atari/
ftp.uni-erlangen.de.......(131.188.1.43)....../pub/atari/
ftp.tu-clausthal.de.......(139.174.2.10)....../pub/atari/
email server.............mail-server@ftp.tu-clausthal.de
ftp.uni-muenster.de.......(128.176.121.55)..../pub/atari/
ftp.uni-paderborn.de......(131.234.10.42)...../atari/
ftp.cs.tu-berlin.de.......(130.149.144.4)...../pub/atari/
email server.............mail-server@cs.tu-berlin.de
ftp.fu-berlin.de..........(160.45.10.6)......./pub/atari/
ftp.uni-regensburg.de.....(132.199.1.202)...../freeware/software/atari/
vax.ph-cip.uni-koeln.de...(134.95.64.1)..... /pub/atari/
ftp.germany.eu.net........(192.76.144.75)...../pub/comp/atari-st/
email server.............archive-server@Germany.eu.net
ftp.uni-stuttgart.de......(129.69.8.13)......./pub/systems/atari/
email server.............ftpmail@ftp.uni-stuttgart.de
ftp.informatik.tu-muenchen.de...(131.159.0.198)..../pub/comp/platforms/atari/
ftp.informatik.rwth-aachen.de......(137.226.225.3)....../pub/comp/Atari/
ftp.uni-bremen.de.........(134.102.228.2)...../pub/atari_st/
ma2s2.mathematik.uni-karlsruhe.de..(129.13.115.2)........./pub/atari/
reseq.regent.e-technik.tu-muenchen.de..(129.187.230.225)../pub/comp/
platforms/atari/
email server...........ftp-mailer@ftp.informatik.tu-muenchen.de
ftp.hrz.uni-kassel.de....(141.51.12.12)......./pub/machines/atari/
ftp.ira.uka.de...........(129.13.10.90)......./pub/systems/atari/
ftp.thp.uni-koeln.de.....(134.95.64.1)......../pub/atari/
ftp.rz.tu-bs.de..........(134.169.9.44)......./pub/atari/
ftp.coli.uni-sb.de.......(134.96.68.1)......../pub/comp/atari
ftp.inf.tu-dresden.de....(141.76.1.11) ..../pub/atari/
ftp.uni-giessen.de.......(134.176.2.177)....../pub/atari
ftp.rz.tu-harburg.de.....(134.28.240.5)......./ATARI/
ftp.uni-oldenburg.de.....(134.106.40.9)......./pub/atari
ftp.uni-frankfurt.de.....(141.2.1.7)........../pub/Atari

UK:
---
micros.hensa.ac.uk (148.88.8.84) ...../micros/atari/
email server.....archive-server@micros.hensa.ac.uk
disabuse.demon.co.uk.(158.152.1.44)...../pub/atari/
phlem.ph.kcl.ac.uk...(137.73.4.24)...../pub/atari/

SWITZERLAND:
----
ftp.isbiel.ch.....(147.87.2.27)...../atari/
ezinfo.ethz.ch....(129.132.2.72)...../st/
ftp.switch.ch.....(130.59.1.40)...../mirror/atari/
ftp.switch.ch.....(130.59.1.40)...../software/atari/

AUSTRALIA:
----
closer.brisnet.org.au.....(203.4.149.97).../pub/archive1/ATARIST

FTP "mirror"-sites:('back-door' to other FTP sites when they are too busy
------------------- or there are other problems accessing them!)

mirror.archive.umich.edu...(128.252.135.4) or (128.193.2.13) or
(128.193.4.2) or (128.255.21.233) or (128.255.40.200)
barnone.citi.umich.edu.....(141.211.128.22)...
/afs/umich.edu/group/itd/archive/atari
- (umich.edu, USA)
archive.wustl.edu (128.252.135.4)....../mirrors/archive.umich.edu/atari/
- (umich.edu, USA)
ftp.switch.ch.....(130.59.10.40) or (130.59.1.40)...
/mirror/atari/ - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/umich/
PS!!! 155.198.1.40 is more reliable!!! - (umich.edu, USA)
src.doc.ic.ac.uk (146.169.2.1)...../packages/atari/uni-paderborn
PS!!! 155.198.1.40 is more reliable!!! - (uni-paderborn, GERMANY)

- to find the numbered address of the FTP site, use the following command,
while inside FTP: ftp> !host FTP-address [CR] i.e. "!host cs.bu.edu"

DOWNLOADING FILES, Instructions: [CR]= carriage return/return/enter
----
1) Go to the directory where you want the files to be downloaded.
2) ftp [CR].
3) open {ftp address} [CR]. i.e. "open ftp.uni-kl.de" [CR]
OR use the (IP) number address, NOT both!
4) "Name": anonymous [CR].
5) "Password": {full e-mail name/address}. i.e. "hallvart@ifi.uio.no" [CR]
6) use "cd" to access the appropriate directory. i.e. "cd pub/atari" [CR]
7) bin [CR]. (set `binary` transfer mode)
8) hash [CR]. (shows 'hash` signs (#####...) when transferring data)
9) get {filename} [CR]. i.e. "get rename.lzh" [CR]
10) mget [CR] to get several files at once.
i.e. "mget syst12.Z fixdsk.arc icon4.zip" [CR]
11) prompt [CR] to download several files with "mget" without having

to reply "y" for each file when asked "get {filename}?".
12) quit [CR] to end FTP session and go back to UNIX
13) close [CR] to close the FTP site you're currently on, so that another site can be opened without having to set bin, hash, prompt etc. again.

- bin, hash, prompt will be turned on/off each time it's typed!
- Be sure to check if all modes are set correctly (especially 'bin')!
- stat [CR] or; status [CR] will show all modes and where you are connected.
- Most files are compressed. Use an appropriate program on your computer on which the programs were intended, or in UNIX ....
- uncompress [CR] if ".Z" file
- uudecode [CR] if ".uu" file
- very often, files are still compressed in another format after uncompressing .Z and/or .uu.
Use the appropriate decompression program for this.

- ls [CR] lists files (shows all files in current directory).
- pwd [CR] shows path. i.e. /pub/mirrors/umich/atari/utilities
- If down-loading several files with similar names use "*".
i.e. "mget *sys" [CR] (will get f.x.; datasys, lm23isys, xlinksys etc...) (ALL files with "sys" in their names)
i.e. "mget *.lzh" [CR] (will get f.x.; stest.lzh, dw3.lzh, xlba.lzh etc...) (ALL files ending with ".lzh")
i.e. "mget * [CR] (will get ALL files in the current directory!)
- If your computer doesn't have a disk drive you can "remote login" to another computer (use an other terminal's disk drive);
- rlogin {computer name} [CR]. i.e. "rlogin hnoss" [CR].
- You can now access the disk just as if it was on your own machine.
- eject [CR] to eject disk on disk-drives without "eject button"

TRANSFERRING FILES TO MS-DOS DISKS

Part of this is dependent on you having the GNU msdos-utilities available at your site. If you don't, ask your local system operator how to transfer files to/from MSDOS disks.

- mcopy {filename} a: [CR] i.e. mcopy microtcx.zoo a:
i.e. mcopy microtcx.zoo icone.lzh shblr.arc a:

- mdir [CR] to show disk-directory/space left.

- fdformat -d [CR] to format an MS-DOS 3.5" 1.44mMb disk ("-d" for MS-DOS)

- fdformat -l -d [CR] to format an MS-DOS 720Kb 3.5" disk ("-l" for "low density")

- mcopy a:{filename on disk} {copy filename} [CR] to get a file from disk to computer. i.e. "mcopy a:dlist.txt test1.zip"

- mdel a:{filename} [CR] to delete a file on disk. i.e. "mdel a:dslist.txt".

- eject [CR] to eject disks from disk-drives that don't have "eject buttons".

- -
Original idea and list compilation by Hallvard Tangeraas, Oslo, Norway

Now handled by Mark Stephen Smith (msh@dl.ac.uk) with permission from Hallvard

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with all data intact.

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++
+ Mark Stephen Smith : msh@dl.ac.uk or dlms@nessie.mcc.ac.uk +
+ Atari Web Pages : http://www.mcc.ac.uk/~dlms/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Member and writer for CAIN (Central Atari Information Network) +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

4888. Q:DMA clock timing problem Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: af366@ccn.cs.dal.ca
Message-ID: <DAH28w.Ew8@cs.dal.ca>
Source record: 163590

```
--
i.m using a Falcon with cubase audio and a 530 meg drive (fujuitsu) and
am having intermittant dropouts and clicks (random).some one has
indicated to me i may have a falcon with DMAclock timing problems.mine
has the bass boost but i don't know the age (early '93 i think).can some
one tell me what to do to cure this problem if this is the case.thanks dick
```

4889. Re: ICD driver for Zip Drive: Where? (other than Compuserve)

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950620090021.26962B-100000@moose.erie.net>
Source record: 163591

On Fri, 16 Jun 1995 jprice@ivory.trentu.ca wrote:

> I recently saw a post that indicatde that ICD has a driver for the Iomega
> Zip drive posted on Compuserve. As I don't have access, I'd love to know
> if it's available anywhere else.
>
> Failing that, perhaps some kind soul could zip, uuencode and e-mail the
> driver to me or maybe even post it here. I am a legitimate owner of the
> ICD utilities that I bought at Ace '95 in Toronto from Toad Computers,
> along with Link 2. Thanks.
>
You may want to wait a bit. According to ICD (6/19/95) the
driver for the Zip drives which was posted on ComuServe and GEnie is
still bugged and has frequent write failure errors. They're still
working on it!

4890. Re: Useful life of floppy disks

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: cs93dlh@sid.dcs.exeter.ac.uk
Message-ID: <DAH77r.4pJ@exeter.ac.uk>
Source record: 163592

In article <3rr7qg$4j8@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:

> NEVER EVER USE HD disks on a Standard 720k disk drive, they will Fail...

Strange, its worked fine the few times I have tried it. Admittedly it is unwise though, HD disks being thinner and rougher than DD ones you risk data loss.

>Only buy the best type of disks, (TDK, Maxwell etc) and format them 3 Times
>at 10 sectors 80 tracks, unless you are doing direct copies, but please format

What rubbish. Interesting isn't it how I buy the cheapest DD floppies I can find, format them once and never have any problems. I once bought some branded TDK disks and 5 of the 10 disks in the box wouldn't even format. My cheap DD disks are even formatted to HD, 84 tracks, 21 sectors and still have no problems. My hard drive is backed up on them and I've never had any problems yet.

> Store all disks away from heat/dust/light etc...

Store away from _extreme_ heat/dust/light. Normal conditions pose no problems. Heck I've dropped a dropped a disk in a rather manky swimming pool and recovered all the data from it. I've poured coffee over a pile of them and lost only one file from one disk. Floppies are a lot tougher than people seem to think.

--
* {{{ Dan }}} * Atari Falcon030 4Mb RAM 65Mb IDE 340Mb SCSI *
* MiNT * MiNT-OS * MiNT-NET * Minixfs * X11r5 *
* Looking for a Falcon sample editor? Get SuperSam v1.08! *

4891. Re: Atarinet Telnet

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: awatson@pacifier.com
Message-ID: <3s6mb3$1qv@pacifier.com>
Source record: 163593

Martin,

> I'm trying to find an internet site (Telnet, WWW, etc.), tha
> pick up Atarinet. All I can get locally is FIDO, and haven't
> to pick up Atarinet for a couple of years now. Surely theres
> one BBS with both Atarinet and Internet access?

M > Yes there is Puddle City right on your back door. :^>

Unfortunately, Puddle City is a long distance call for me. I can't
afford that on a daily basis...

And, to my knowledge, I can't Telnet into Puddle City can I?

I'm looking for a way to pick up Atarinet without the long distance
phone call, by Telnetting in over the Internet.

Anthony Watson

___ Mountain Reader II - #Author 1

4892. ANNOUNCE: MagiCMac - Atari emulator for Macintosh

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: tt@muc.de
Message-ID: <tt-2006951507490001@tempel.muc.de>
Source record: 163594

(Sorry that I have to post this info here, but when I sent it to the moderator of comp.sys.atari.announce, nothing happened, not even an answer why not)

MagiCMac is an alternate operating system for Apple Macintosh computers. It allows you to run Atari ST software on your Macintosh in cooperation with Macintosh applications.

MagiCMac runs on Macintosh computers with System 7 and a 68030, 68040 or PowerPC CPU. We recommend at least 6MB of RAM installed on your Macintosh.

On any of these machines MagiCMac is faster than an Atari TT, up to 4 times in average.

The demo will run 15 minutes.

The english demo version 1.2.1 has been uploaded to info-mac and umich archives. Info-Mac mirrors are available all over the world. The file's name is magic-mac-121-demo.hqx, in the subdirectory app.
Attention: There's a demo with version 0.53 around on the mirrors, too. Don't download that version, since it's older and in German language!

To extract this archive you need Stuffit Expander (freeware) or Stuffit Lite (shareware). If you haven't downloaded this file using a program on a Macintosh, you'll have to decode it first using MacBinary (Stuffit Expander does this automatically, Stuffit Lite has a function in the menus for it).

Thomas

Here's a list of some info-mac mirrors where you might find the file:

<ftp://ftp.info.au/micros/mac/info-mac/app/magic-mac-121-demo.hqx>
<ftp://ftp.univie.ac.at/mac/info-mac/app/magic-mac-121-demo.hqx>
<ftp://ftp.ucs.ubc.ca/pub/mac/info-mac/app/magic-mac-121-demo.hqx>
<ftp://ftp.funet.fi/pub/mac/info-mac/app/magic-mac-121-demo.hqx>
<ftp://ftp.jyu.fi/info-mac/app/magic-mac-121-demo.hqx>
<ftp://ftp.ibp.fr/pub/mac/info-mac/app/magic-mac-121-demo.hqx>
<ftp://ftp.francenet.fr/pub/miroirs/info-mac/app/magic-mac-121-demo.hqx>
<ftp://ftp.cs.tu-berlin.de/pub/mac/info-mac/app/magic-mac-121-demo.hqx>
<ftp://ftp.rrzn.uni-hannover.de/pub/info-mac/app/magic-mac-121-demo.hqx>
<ftp://ftp.uni-kl.de/pub/info-mac/app/magic-mac-121-demo.hqx>
<ftp://ftp.uni-stuttgart.de/pub/systems/mac/info-mac/app/magic-mac-121-demo.hqx>
<ftp://ftp.technion.ac.il/pub/unsupported/mac/info-mac/app/magic-mac-121-demo.hqx>
<ftp://ftp.iij.ad.jp/pub/info-mac/app/magic-mac-121-demo.hqx>
<ftp://ftp.center.osaka-u.ac.jp/info-mac/app/magic-mac-121-demo.hqx>
<ftp://ftp.pcvan.or.jp/pub/info-mac/app/magic-mac-121-demo.hqx>

<ftp://ftp.riken.go.jp/pub/info-mac/app/magic-mac-121-demo.hqx>
<ftp://hwarang.postech.ac.kr/pub/mac/info-mac/app/magic-mac-121-demo.hqx>
<ftp://info.nic.surfnet.nl/mirror-archive/software/info-mac/app/magic-mac-121-demo.hqx>
<ftp://ftp.fenk.wau.nl/pub/mac/info-mac/app/magic-mac-121-demo.hqx>
<ftp://king.ncb.gov.sg/info-mac/app/magic-mac-121-demo.hqx>
<ftp://ftp.nus.sg/pub/mac/>
<ftp://ftp.lth.se/mac/info-mac/app/magic-mac-121-demo.hqx>
<ftp://ftp.sunet.se/pub/mac/info-mac/app/magic-mac-121-demo.hqx>
<ftp://ftp.switch.ch/mirror/info-mac/app/magic-mac-121-demo.hqx>
<ftp://ftp.edu.tw/Macintosh/info-mac/app/magic-mac-121-demo.hqx>
<ftp://imftp.mgt.ncu.edu.tw/pub/mac/info-mac/app/magic-mac-121-demo.hqx>
<ftp://src.doc.ic.ac.uk/packages/info-mac/app/magic-mac-121-demo.hqx>
<ftp://ftp.amug.org/pub/info-mac/app/magic-mac-121-demo.hqx>
<ftp://mirrors.aol.com/pub/info-mac/app/magic-mac-121-demo.hqx>
<ftp://mirror.apple.com/mirrors/Info-Mac.Archive/>
<ftp://ftp.dataplex.net/info-mac/app/magic-mac-121-demo.hqx>
<ftp://ftp.hawaii.edu/mirrors/info-mac/app/magic-mac-121-demo.hqx>
<ftp://hyperarchive.lcs.mit.edu//>
<ftp://ftp.orst.edu/pub/info-mac/app/magic-mac-121-demo.hqx>
<ftp://ftp.pht.com//mirrors/info-mac/app/magic-mac-121-demo.hqx>
<ftp://ricevm1.rice.edu/>
<ftp://grind.isca.uiowa.edu/mac/infomac/>
<ftp://mrcnext.cso.uiuc.edu/pub/info-mac/app/magic-mac-121-demo.hqx>
<ftp://ftp.uu.net/archive/systems/mac/info-mac/app/magic-mac-121-demo.hqx>
<ftp://wuarchive.wustl.edu/systems/mac/info-mac/app/magic-mac-121-demo.hqx>

4893. Re: Web browser for ST yet?

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: aclauss@rbg.informatik.th-darmstadt.de
Message-ID: <3s6gjo$hqu@rs18.hrz.th-darmstadt.de>
Source record: 163595

In article <AAE604EAmrn@albemuth.equinox.gen.nz>, john@albemuth.equinox.gen.nz (John Collis) writes:
>
> >HTML-Browser V0.93 (May 1995) Atari ST/TT/Falcon/Medusa/Eagle/MagiC Mac
> >==========
>
> [lots of interesting info deleted]
>
> The real question is, is there a ftp site for it??

Yes.

ftp.uni-kl.de /pub/atari/edit_and_print/html093.lzh

Bye
Alexander

4894. Re: imgconvert

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: et94drw@exeter.ac.uk
Message-ID: <DAHC70.7Dq@exeter.ac.uk>
Source record: 163596

geheniau@inter.NL.net writes:
> I am searching for sharewareprg's to convert degas pi3 enz or other
> normal formats into a .IMG file.

The best program has to be Picswitch 1.01. This program is
available at HENSA for downloading, and it converts Degas
pictures (any resolution), NEO pictures, GIF's, Tiny's,
Paintbrush PCX files, basically everything but will only save
in IMG format. This seems to be what u r looking for.

Cheers,

Dave.
--

```
-------------------------------------------------------------------------------
___
_____| |_____ ------------------------------------------------
{[POLICE BOX]} [ David Woodley- E-Mail= et94drw@exeter.ac.uk ]
I T===T T===T I [ T~~\ ]
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I L===I L===I I [ I I ____ _____ ]
I I I [ I I ___\ \ / / \ ]
```

4895. Re: Word Processors

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: bign@fragile.termfrost.org
Message-ID: <3s72h7$q9i@echoes.Wittenberg.EDU>
Source record: 163597

On 18 Jun 1995 12:41:33 +0800 Peter Feszczur (fezzy@perth.DIALix.oz.au) wrote:
: JOHN AMSLER (amsler@nevada.edu) wrote:
: : Is there a way to "trick" First Word Plus (v 3.20) into printing all the
: : odd-numbered pages * (and, once I flip the papers over <g>, all the
: : even-numbered pages) in a multiple-page document?
: : * Retaining their page numbers, of course
: That I can't answer

: : If not, are there any other word processors for the Atari computers that
: : have that feature?
: This I can.. I know for sure that PAPYRUS GOLD does (and probably, 'later'
: WP's as well). BUT you will need 2 meg of ram and best with a hard drive...
: However ver 4 'should' run in 1 meg. If you'v got the ram, try it (there is
: a demo available on the 'net' I don't know where though) It's pretty good but
: not perfect...

You will need SpeedoGdos for PAPYRUS GOLD (demo). That's Write 2
or That's Write 3 will certainly do what you need and a whole lot more.
It even has built in SpeedoGdos so you can use Speedo fonts without
actually buying SpeedoGdos (version 3 that is). I don't know of any demo
versions but you can Call COMPO (US) @ 415-355-0862 (California). I think
most places sell That's Write 3 for $179.

--
****
* Todd Hogarth | Beer, *
* bign@eskimo.com | It's not just for breakfast anymore! *
* bign@fragile.termfrost.org | Help Me Find Bigfoot (Ale) In Ohio *
****

4896. Re: Atari history

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3s55si$42j$6@mhafn.production.compuserve.com>
Source record: 163598

> Yes, but the "Tramiels" was plural, hence the possessive form is
> Tramiels'

Ah, indeed..! Good call...

It's so annoying to see apostrophe's thrown in seemingly at random sometime's,
I thought that was what you were referring to...

:)

BobR

4897. Re: ATARI STe 1040

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: BobR <76702.1466@CompuServe.COM>
Message-ID: <3s56h6$42j$7@mhafn.production.compuserve.com>
Source record: 163599

> But could I rip the SIMMs (say 4x1meg) out of an old 386 and plug them in,

Yes...

However... I know for a fact that 1 Meg x 9 SIMMs with *9 chips* on them will work. But PC SIMMs come in other configurations, such as 3 chips on a SIMM. I don't know from personal experience that those will work. They should, but there sometimes are compatibility problems with different configurations of SIMMs on PCs, so it *might* matter to an STe.

If you have an old 386 with 30 pin SIMMs in it, go ahead and try them. It won't hurt anything, and it might work.

> or do I want macintosh ones?.

No, although 30 pin, 1 Meg x 8 Macintosh SIMMs will work too.

> Does the STe care if they're 8 or 9-bit?

No.

> Because if I can use standard PC SIMMs, I can probably get some for
> virtually nothing....

Go for it..!

BobR

4898. Re: Web browser for ST yet?

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: msy@lafp.tng.oche.de
Message-ID: <FFUUCAAFUP@lafp.tng.oche.de>
Source record: 163600

In <AAE604EAmrn@albemuth.equinox.gen.nz> John Collis wrote:

>charly@senator.inka.de (Karlheinz Sauther) writes:
>
>>In <3rv40c$fiq@sinsen.oslonett.no> Hallvard Tangeraas wrote:
>
>>>I remember some talk here about a possible web browser (graphical) for the
>>>Atari ST. How's this coming along? I know that I among many people are
>>>"desperate" for such a program.
>>>
>
>>The english readme:
>
>>HTML-Browser V0.93ï¿½ (May 1995) Atari ST/TT/Falcon/Medusa/Eagle/MagiC Mac
>>==
>
>[lots of interesting info deleted]
>
>The real question is, is there a ftp site for it??

You can find it at ftp.uni-regensburg.de

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. .::::.
:(o o): .
-ooO--(_)--Ooo-
MfG M.Ssykor

--
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~/~~\
| Manfred Ssykor Usenet: msy@lafp.tng.oche.de |____|
| Huettenstr. 46 Mausnet: Manfred Ssykor @ AC3 |
| 52068 Aachen Phone: 49- 241 - 95 37 03 |
| PGP-Key: Mail to: fileserver@lafp.tng.oche.de |
| Subject: send pgp-key |
/~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~/ |
\_____________________________________________________________________\__/
```

4899. Re: MiNT on Gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-06-20 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <3s7b00$if0@news1.halcyon.com>
Source record: 163601

In article <3s3bb3$ibl@sundog.tiac.net>, Eric Palm <darkforc@tiac.net> wrote:
>I was wondering if the MiNT distribution I downloaded off a.a.u.e. would work
>on Gemulator 4.0? I am going to be buying the Gemulator package for my 486.
>I don't have an Atari ST anymore (I gave it to my sister as a birthday
>present). I would like to start using all my old software again, and start
>learning some of my old apps. like Calamus, and the MiNT programming I was
>getting into shortly before I gave it to her. I figure if it runs on the
>Gemulator, and I upgraded my 486 to a Pentium, then the multitasking of MiNT
>wouldn't be as painful as it was when I had my Mega 2.
>
>Eric

I can't give you a for sure answer as I haven't tried the latest MiNT
but I do know that MultiTOS (which really has MiNT under the covers)
ran fine on Gemulator 3.02 when I tried it. Since Gemulator 4.0 is a
superset of 3.02, there should be no problem. You might have to run
it off the Gemulator 3.02 virtual disks as I'm not sure if MiNT does
any direct to disk sector i/o.

In any case, as another user pointed out, if you want to multitask
Atari programs on Gemulator 4.0, just run multiple Atari ST windows,
giving you a completely separate "machine" in each window while
still being able to share files between them. This way you can run, say,
Calamus in a larger window, while you run some other program in the
standard size window. Or what I do every night when I'm reading email
in a hurry, put two modems in your PC, open up two Gemulator 4.0
windows, and call GEnie and Compuserve at the same time.

- Darek

--
==
Darek Mihocka, email:brasoft@halcyon.com http://www.halcyon.com/brasoft/
c/o Branch Always Software, 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 Compuserve:73657,2714 AOL:brasoft

4900. Re: Q:DMA clock timing problem Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: claes.holmerup@p5.dada.ct.se
Message-ID: <ftn_2.200.136.5$fidonet.org_2fe767e2_Claes.Holmerup@p5.dada.ct.se>
Source record: 163425

To: af366@ccn.cs.dal.ca

> i.m using a Falcon with cubase audio and a 530 meg drive (fujuitsu)
> and am having intermittant dropouts and clicks (random).some one has
> indicated to me i may have a falcon with DMAclock timing
> problems.mine has the bass boost but i don't know the age (early '93 i
> think).can some one tell me what to do to cure this problem if this is
> the case.thanks dick

Hi there, Dick.

The problem can be the CPU clock not being stable enough for Cubase Audio, but also a number of other things; fragmentation of the hard disk,size of the partitions (with HDX max 256 MB per partition), if the drive tries to calibrate every now and then or if the drive is too slow. According to Steinberg, it's necessary to have a hard disk with an access of about 10ms to be able to use 8/16 tracks simultaneously. Otherwise You'll have to use the RAM track function to get some load off the drive, or get another drive and part the audio tracks between them.
If You'd like me to send a guide of how to get rid of the problems, send me a mail. Please tell me if I can make a 'file attach' or if I have to uuencode the file (file attach doesn't work in all nets, regretfully).
It contains general instructions about the click problem, as well as the schematics of the necessary CPU clock modifications.
I use one 1 GB (9 ms) and one 2.1 GB (8.5 ms) Conner and they work perfectly, but according to the distributor of Cubase here in Sweden, these Fujitsu drives should work: M2692SA (700 MB), M2694SA (1 GB).
It doesn't seem they've tested the one that You have.

Best regards

Claes

fidonet 2:200/136.5
e-mail claes@dada.ct.se

4901. Atari Falcon030 For Sale!!!!!!!!!!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: em129@cleveland.Freenet.Edu
Message-ID: <3s7thv$77k@usenet.INS.CWRU.Edu>
Source record: 163426

FOR SALE:

Atari Falcon030 with 4MB RAM, 84MB HD, TOS 4.02

Including:

AtariWorks word processing, spreadsheet, and database program
SpeedoGDOS font scale management program
All original disks and manuals
In excellent condition

VideoMaster Video Digitizer Cartridge

Including:

TruePaint art package
Video digitizing software

Will sell for $800. E-mail me at the address below if interrested:

Thomas Main
em129@cleveland.freenet.edu

4902. Re: Wizztronic

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: obryan@gumby.cc.wmich.edu
Message-ID: <3s8d08$7pb@gumby.cc.wmich.edu>
Source record: 163427

In article <3rf9cm$qph@news.rim.or.jp>,
Takashi Watanabe <tks@st.rim.or.jp> wrote:
>
> >Can anybody give me Wizztronics address? Thanks in advance.
>
> I don't have their e-mail address. Anybody?

It's S.Cohen27@Genie.geis.com

--
Mark T. O'Bryan Internet: obryan@gumby.cc.wmich.edu
Western Michigan University
Kalamazoo, MI 49008

4903. Re: Trouble with ICD AdSCSI plus HOst Adaptor

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: satty@cix.compulink.co.uk
Message-ID: <DAJAAo.40s@cix.compulink.co.uk>
Source record: 163428
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In message <3rp1lt$h9j@mailer.york.ac.uk>, jat5@york.ac.uk said:

> when I connect it to an STFM or MEGA ST, the monitor display goes
> completely haywire. The problem remains even if I disconnect the hard
> drive from the host adaptor.
>
> I think that it's either:
>
> a) a problem with the host adaptor, or
> b) a problem with the ST (FM or MEGA) DMA output port.
>
> I shouldn't think that it's a) because it works with the STe.
>
> Has anyone had any similar experiences?

Yes - an STFM didn't like a Gasteiner drive - it booted OK but the minute you started to stream the system fell over just like yours. Eventually gave up and got my cash back. A few months later I picked up a Protar disk dead cheap and it worked perfectly! When I had TOS 2.06 installed by System Solutions they managed to swap my Drive cable for one of theirs and it stopped working! A happy 30 minutes or so testing cables showed that only about 50% worked on my ST.

I suspect that problem is due to the DMA chip being borderline and is therefore very sensitive when it comes to timing - which is why some cables dont work (incorrect capacitance).

Best thing to do is find a friendly dealer who can let you try out a few cables, or failing that is willing to try fitting a new DMA chip on a "if it doesn't cure the problem we wont charge you full price for it".

Steve

4904. Re: Q: .zoo decompressor, Thanks

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: martony@ele.kth.se
Message-ID: <MARTONY.95Jun21122441@arnor.ele.kth.se>
Source record: 163429

```
Thanks for all youre answers!
/Adam
```

4905. Re: Atari World!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: richara@wmin.ac.uk
Message-ID: <DAIqon.GDo@westminster.ac.uk>
Source record: 163430

In article <3s68h8$dfl@news.iesd.auc.dk>, chainxor@kom.auc.dk says...
>> Not many people here have, either, following the furore over the
>> doggy pix.
>
>Could you explain ?

There was a bestiality pic with blacked out naughty bits to accompany the article on computer porn. The editors and suppliers have wisely decided to remove the page with this pic on it, so all the issues are coming out late.

>Is issue 3 bad ?

It is meant to be the best yet!

Alan

--
Alan Richardson, Centre for Parallel Computing, University of Westminster
Email: richara@wmin.ac.uk mr_richardson@cix.compulink.co.uk
WWW: http://www.wmin.ac.uk/~richara add /guitaref.htm for my ST prog

4906. Re: Spectre

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: BRARDA@vxclia.cern.ch
Message-ID: <BRARDA-210695121019@128.141.55.218>
Source record: 163431

In article <803553957snz@mbha.demon.co.uk>, Dave Brook
<Dave@mbha.demon.co.uk> wrote:

>
> I have been offered software version of spectre. Does anyone know if it
> will work with a TT? Should I buy it? (not sure what version... does 3 sound
> sensible?).

I don't think there is a software only version of spectre.
Probably an error or a pirated version.

Loic

4907. Re: Atari World!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3s91qs$f5@news.iesd.auc.dk>
Source record: 163432

In article <pow92Ez.popemerlin@delphi.com>, popemerlin@delphi.com writes:
> Hi,
>
> You'll find that the proverbial picture has been removed from later versions
> of issue 3. It was discussed at the Spotlight show and removed on the
> Monday afterwards.
>
> Merlin would like to say that even though the issue tried to deal with a
> serious problem on the Internet, the magazine did go too far with the picture
> but has done everything it could do to rectify the situation for those who
> subscribe through us and hope that this one small incident does not detract
> from readers enjoyment of this excellent magazine.
>
> Bye.
>
> Phin

Yes, I understand. Atari World is still EXCELLENT!

Keep Cool and Flying...

ChainXOR...

4908. Re: Atari World!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.803739595@gen-off-2>
Source record: 163433

chainxor@kom.auc.dk (Henrik Lunardi Weide) writes:

>Is issue 3 bad ?
The main UK wholesalers refused to handle Issue 3, because of some of the pictures that accompanied the piece on internet porn. (eg dog shagging woman).

My understanding is that the mag will be reissued with the offending pages removed.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be considered as an official comment from the JET Joint Undertaking
==========

4909. Re: Atari World!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.803739717@gen-off-2>
Source record: 163434

em09@liverpool.ac.uk (Mr. J. Boyes) writes:

>I can't stand it when people refer to things that 'everybody knows
>about' when in fact nothing has been mentioned in this forum or any-
>where else as far as I am aware.
"Everybody" knows, cos it has been discussed on CIX. This is where most
of the leading UK Atari-fans hang out.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

4910. convert dos -> atari disc

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: ia93lust@info.os.htl-bw.ch
Message-ID: <1995Jun21.124628.7324@htl-bw.ch>
Source record: 163435

I've problems
I've got some files over Internet on a Unix machine but now how I'll get them on disks in Atari format? It's not even posible to connect the atari to the unix terminal (WS). Does an atari emulator exist on dos or some converting programs that I can work on dos or a unix machine?

please mail me

thanks alot

peg
--
--
\\\//
(o o)
------ooO--(_)--Ooo--
Lusti Mark (ia93lust@info.os.htl-bw.ch) Hoehere Technische Lehranstalt
Computer Science 4. semester Switzerland, Brugg-Windisch

4911. Music Software Wanted !

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: oliver Puschatzki <pusco000@mzdmza.uni-mainz.de>
Message-ID: <3s8ir4$rjg@kralle.zdv.Uni-Mainz.DE>
Source record: 163436

Hi to everebody out there !

I�m looking for the following software:

SAM-2-DISK by Dattrax Software UK, a tiny little harddisk-recording programme for the ST (for using with a sampling cartridge like Replay 16, etc.).

The other one is BREAKTHRU 2 by Gajits Technologies UK, which makes it possible to use samples within this sequencer programme via Replay 16.

Who wants to sell this (original) software to me (incl. the manuals)?

Answer soon !

Oliver :-)

4912. MagiC 3 for Falcon ??

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3s9bnh$21i@news.iesd.auc.dk>
Source record: 163437

Does anybody know if MagiC 3 for Falcon is released yet ?

I've heard that it should be in this month.

Keep Cool and Flying...

ChainXOR...

4913. Re: Web browser for ST yet?

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: Mark Baker <mnb20@cam.ac.uk>
Message-ID: <Pine.LNX.3.91.950621165519.4224A-100000@spt05.pet.cam.ac.uk>
Source record: 163438

On 20th June 1995, Jesper Kock said
>> My self and Dave Levi will be starting work on the Spider Web
>> Browser in the next month or so. I personally hope to have something
>> available by the end of the year at the latest!!
>>
>
>Will it work in GEM-only or do i have to run MiNT, like with Chimera ?

It can't work with GEM only as GEM provides no networking facilities.
Currently MiNTnet is the only suitable networking software for the ST.

I assume it will be a GEM program though and not require X windows as
Chimera does.

--
/\ /\ mnb20@cam.ac.uk | mark.baker@mbaker.mettav.exnet.com
/ \\ / \\ ark Baker
/ \\/ \\ ** The road to success is closed for repair **

4914. Taking a Falcon to Germany...

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: nj1@ukc.ac.uk
Message-ID: <11803@falcon.ukc.ac.uk>
Source record: 163439

Hello,

Well, due to my course I'm off to study in Aachen, Germany in September.
I'll probably be taking my UK Falcon with me, so is there anything I need
to know??

My main questions are:-

1. Can I change my keyboard map to a German one to access all the umlauts
and that thing that looks like a B (can't remember it's name!)???

2. What TV system do they use in Germany - as I have a UK PAL TV modulator
built in, would I be able to use German TV's for any RGB stuff??

3. I take it I won't need to worry about power supplies, other than changing
the plug???

Any help on any of the above questions, or any advice in general (any good
Atari stores in Aachen???) would be appreciated,

Neil.
--
Neil Jones-Rodway Keep the boy spinning in their
University Of Kent own little world.....
So afraid he'll be what they never were
-- Tori Amos (Flying Dutchman)

4915. Re: Taking a Falcon to Germany...

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3s9hjr$3tt@nyheter.chalmers.se>
Source record: 163440

In article <11803@falcon.ukc.ac.uk>, N.Jones-Rodway <nj1@ukc.ac.uk> wrote:
>Hello,
>
>Well, due to my course I'm off to study in Aachen, Germany in September.
>I'll probably be taking my UK Falcon with me, so is there anything I need
>to know??
>
>My main questions are:-
>
>1. Can I change my keyboard map to a German one to access all the umlauts
> and that thing that looks like a B (can't remember it's name!)???
>
Get a program to change the nvram settings. German character tables and
menus are built in :-).

>2. What TV system do they use in Germany - as I have a UK PAL TV modulator
> built in, would I be able to use German TV's for any RGB stuff??
>
I think they have the same system as you have (and we have in Sweden,
PAL 50 Hz).

>3. I take it I won't need to worry about power supplies, other than changing
> the plug???
>
Germany has 220-230V/50 Hz, I think.

Regards, Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

4916. Re: Spectre

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <DAJ0AL.C0H@watserv3.uwaterloo.ca>
Source record: 163441

In article <jja-2106950917590001@modem2-03.planete.net>,
Jean Jacques Ardoino <jja@pressimage.fr> wrote:
>In article (Dans l'article) <803553957snz@mbha.demon.co.uk>,
>Dave@mbha.demon.co.uk wrote (icrivait) :
>
>> I have been offered software version of spectre. Does anyone know if it
>> will work with a TT? Should I buy it? (not sure what version... does 3 sound
>> sensible?).
>>
>> Dave Brook
>
>If it's only a software version, it's a cracked version. I haven't to tell
>you if you should use cracked programs or not. But don't buy such a
>version.
>
>Spectre exists in two versions :
>Spectre 128 is sold with a cartridge with Mac Roms only
>Spectre GCR is sold with a cartridge with Mac Roms and hardware which can
>drive the floppy drivers so they can read and write Mac disks.
>
>But this function doesn't work on a TT. Some have tried to patch the
>cartridge to make the GCR function work on a TT, but without real success.
>
The GCR function works fine on my TT - if you have an HD drive you must
READ (ie open a window) for the drive with a 720K formatted disk in it
under GEM/TOS before you run Spectre. Note you can still only read/write
800K mac floppies even with an HD drive.

SAm

4917. DUftp FTP client for GEM

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <DAJBHw.60D@world.std.com>
Source record: 163442
Cross-posted to: comp.sys.atari.announce,comp.sys.atari.st

Uploaded to:

micros.hensa.ac.uk
ftp.uni-kl.de
ftp.cnam.fr

==========

DUftp
(C)1995, Data Uncertain Software
==========

What is DUftp?

DUftp is a GEM based FTP (File Transfer Protocol) program for use
with MiNT and the MiNT-net networking drivers. You can use DUftp
under MultiTOS, or just under plain GEM, as it uses non of the
MultiTOS AES extensions. You can use DUftp to fetch files from
any FTP server on the Internet (or any other TCP/IP based network).

This was inspired by Rapid Filer on the PC, which provides a very
simple way of transferring files (although Rapid filer does a lot
more than DUftp, as it's very like Kobold in the way it speeds up
disc access).

Why Should I Use DUftp?

Well, the standard FTP for MiNT-net is a text based Unix port, and
although it works well, it looks a bit naff. DUftp is loads easier
to use. As well as the just transferring files you get the following
extra's:

o Web-browser style bookmarks for fast access to your fave sites.
o Automatic logins.
o Full modern GEM interface (windowed dialogs all round).
o Runs under MultiTOS or plain GEM.
o Drag & Drop style file transfer.
o Multiple connections at the same time (under MultiTOS).
o Abuse from unix fans for being a pussy and wimping it.
o Fast, reliable transfers (code based on the BSD Unix ftp).
o Envy from PC users who have to pay for this sort of thing.
o AES 4.1 iconify support.
o Pretty colour icons.
o No command lines to fart around with.

o Integrated with DIP to handle your dial-up SLIP connection
for you (simple Connect/Disconnect menu options).
o Only uses 200K when running.
o Context sensitive help.

Credits

Written by Craig Graham of Data Uncertain Software.
GUI done with Interface2, coded using Lattice C 5.52, all on a falcon030
4/32Mhz.

Thanks go to the following people:

o Steve Sowerby for the initial work porting the MiNT-net libraries to
Lattice C.

o Chris Ridd for the MiNTLIBpl46 port to Lattice.

o Kay Roemer for MiNT-net.

o All the folks who do beta testing for me (DUftp & CLA).

Craig.

```
__ _
| \ | | / | Watch this space - something wonderful
|_/ A T A \/| N C E R T A I N / is happening on 'Distant Earth' ?
------------------------------- o ---------------------------------------
```

Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

4918. Marcel registration address?

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: nicole@seas.smu.edu
Message-ID: <3s9nc7$980@giant.seas.smu.edu>
Source record: 163443

Anyone have a current address for registration?
John Trimble
nicole@seas.smu.edu

4919. www soft

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: albi@ftn.sub.org
Message-ID: <MSGID_2=3A2407=2F70_2fe7ed1f@fidonet.org>
Source record: 163444

```
Is there already www software for the ST available?
I have no Mint, is there another software?

_
/_\ ||_ *
/ \||_/|
```

4920. Re: e-mail addresses

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3sa0na$c4q@status.gen.nz>
Source record: 163445

Claes Holmerup (claes.holmerup@p5.dada.ct.se) wrote:
: To: macdonald@cfcsc.dnd.ca
:
: Hello Ken,
: I can help You out with one of the people You needed the right e-mail address
: to:
:
: > 2. Atari Computer Enthusiasts of Hawaii
: > jperez@uhunix3.uhec.Hawaii.Edu

I think one other address you were wanting was Lance Barrett in Australia.

It is lanceb@perth.dialix.oz.au

Note the B in lanceb.

-Mario Becroft (mbecroft@iconz.co.nz)

4921. re: need comm program for 520 st

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1788rcain@nest.demon.co.uk>
Source record: 163446

On 21 Jun 95 Brian wrote:
BEp> From: bparker@cbafac.cba.uoknor.edu (Brian E. Parker)
BEp>
BEp> One of the users on our BBS is looking for a Comm program for his
BEp> 520 ST. If you know of any shareware and the site that I can get it
BEp> from for him, please E-Mail me. Or, if you know of a commercial
BEp> package that is decent and cheap (or have a used one you want to get
BEp> rid of) let me know, also.

I used to use Vanterm on a 520 ST. Works just fine and is shareware. It is written by a fellow american Bill van Nest so you should be able to find it over in the US - it's on just about every UK board that I know of!

Roger
rcain@nest.demon.co.uk

--

4922. Re: Taking a Falcon to Germany...

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3sa1a8$dn3@status.gen.nz>
Source record: 163447

Christer Gustavsson (d2cg@dtek.chalmers.se) wrote:
: In article <11803@falcon.ukc.ac.uk>, N.Jones-Rodway <nj1@ukc.ac.uk> wrote:
: >1. Can I change my keyboard map to a German one to access all the umlauts
: > and that thing that looks like a B (can't remember it's name!)???
: >
: Get a program to change the nvram settings. German character tables and
: menus are built in :-).

The programme you need is NVRAM CPX. It should be available from AAUE in
the Falcon section, or from many other ftp sites. There is also another
app available to do this, but I am unsure what it is called.

-Mario Becroft (mbecroft@iconz.co.nz)

4923. Re: NeoDesk & MajiC

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3sa1t9$pbj@golem.wcc.govt.nz>
Source record: 163448

] The thing I like most about the latest Thing is groups: An open group looks
] like a window, and you can drag files and directories into it from various
] drives. Then you close it and it becomes an icon on the desktop. That way y
] have various set-ups (DTP, Programming, tinkering) at you fingertips withou
] cluttering your desktop. Very nifty.

Neodesk 4 does this as well. Lets you do searches and then create
groups from the result. Give items in the group extended names/descriptions.
etc.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

4924. Atari System for Sale

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: dhanna@delphi.com
Message-ID: <5M3ceO0.dhanna@delphi.com>
Source record: 163449

The system I have consists of the following.

1. 520ST cpu upgraded to 1 meg of memory.
2. The B&W monitor. (Atari)
3. The Color monitor (Atari)
4. 1 Single side disk drive. (Atari)
5. 1 Double Side Disk drive. (Atari)
6. 1. Aatri mouse.
7. Lots of software.

Everything works fine. I will gurantee it against DOA.

Asking $175.00 .

also I have a CZ101 that I used with it.
Asking $35.00 for the CZ..

Total $200.00 for everything.

Northern Indiana area.

Shipping can be discussed.

4925. Re: MagiCMac (English) Release Date?

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: tt@muc.de
Message-ID: <tt-2106951947360001@tempel.muc.de>
Source record: 163450

In article <3s5a9a$j8h@ccnet3.ccnet.com>, grs@ccnet.com (Gardner-Rowe Systems) wrote:

> : Just an hour ago, ASH has sent the english test version 1.2.1 to System
> : Solutions. As soon as they've verified it, they'll get a bunch of copies
> : to release. Should not take more than a few days.
>
> Yipee! Is there an English version of the demo available?

Yes, for about one week now. Haven't you read my announcement?

Look with archie for "magic-mac". You should find some places with the 121-version from june. Do not download the version from march - it's German and outdated.

Thomas

4926. Pagestream font question

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: hellman@teleport.com
Message-ID: <3sasmi$mdg@kelly.teleport.com>
Source record: 163451

Hello All,
I have gotten the Sterling CD with tons of Type 1 fonts for
postscript printing on Pagestream and they work fine with one
exception...the screen drawing is very slow (out of draft mode). I think
this is because they do not come with screen display files, as
Soft-Logik's did...the files that have extensions like .12H.
Is there a way to make screen display files from the Type 1 font
files to speed up screen display?
I'm working with Pagestream 2.2b.

Thanks.

Walter Hellman
--
hellman@teleport.com Internet Public Access User Hillsboro, Oregon USA

4927. Denver Atari Users

Newsgroup: comp.sys.atari.st
Date: 1995-06-21 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.231.0008ABE3@cfcsc.dnd.ca>
Source record: 163452

```
I am looking for any e-mail addresses for members of the Denver Atari Users
Group in Colorado USA
Any help appreciated
thanks
-ken
```

4928. Dallas Atari Show

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: sirsmedley@delphi.com
Message-ID: <5W1-2FA.sirsmedley@delphi.com>
Source record: 163352

Please note that the following is NOT an official press release!

The Atari Users of North Texas Computer Exposition

The Atari Users of North Texas (AUNT) Computer Exposition will be coming to Dallas this October in conjunction with the monthly DFW XChange Super Saturday activities at the beautiful Dallas Infomart. Show date is planned for Saturday the 14th. The actual show date will be finalized 120 days prior to the exposition on June 16th. The exposition, along with the Super Saturday activities, charge no admission fees and are open to the general public. The one day exposition is planned to begin at 8:30 AM and run until 4:00 PM. A Friday evening pre-show get together and a post show get together are also being planned.

October is a great time to visit the Dallas Metroplex. The DFW Xchange Super Saturday activities are a monthly computer extravaganza where thousands of computer enthusiast get together, share their computer interests and enjoy some of the best computer and high-tech electronic buys in Texas. This October will be special for us Atarians because many of our finest developers and dealers will be participating in the activities.

The Dallas Infomart facility, a replica of the famous 1895 world fair crystal palace, is located in the heart of the Dallas commerce district at 1950 Stemmons Freeway (I-35E). The facility is leased by the DFW Xchange each month to provide a community service to all computer users in the Metroplex area. The Atari Users of North Texas is one of many participating user groups that help support this community service by sharing our Atari computer interests, general computer expertise and providing user assistance to our local Atarians and the interested general public.

As of 5/21/95, vendors planning on participating include; It's All Relative, Systems for Tomorrow, chroMagic, Crawly Crypt Corporation, Oregon Research, Dave Munsie and DMJ software. Vendors interested in participating can contact David Acklam at (214) 242-9655 or on-line on GEnie at D.ACKLAM or via the Internet at d.acklam@genie.geis.com.

Currently, the show date is NOT CONFIRMED, and looks like it will probably not be on the 14th, but either a week earlier or later. STAY TUNED!

Also, we have a few more confirmed vendors - Branch Always Software (makers of the GEMulator) recently signed on, and we also have a few others who are interested but unsure at this time. (actually, I am pretty sure there are at least two more confirmed vendors not mentioned here, but I don't have the latest list on my desk. But Dave can tell ya! E-mail him!)

4929. Re: MagicMac. Neat.

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3saoc9$42h@sphinx.Gsu.EDU>
Source record: 163353

Kevin W. Dolorico (kwd9152@is2.nyu.edu) wrote:

: Now that I own a Mac, I wonder what I need any ST specific software for.
: Oh well. I think this program is a great novelty, though...but I mean,
: once you invest in another brand of computer(Pentium-based or Mac),
: running ST/TT-software really won't seem as important anymore now that
: you're exposed to much bigger software markets. Aigh!

You're wrong, my friend ;-) ... Every time I have to use those unbelievably unstable, unfriendly Windows-applications, my love for ST/TT -software just gets stronger! And speaking of Mac... It works better than PC, mostly, no disagreeing. But using PageMaker just doesn't give one kicks, after getting used to Calamus SL. And though Word Perfect, Word, and the other giants are fine pieces of software (and very slow, too - just think how long Word 6 takes to load on any Mac), somehow Papyrus Gold just feels better in my hands.

It doesn't help anyone, if the markets are bigger - if those bigger markets don't really produce nice, reliable, easy-to-use programs, but giants like Microsoft-products, instead...

: Of course... MagicMac won't switch any Atari Falcon Die-hards...so be it.

No, as Falcon won't switch any die-hard Mac or PC fans. So be it, and so it is =-) !

TH

4930. FS: Atari ST HardWare: On-Line Listed Catalog!

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3sd42c$m21@kelly.teleport.com>
Source record: 163354

```
Bravo Sierra Computers
On-Line HardWare Catalog
------------------------------------ ------------------------------------
1040STE, is the ultimately upgradeable
Atari Computer. Add in SIMMs, throw in
an accelerator, go to TOS 2.06. It all
works and works well, because the STE
is the only machine in the ST series
that was designed with upgradeability
in mind. The 1040STE was introduced in
1990 and has stereo sound, TOS 1.60
(Later 1.62), and a 720K floppy drive.
The Drive can be upgraded to 1.44 MB.
Essentially, the STE is the same as
the 1040STF that preceded it except
for its sound capabilities, expanded
4096 color palette, and its SIMM
memory upgradeability. This 1040STE is
brand new, Unused, VIRGIN. Toad
Computers sells them for $399.00 when
they have them. We sell it,
BRAND NEW, for.............$300.00 U.S.

1040ST w/built in DSDD 720K Drive.
Comes complete with everything as when
new, in box................$150.00 U.S.

520ST, 1 MB, with external DSDD Disk
Drive w/ Special Power Supplies (Ask?)
for Computer & Disk Drive. Come with
Cable for Disk Drive, Mouse and RF
Modulator. This is a Modular System,
(Ask?).....................$150.00 U.S.

SC1224 Color Monitor, everyone needs a
color monitor!.............$75.00 U.S.

SM124 MonoChrome Monitor, A must,
especially for MIDI Music & DeskTop
Publishing.................$75.00 U.S.

SF314 DSDD Drive w/Cable & Power
Supply. Brand New, being sold for
Atari Store. Some places sell New for
$175..We sell, Brand New,.$100.00 U.S.
```

SF314 DSDD Drive w/Cable & Power
Supply. In good shape......$75.00 U.S.

Mouse Master (ST/Amiga Compatible)Good
for Left or Right Handers..$25.00 U.S.

DVT-VCR Hard Drive Backup System. Use
your VCR to Backup your Hard Drive. By
Seymor/Radix..............$25.00 U.S.

Beetle Mouse w/ Long Cord. Black with
matching Mouse Pad.........$25.00 U.S.

VideoKey RGB Convertor. Gives your ST
RF Output. ColorLoc adjustment, Pass-
Through Port for your Monitor, Audio
& Video Port..............$50.00 U.S.

ComputerEyes Video Digitizer (Color or
Mono) Plugs into Cartridge Port,
digitizes off of any Video Source.
.........................$50.00 U.S.

Avatex 1200E MoDeM. LED Readouts and
speaker. Comes with MoDeM Cable and
Term SoftWare.............$25.00 U.S.

All interested Parties Reply in E-Mail
to: bensmith@teleport.com or call
(503)256-9974 Anytime. Call for faster
service! Customer pays Shipping &
Handling. Feel Free to Distribute this
List!
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Request Catalogs by E-Mail with Title: Catalog Request. Specify 8 Bit or ST.
Atari Catalogs updated monthly. All replies in E-Mail to bensmith@teleport.com

4931. FS: Atari ST Productivity SoftWare: On-Line Catalog!

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3sd4ih$ndk@kelly.teleport.com>
Source record: 163355

```
Bravo Sierra Computers
On-Line Productivity Catalog

U=Unopened=Brand New. Still Shrink
Wrapped. If U is shown then B-M-D
all apply and I won't open Box.
B=Box=Box or Original Packaging
M=Manuals/Docs. If # before M means
More than 1 piece Manual/Doc i.e. 2M
D=Disk/s # of Disks i.e. 4D. If just D
than only 1 Disk.

=--=Any Title $20=--=Any Title $20=--= =--=Any Title $20=--=Any Title $20=-=
Title: Make: Codes:|U#B#M#D|
------------------------------------ ---------------------------|-------|
Easy-Draw MiGraph | B M6D|
The Graphic Artist (Application) Progressive Computer Applica| B M3D|
PHA$AR (Proffessional Home Accounting) Antic | B M2D|
Publishing Partner Professional Soft-Logik | B3M5D|
Superbase Personal Precision SoftWare | M3D|
------------------------------------ -----------------------------------

=--=Any Title $10=--=Any Title $10=--= =--=Any Title $10=--=Any Title $10=-=
Title: Make: Codes:|U#B#M#D|
------------------------------------ ---------------------------|-------|
Analyze (Spread Sheet) Micro Systems Software | M D|
BB/ST (Bulletin Board SoftWare) QMI | M D|
Dac Easy Accounting dac SoftWare | M2D|
Data Manager ST (DataBase) TimeWorks | B M D|
Flash Antic | B M D|
Macro Mouse Antic | M D|
Modula-2 /ST Language/w xtra Text Book TDI SoftWare | 2M2D|
Personal Pascal (Prog. Language) Optimized Systems Software | M D|
PrintMaster Kyocera Unison World | M2D|
Publishing Partner Soft-Logik | 2M3D|
Read-A-Rama Unicorn Educational SoftWare| B M2D|
VIP Professional VIP Technologies | B5M3D|
VIP Professional VIP Technologies | M D|
------------------------------------ -----------------------------------

=--=Any Title $5=--=Any Title $5=--= =--=Any Title $5=--=Any Title $5=-=
Title: Make Codes:|U#B#M#D|
------------------------------------ ---------------------------|-------|
Analyze (Spread Sheet) Micro Systems Software | D|
Copy II ST Central Point SoftWare | M D|
```

Data Map Collect(Req. Maps & Legends 2 Antic | D|
EZ-Grade (Elect. Teachers GradeBook) Integral SoftWare | D|
1st Word Atari | 2M D|
FONTZ! (?) v.1.03 NEOCept | D|
GFA Basic Book Programmer Tutorial MichTron | D|
Let's Make Greeting Cards (PrintShop?) ValueTime | D|
Multi-Desk CodeHead | D|
The Music Studio Activision | D|
ProCopy Proco Products | M2D|
ST-Talk QMI | D|
Turbo ST SofTrek | D|
------------------------------------ ------------------------------------

All interested Parties Reply in E-Mail
to: bensmith@teleport.com or call
(503)256-9974 Anytime. Call for faster
service! Customer pays Shipping &
Handling. Feel Free to Distribute this
List!
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Request Catalogs by E-Mail with Title: Catalog Request. Specify 8 Bit or ST.
Atari Catalogs updated monthly. All replies in E-Mail to bensmith@teleport.com

4932. FS: Atari ST Games: On-Line Listed Catalog!

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3sd54n$p1s@kelly.teleport.com>
Source record: 163356

```
Bravo Sierra Computers
On-Line Games Catalog!

U=Unopened=Brand New. Still Shrink
Wrapped. If U is shown then B-M-D
all apply and I won't open Box.
B=Box=Box or Original Packaging
M=Manuals/Docs. If # before M means
More than 1 piece Manual/Doc i.e. 2M
D=Disk/s # of Disks i.e. 4D. If just D
than only 1 Disk.

=--=Any Game $10=--=Any Game $10=--= =--=Any Game $10=--=Any Game $10=-=
Title: Make: Codes:|U-B-M-D|
------------------------------------ ----------------------------|-------|
A.L.C.O.N. Taito |U |
Archipelagos Britannica | B M D|
BattleZone Atari | M D|
BoBo InfoGrames/Terrific SoftWare|U |
California Games Epyx | B M2D|
ChampionShip Wrestling Epyx |U |
The ChessMaster 2000 The SoftWare ToolWorks | B 2D|
Crash Garret Metal Hurlant Logiciels |U |
Death Sword Epyx |U |
Deja Vu II / Lost in Las Vegas Icom Simulations, Inc. | B2M2D|
Dive Bomber Epyx | B M2D|
Dragon Scape Free Spirit SoftWare |U |
Dungeon Master FTL Games/SoftWare Heaven | B M D|
Final Assault Epyx |U |
Flight Simulator II SubLogic | 4M D|
The Games / Winter Edition Epyx |U |
Gato Spectrum HoloByte | M D|
Gauntlet Mindscape | B M2D|
Gauntlet Mindscape | M2D|
GFL Championship Football Gamestar |U |
Gold Runner II MicroDeal |U |
Golden Oldies (4 Games in One) Computer SoftWare Classics | B M D|
Golden Path FireBird |U |
Gunship Micro Prose | B3M2D|
The Hunt for Red October DataSoft | B2M D|
ISHAR Legend of the Fortress Silmarils | M2D|
Jet SubLogic | B2M D|
Joust Atari | M D|
Kings Quest/Quest for the Crown Sierra | B2M2D|
Kings Quest II/Romancing the Throne Sierra | B2M2D|
```

Kings Quest II/Romancing the Throne Sierra | M2D|
Kings Quest III/To Heir is Human Sierra | B2M3D|
Kings Quest III/To Heir is Human Sierra | M3D|
Knight Orc Rainbird/Firebird |U |
L.E.D. Storm Capcom USA |U |
Loom (Complete) LucasFilm Games | B3M3D|
Major Motion MichTron | M D|
Man Hunter Sierra |U |
Mean 18 Famous Course Disk Volume II Accolade |U |
Metro Cross US Gold |U |
OIDS FTL Games/SoftWare Heaven | M D|
Out Run Sega | M D|
The Pawn RainBird/FireBird |U |
The Pawn RainBird/FireBird | B3M D|
The Pawn RainBird/Magnetic Scrolls | M D|
Phantasm Exocet Software |U |
Populous Electronic Arts | M D|
Prime Time First Row Software Publishng|U |
Project Neptune Epyx |U |
Questron II SSI | B2M2D|
Read-A-Rama Unicorn Educational SoftWare| B M2D|
Renegade Taito |U |
Rings of Zilfin SSI | B2M3D|
S.D.I. Cinemaware | B M2D|
Shadowgate Icom Simulations, Inc. | B2M2D|
Space School Simulator (the Academy). CRL Group PLC |U |
Space Station Oblivion Epyx |U |
ST Karate Paradox/ElderSoft SoftWare | M D|
ST Mega Pack / 5 Disk set of Games. Tyne Soft | M5D|
Star Glider RainBird/FireBird | B3M D|
Star Quake Terrific Software |U |
SwiftaR Accustar Software | B M D|
Techno Cop US Gold | B M2D|
Test Drive Accolade | M2D|
Their Finest Hour LucasFilm Games | B3M2D|
TV Sports FootBall CinemaWare | M D|
Ultima V (Warriors of Destiny) Origin Systems Inc. |U |
Warship SSI |U |
WishBringer InfoCom | B2M D|
World Karate Championship Epyx | M2D|
World Karate Championship Epyx | B M2D|
Zero Gravity MicroDeal | B M D|
Zynaps Hewson |U |
------------------------------------ --------------------------|-------|

=--=Any Disk $5=--=Any Disk $5=--= =--=Any Disk $5=--=Any Disk $5=-=
Title: Make Codes:|U#B#M#D|
------------------------------------ --------------------------|-------|
Balance of Power\Geopolitics in Nuclea Chris Crawford (1986) | D|
Balance of Power\The 1990 Edition MindScape, Inc. (1989) | D|

Brataccas Psygnosis | D|
Chaos Strikes Back FTL Games/SoftWare Heaven | 2D|
Colonial Conquest SSI | D|
Defender of the Crown MindScape, Inc. | 2D|
Flight Simulator II SubLOGIC | D|
HippoBackgammon Hippopotamus SoftWare, Inc. | D|
International Soccer microdeal | D|
Leader Board with Dongle Access Software | D|
Millenium 2.2 Electric Dreams SoftWare | 2D|
MindShadow Activision | 2D|
OIDS FTL Games/SoftWare Heaven | D|
Sex Vixens From Space Free Spirit SoftWare | 2D|
Super Cycle Epyx | D|
------------------------------------ ----------------------------------|

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(503)256-9974 Anytime. Call for faster
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--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Request Catalogs by E-Mail with Title: Catalog Request. Specify 8 Bit or ST.
Atari Catalogs updated monthly. All replies in E-Mail to bensmith@teleport.com

4933. FS: Atari ST Magazines: On-Line Catalog!

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3sd5dt$pcd@kelly.teleport.com>
Source record: 163357

Bravo Sierra Computers
On-Line MagaZine Catalog

If D is present, that means a Disk is included. If a Number appears before
the D, that indicates more than One disk and how many. 2D indicates 2 Disks.

_____
If M is present, that means a Magazine is included. Should a Number appear |
before the M, that indicates that their is more than one piece two the |
Magazine. The number before the M indicates how Many Pieces |
_____ |
Your Choice, any Issue: $4. | |
Magazine: Issue: Codes:|#M#D|
------------------------------------ ------------------------------|----|
COMPUTE!'s Atari ST October 1986/Premier Issue | M D|
COMPUTE!'s Atari ST December 1986 | M D|
COMPUTE!'s Atari ST February 1987 | M D|
COMPUTE!'s Atari ST April 1987 | M D|
COMPUTE!'s Atari ST June 1987 | M D|
COMPUTE!'s Atari ST August 1987 | M D|
COMPUTE!'s Atari ST October 1987 | M D|
COMPUTE!'s Atari ST December 1987 | D|
COMPUTE!'s Atari ST February 1988 | M D|
COMPUTE!'s Atari ST April 1988 | M D|
COMPUTE!'s Atari ST June 1988 | D|
STart SDS0686/Premier Issue/Summer'86| M D|
STart SDS0986/Fall 1986 | D|
STart SDS1286/Winter 1987 | D|
STart SDS0387/Spring 1987 | M D|
STart SDS0687/Spring 1987 | D|
STart SDS0987/Fall Issue 1987 | M D|
STart SDS1287/Winter Issue 1987 | M D|
STart SDS0288/Special Issue #2 | M D|
STart SDS0388/Spring 1988 | D|
STart SDS0588/Special Issue #3 | M D|
STart SDS0688/Summer 1988 | M D|
STart SDS0888/Special Issue #4 | D|
STart SDS1088/October 1988 | D|
STart SDS1188/November 1988 | M D|
STart SDS1288/December 1988 | D|
STart SDS0189/January 1989 | D|
STart SDS0289/February 1989 | D|
ST-LOG Issue 14/May 1987 | M D|
ST-LOG Issue 15/June 1987 | M D|
ST-LOG Issue 16/July-August 1987 | M D|

ST-LOG Issue 17/September 1987 | M D|
------------------------------------ ------------------------------|----|
-=-Any Issue $4-=- -=-Any Issue $4-=- -=-Any Issue $4-=- -=-Any Issue $4-=-

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Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
Request Catalogs by E-Mail with Title: Catalog Request. Specify 8 Bit or ST.
Atari Catalogs updated monthly. All replies in E-Mail to bensmith@teleport.com

4934. FS: Atari ST Books: On-Line Listed Catalog!

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <3sd5tp$qhd@kelly.teleport.com>
Source record: 163358

```
Bravo Sierra Computers
On-Line Book Catalog
Title: Publisher/Author: |Amount|
------------------------------------ ----------------------------|------|
The Atari ST Book (ST User's Guide) Index Legalis/Ralph C. Turner|$10.00|
Atari ST Internals Abacus/Bruckman,English,Gerts|$10.00|
Atari ST Logo User's Guide Abacus/G. Sauer |$10.00|
Atari ST User's Handbook Weber Systems/Gilbert Held | $6.00|
Introduction to Sound & Graphics COMPUTE!/Tim Knight |$10.00|
Kids and the Atari ST COMPUTE!/Edward H. Carlson |$10.00|
Mastering Sound & Music On the Atri ST Sybex/Tim Knight |$10.00|
Presenting the Atari ST Abacus/L.English,J. Walkowiak|$10.00|
ST Applications COMPUTE!/Brian & John J.Flynn|$10.00|
ST Programmer's Guide COMPUTE! |$10.00|
Understanding Atari ST Basic Programm. Sybex/Tim Knight |$10.00|
Working with the Atari ST Sunshine/Lawrence & England | $5.00|

All interested Parties Reply in E-Mail
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(503)256-9974 Anytime. Call for faster
service! Customer pays Shipping &
Handling. Feel Free to Distribute this
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Request Catalogs by E-Mail with Title: Catalog Request. Specify 8 Bit or ST.
Atari Catalogs updated monthly. All replies in E-Mail to bensmith@teleport.com
```

4935. Re: PC Emulators...

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3sanpg$42h@sphinx.Gsu.EDU>
Source record: 163359

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:

: Well its not on AA/Umich or Brunner, so does any one know a site
: that its on....

It's a bit tricky thing, this SoftPC... It works pretty well, although it was never totally finished. Nobody sells it, nobody supports it, it doesn't even officially exist. But though many people have a beta copy of the program, nobody wants to get a "pirate" -reputation, and admit they have it 8-(... Because though many laws in this world are stupid, and some definitely not worth obeying - a law is a law. And some laws say that it's illegal to give SoftPC Beta to anyone, or even have one in your own computer. Copyrights, that's the key word here..

What is, btw, this kind of siftware called - something that doesn't officially exist, that you can't buy anywhere, that many "gurus" use despite this all - and that is illegal to put to any FTP-sites?
Examples: AES 4.1, SoftPC.

TH

4936. Gemulator and MIDI

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <eca_9506221621@tor250.org>
Source record: 163360

```
G > I'm thinking of retiring my Mega 4, and assessing my options
G > to replace it. A 386- or 486-based machine with Gemulator is a
G > strong contender; however, I would be primarily interested in
G > being able to run my Atari MIDI software (sequencers, patch
G > editors, etc). The question is: is what I have in mind
G > possible? What hardware do I need?

According to Darek Mihocka, the current Gemulator 4 board adds
MIDI compatability to the emulation equation; however, the question
remains whether or not one can use any of the programs that require
a hardware dongle in the cartridge port before they'll run (ie
Cubase, Notator SL, Logic), as I'm not sure if he's added a dongle
port. If you have any of these high-end packages you may want to
consider probably upgrading to the PC versions of your particular
program (E-Magic and Steinberg both offer cross-platform upgrade
paths).

Of course, Darek is here from time to time, so maybe he can give
a clearer answer - as well as tell us what MIDI programs do and do
not run currently on Gemulator 4........

...IF DOG(AGE) >= OLD THEN NEWTRICKS = MAXTRICKS

___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org
```

4937. Re: Q:best hard drive driver on falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: Julian_Reschke@ms.maus.de
Message-ID: <199506222114.a41554@ms.maus.de>
Source record: 163361

In article <199506210123.a382@ll.maus.de>, Peter_Missel@ll.maus.de
wrote:
>>The very first partition on a hard drive _MUST_ be a 'GEM' partition.
>
>
> Read my lips: N O I T D O E S N O T !!!
>
>
>Any TOS version can definitely boot off BGM partitions. The first partition of
>any given harddrive can be as large as possible on this particular machine,
>which is 255 MB for TOS <= 1.02, 511 MB for TOS <=3.06 and 1023 MB for TOS >=
>4.00.
>[...]

In fact, TOS doesn't know anything about partition tables. It just
loads the root sector and executes it. From that time on, it's only
a question how clever the root sector code is (and AHDI's is
clever enough).

4938. Re: Atari in PC Tower case

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: Rich.Tietjens@f6969.n106.z1.fidonet.org
Message-ID: <16c_9506230548@tagenda.uucp>
Source record: 163362

On 07 Jun 95, a message from Phil Yeadon to All popped out of the wormhole:

PY> From: phil@yeadontt.demon.co.uk (Phil Yeadon)
PY> Hi, my friend and I are just about to mount a TT and a Falcon in
PY> PC tower cases.
PY>
PY> If any one has done the same thing or has any similar expereinces
PY> I would be grateful for details or tips to make the whole job go
PY> smoothly!!!

Phil, I have put a Mega STe into a tower case. You'll need new ribbon cable for the drives and a really large case to get the TT motheboard in there - I used a "super server" full size tower, and mounted the MB back-to-front (there aren't any connectors on the front edge of the MB, but the mountign screw hole ended up being most conveniently located if I turned the board so the cartridge slot was on the top edge).

Get some IDC-type male and female connectors for the other ports (9-pin for serial, 25-pin for the printer) and make your own extensions - it's cheaper than buying them made-up. You can bring the keyboard connector out with a short 6-lead modular telephone connector (use a jack at the outside end, of course). The toughest part will be the monitor lead; mine is still running out the side of the case where a cover plate should be.

Best of luck!

+---+
| Rich Tietjens aka Captain Blade @ STarship 1-(713)-682-7474 |
| 1:106/6969.0@fidonet.org 51:2/10.0@atarinet.ftn |
| When PRIVACY Is Outlawed...Only OUTLAWS Will Have Privacy! |
| >>> I SUPPORT THE PHIL ZIMMERMANN LEGAL DEFENSE FUND! <<< |
+---+

4939. Memory for Atari STFM: what's the best/cheapest upgrade?

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <3sbckj$mtn@mailer.york.ac.uk>
Source record: 163453
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hello,
I'm seriously considering upgrading my 1meg Atari STFM to 2.5 (or
maybe even 4) meg RAM. What are the best/cheapest upgrades available? And
where can I get them in the UK?

thanks,

john..

|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|p
| mail: jat5@unix.york.ac.uk |||PaSPRG, |h
| jat@ohm.york.ac.uk ||| York University |a
| web: http://www.york.ac.uk/~jat5/ ||| +44 (01904) 432417 |k
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|e

4940. X11 under linux - help

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: Szymon Stasik <stasik@bull.mimuw.edu.pl>
Message-ID: <Pine.BUL.3.90.950622132316.24397A@bull.mimuw.edu.pl>
Source record: 163454
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have tried to run X under linux and I saw : Fatal error - ioctl(...),
file or command not found. I use archive from phlem.ph.ic.ac.uk (tsx-11
mirror) with kernel 0.9.5 and/or 0.9.6.

any help will be appreciated.

Simon.

4941. DIP Switches

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <803864944_OASIS_@yeadontt.demon.co.uk>
Source record: 163455
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Can anyone help me, I have just fitted a High Density floppy to my TT,
all works well except there is no High Density format option from the Desktop.

I have been told by the supplier of the HD drive that one of the DIP
switches on the main board lets TOS know that you have a HD drive, but which
one?

Thanks in advance!

--

- - - - - - - Phil Yeadon - - - phil@yeadontt.demon.co.uk - - - - - -

I know where my towel is!!

- -

4942. Re: Falcon Demo ftp sites except a.a.?

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: vlefevre@imada.ou.dk
Message-ID: <3sb8bl$mt@news.uni-c.dk>
Source record: 163456

Thorsten Guenther (guenther@cabal.shnet.org) wrote:
: Hi!

: I am searching for such sites, preferrably in Europe, my brother wants
: demos.

ftp.cnam.fr (directory /pub/Atari)

There is an a.a.u.e mirror on ftp.switch.ch (directory /mirror/atari).
But it might have been removed.

--
Vincent Lefevre |
vlefevre@ens.ens-lyon.fr | Acorn RiscPC600, 4+1MB RAM, 210MB IDE
Magistere d'informatique 2e annee | Apple CD-300, SyQuest 270MB
Ecole Normale Superieure de Lyon | Atari Falcon030, 4MB RAM, 85MB IDE
France |

[Properties of 17] 17: exponent of the 6th Mersenne prime.

4943. Re: Q: .zoo decompressor

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2206950841000001@ngalm099.gal.nt.com>
Source record: 163457

>From: martony@ele.kth.se (Adam Martony)
> >Hi,
> >I have a problem with a .zoo file. It's too big for a 720kb disk to hold both
> >the .zoo file and the decompressed file, and I can't find a zoo program that
> >can store the decompressed file on an other disk.
**** Snip ****
>BTW, is it possible to decompress
> files on for example a PC, and use them on>my Atari?

Yes, I have done this many times.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

4944. VCS oriented conferences

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: CALLUM.LERWICK@1-282-47-0.flight.org
Message-ID: <41a_9506220407@flight.org>
Source record: 163458

```
Anyone know of any 2600 game system conferences? I'd like to ask a few
questions about my ol' VCS...
---------------------- -//- ------------------------
Internet: CALLUM.LERWICK@1-282-47-0.flight.org
| the FlightLine Uucp InterNet Gateway [MSP] |
---------------------- -//- ------------------------
```

4945. Re: Useful life of floppy

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: CALLUM.LERWICK@1-282-47-0.flight.org
Message-ID: <41b_9506220407@flight.org>
Source record: 163459

In message #900, "STEPHEN ATTY" writes:

> > If I remember correctly, HD (High Density) disks use a different medi
> > from DD (Double Density) disks and are therefore incompatible with
> > them at the hardware level. The difference is that HD disks require
> > a greater write current in the drive head to record the information;
> > the current normally used to record on DD disks won't always work
> > with HD disks.
>
> Not as far as I am aware - both SD and HD disks use the same media - the
> batch is tested at HD, if it fails they downgrade it to SD.
>
> HD drives use a smaller track which is why HD drives will invariably read
> SD disks but SD drives sometimes won't read disks formatted at the SD lev
> on HD disks.

No, HD disk media is more sensitive to magnetic pulses, in order to pack
more data onto a disk, they had to use more sensitive media and a less
powerful write head or risk "bleeding"...

---------- -//- ----------

Internet: CALLUM.LERWICK@1-282-47-0.flight.org
| the FlightLine Uucp InterNet Gateway [MSP] |

---------- -//- ----------

4946. Re: 9-bit floppy disk

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: CALLUM.LERWICK@1-282-47-0.flight.org
Message-ID: <41c_9506220407@flight.org>
Source record: 163460

In message #918, FRANK SEIPEL writes:

> There are several programs for the PC, including Atario, which can read
> Atari 8-bit disks.
>
> Most require that the disks be in double density however.

There was/is a discussion about this in the FidoNet Atari 8-bit echo,
apparently AtariDOS DD disks use 128 byte sectors, unlike PC that use 512
byte sectors, which means PC's cannot read AtariDOS disks, PCs can only
read DD disks from 8-bit DOS'es that use 512 byte sectors, I forget what
it was called, it was put out by Supra...
---------------------- -//- -------------------------
Internet: CALLUM.LERWICK@1-282-47-0.flight.org
| the FlightLine Uucp InterNet Gateway [MSP] |
---------------------- -//- -------------------------

4947. Re: Useful life of floppy

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: CALLUM.LERWICK@1-282-47-0.flight.org
Message-ID: <41d_9506220407@flight.org>
Source record: 163461

In message #936, MICHEL FORGET writes:

> >NEVER EVER USE HD disks on a Standard 720k disk drive, they will Fail...
>
> What? I've never had any such problem, and all I have is an external
> 720K disk drive. The disk I purchase are all 1.44M disks, which are
> preformatted.

Hmmm, I've used 1.44 disks as 720k disks on both my Atari and on an Apple IIgs, both of which had severe data corruption problems, I've long since stopped that practice...

---------- -//- ----------
Internet: CALLUM.LERWICK@1-282-47-0.flight.org
| the FlightLine Uucp InterNet Gateway [MSP] |
---------- -//- ----------

4948. Re: MiNT on Gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: CALLUM.LERWICK@1-282-47-0.flight.org
Message-ID: <41e_9506220407@flight.org>
Source record: 163462

In message #955, CHRIS RICHARDSON writes:

> Why use MiNT when you can use the multitasking of Windows?

1) Windoze is cooperative multitasking, and not very good co-op
mutitasking at that...
2) Developing Windoze software is a pain in the ass!
3) Windoze sucks!
4) Windoze sucks!
5) Windoze sucks!
---------- -//- ----------
Internet: CALLUM.LERWICK@1-282-47-0.flight.org
| the FlightLine Uucp InterNet Gateway [MSP] |
---------- -//- ----------

4949. Re: ATARI 520 ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: CALLUM.LERWICK@1-282-47-0.flight.org
Message-ID: <41f_9506220407@flight.org>
Source record: 163463

In message #970, HENRY J VANDERBECK writes:

> > Could anyone tell me what is an ATARI 520 ST? I have seen one listing f
> > just HK$100 (new). But I am now sure what I can do with it. Are there s
> > software available for it? Anyone knows about its hardware configuratio
>
> [...]
>
> half sided floppy disk if I remember correctly. You will need an origiona
> Atari monitor since other monitors will require difficult to find
> conversion hardware.

You can* plug it into a TV set just like a video game system, but video
quality suffers greatly!

---------------------- -//- -------------------------
Internet: CALLUM.LERWICK@1-282-47-0.flight.org
| the FlightLine Uucp InterNet Gateway [MSP] |
---------------------- -//- -------------------------

4950. Re: STE joysticks

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: CALLUM.LERWICK@1-282-47-0.flight.org
Message-ID: <420_9506220407@flight.org>
Source record: 163464

In message #971, BASTIAN SCHICK writes:

> It _is_ possible to use the Jaguar-controller at the STE or the F030,
> the ports are nearly compatible.
> A game from Jeff Minter (don't no the name, and a lot of llamas and sheep
> a good hint ;-) uses them.

Its LlamaZap btw...
---------- -//- ----------
Internet: CALLUM.LERWICK@1-282-47-0.flight.org
| the FlightLine Uucp InterNet Gateway [MSP] |
---------- -//- ----------

4951. Need advise

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: CALLUM.LERWICK@1-282-47-0.flight.org
Message-ID: <421_9506220407@flight.org>
Source record: 163465

In message #972, WILLIAM writes:

> I am sorry that the following questions should already been
> answered in the FAQ. However I cannot find the FAQ and could anyone pleas
> kindly help me? Yesterday, I came across a special sales of only a few
> [...]
> if they are still working). I would like to have an external modem (RS-23
> type) hooked to it for dialing to my school. Is it possible? Also, what i

Yep, it has a standard RS-232 port on the back, just plug it in there.

> its video output (PAL,NTSC,RGB etc)? Can a MSDOS PC read/write the ST
> formatted disks? BTW, could anyone please mail me a FAQ?

It outputs both TV output and RGB output, weather it outputs PAL or
NeverTheSameColortwice depends on the version, I don't know of any way to
tell.

The Atari will happily read PC 720k disks, if that doesn't work you may
have a single sided drive, try 360k. Having a PC read early-model Atari
disks is a whole other can of worms...
---------------------- -//- -------------------------
Internet: CALLUM.LERWICK@1-282-47-0.flight.org
| the FlightLine Uucp InterNet Gateway [MSP] |
---------------------- -//- -------------------------

4952. STf, what kind of memory?

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: martony@ele.kth.se
Message-ID: <MARTONY.95Jun22115223@arnor.ele.kth.se>
Source record: 163466

```
Hi,
Are there simm memorys or "ordinary" memorys in an STf?
Thanks
/Adam
```

4953. Re: WTD: CLAB/Notator

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3sbh83$ajk@status.gen.nz>
Source record: 163467

You can contact the Tariland Computer Club in Auckland, New Zealand. We can help you in every way.

Tel (09) 412-9700, or email mbecroft@iconz.co.nz

-Brian Becroft (mbecroft@iconz.co.nz) -Keeping Atari Alive in New Zealand-
-President Tariland Computer Club Auckland New Zealand--------------------

4954. Re: MiNT on Gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3sbmoj$5bc@inca01.inca.co.nz>
Source record: 163468

Chris Richardson (richards) wrote:
> Why use MiNT when you can use the multitasking of Windows?

1. Because Widows doesnt multitask. It task-switches.

2. Running one real multitasker (Mint) under another pseudo-multitasker (widows) will reduce speed to below a crawl, if both were running native code on the host CPU. If one has to gemulate a foreign CPU as well, the crawl would turn a Pentium 133 into a 8080.

"People don't want concurrency. They want simultaneity" - Bull Gates ~1983.

4955. MAGIC: is there a demo available?

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: jat5@york.ac.uk
Message-ID: <3sboaf$5cj@mailer.york.ac.uk>
Source record: 163469

The title says it all.... with all of this talk about MAGIC, I wondered if there was a demo version available? (I am presuming that MAGIC is a commercial package)

How much does it cost anyway? (For an STFM)

thanks,

john..

|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|\-/|p
| mail: jat5@unix.york.ac.uk |||PaSPRG, |h
| jat@ohm.york.ac.uk ||| York University |a
| web: http://www.york.ac.uk/~jat5/ ||| +44 (01904) 432417 |k
|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|/-\|e

4956. Re: Gnuplot for Atari

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: ppp435@news.salford.ac.uk
Message-ID: <ppp435.32.0@news.salford.ac.uk>
Source record: 163470

In article <3r4d2g$gau@sun168.rz.ruhr-uni-bochum.de> Srinivas Jammalamadaka <srinivas> writes:
>From: Srinivas Jammalamadaka <srinivas>
>Subject: Gnuplot for Atari
>Date: 7 Jun 1995 14:28:32 GMT
>Does someone know ftp-sites where a copy of gnuplot for Atari is available.
>Thanks
>
Not that hard. Its at HENSA (hensa.micros.ac.uk).

Have fun,
Giles.

4957. Atari scanners

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: ism@dcs.ed.ac.uk
Message-ID: <DAKIHE.JH9@dcs.ed.ac.uk>
Source record: 163471

Hi

1) Does anyone know what happend to Pandaal marketting aka kempston data ?
I tried phoning them and the number and the number nolonger exists

2) I have a Scanner for my atari from Pandaal (Mitsubishi MH105AG-Y1S), and I
was ondering if anyone has any technical specs of the pin out for it, or an email
for Mitsubishi tech suppoort so I could get it

Thanks in advance

Ian

--

_/_/_/_/_/ _/ _/ You never get where you
_/ _/_/ _/_/ want to be only where you need to be
_/ _/ _/_/ _/ email ism@dcs.ed.ac.uk
_/ _/ _/
_/_/_/_/_/ AN _/ _/ ACDONALD, Edinburgh University, Scotland

4958. Search Atari Music Software (Notator, Creator...)

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: CLK@svusenet.ubs.ch
Message-ID: <1995Jun22.122520.7411@zh014.ubs.ubs.ch>
Source record: 163472

Hello,

If everbody now where I can buy cheap the newest version of Notator or Creator (LOGIC). Or do you now a better
midisequenzer? (But I haven't lot of money... Please help a young student !!)

Also I search a good harddisk-recording-program. If possible a stereo multi channel recording-prg.

PLEASE send me a mail.

My mailaddress: viktor.calabro@zhflur.ch.ubs.ch

Thanks,

Viktor

4959. Re: What is Atari Medusa?

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3sbh72$djb@news.iesd.auc.dk>
Source record: 163473

In article <1995Jun17.161031.19463@krk.fi>, jts@krksun.krk.fi (Janne Siren) writes:
> What exactly is Atari Medusa (and Eagle)? Could I please have some specs
> - and are these new machines? ST compatible? Still in production? Price
> range?
>
> Just curious. Please reply via e-mail.
>
> --
> Janne Siren Editor-in-Chief of Saku, Finnish Amiga Users' Association's
> jts@krk.fi online magazine (http://www.modeemi.cs.tut.fi/~avs/saku.html)

Both the Medusa T40 & T60 and The EAGLE 030 & 040 are Atari ST/TT compatible
clones.
The Medusa T40 (32/64 Mhz 68040) is quite exspensive - about 2500 UkP with
8 MB Ram and a ET4000 type graphics card. Don't know the price of the T60.

I guess the Medusa is a kind of Atari-equivalent to the Amiga-clone "Drago".

The EAGLE is more affordable - about 1200 UkP for a 32/64 Mhz '040 based one
with 4 MB Ram
and a ET4000 type graphics card. And it's at least as fast as the Medusa T40.
The EAGLE can also handle PPC 601 & 603 and Alpha RISC CPU types.

There is also the C-Lab Falcon Mk-II, which is a Atari Falcon030 "clone" with
improved sound (better ADC's & DAC's) and SCSI-II harddisk access/transfer.
Im not sure of the price this machine, since C-Lab are ajusting thier at the
moment (so I heard :-)).

Hope this helps.

Keep Cool and Flying...

ChainXOR...

4960. Re: Falcon Demo ftp sites except a.a.?

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3sbh9p$djb@news.iesd.auc.dk>
Source record: 163474

In article <FFUUCJAFUP@cabal.shnet.org>, guenther@cabal.shnet.org (Thorsten Guenther) writes:
> Hi!
>
> I am searching for such sites, preferrably in Europe, my brother wants
> demos.
>
> Thorsten
>
> --
> - guenther@cabal.shnet.org (Thorsten G&#65533;nther) - _O
> -- /
> - In the sky a mighty eagle doesn't care about what's illegal - _
> - On it's wings the rainbow's light it's flying to eternity. -)

```
Try "ftp.cnam.fr" under the directory '/pub/Atari/Falcon/Demos/'.

Hope this helps :-)

Keep Cool and Flying...

ChainXOR...
```

4961. Re: ZIP Drive & External CD R

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506221423.AA02578@ilmen.lanl.gov>
Source record: 163475

In a previous article, gdg7@vision.hrz.uni-giessen.de (Torsten Lang) wrote:

> Can I reach GEnie from the Internet? Are there other places to get the ICD
> soft. It's impossible to get ICD updates over here in Germany nay more :-(

Since GEnie is a commercial service, it is not possible to download files
from its libraries unless you have an account with them.

-Hutch-

4962. Reviews of Fax and WP Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3sbvur$2rb@dux.dundee.ac.uk>
Source record: 163476

I am currently setting up some Atari Information pages on the Web.
I'd be grateful if people would email me reviews of certain products
namely Fax software (all available ones) and also Word Processors
(all variants). I do not have any FAX software but I will be reviewing
Papyrus and Marcel in the WP scene.

The aim is simply so that people can be referred to the web pages. This will
hopefully avoid the need for people to ask the same questions over and
over again (I have been guilty of this in the past).

Included in each review should be the products specification, price and
where it is available from. I shall decide in about a month or so which
reviews to use. These reviews should be YOUR opinions and not simply
regurgitated info from magazines. Note I will select the most intersting
reviews, but each product may have more than one.

Rod

--
Rod McCall, Student, Applied Computer Studies Division, Dundee University
Atari WWW: http:/www.mcs.dundee.ac.uk:8080/~rmccall/atari.html
Atari Falcon 4/65: ex-President University Dramatic Society (read mistake!)
CD ROMS, Books & Travel Guides: cdsales@cix.compulink.co.uk

4963. More email addresses wanted...

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: mcnaugra@vax.sbu.ac.uk
Message-ID: <1995Jun22.160639.1@vax.sbu.ac.uk>
Source record: 163477

I'm looking to add some new hardware and need to contact System Solutions and CGS Computerbild in the UK. Since I keep forgetting to bring their 'phone numbers, I thought I'd try email. I know SS have an email address, but I'm not sure what it is. I don't actually know if CGS have one at all.

Can anyone help?

--
Ross McNaughton
mcnaugra@vax.sbu.ac.uk

4964. Re: More email addresses wanted...

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: nj1@ukc.ac.uk
Message-ID: <11826@falcon.ukc.ac.uk>
Source record: 163478

In article <1995Jun22.160639.1@vax.sbu.ac.uk> mcnaugra@vax.sbu.ac.uk (Ross McNaughton) writes:
>I'm looking to add some new hardware and need to contact System Solutions and
>CGS Computerbild in the UK. Since I keep forgetting to bring their 'phone
>numbers, I thought I'd try email. I know SS have an email address, but I'm
>not sure what it is. I don't actually know if CGS have one at all.

I'm not sure about CGS, but you can get in touch with System Solutions on
their Cix account:

ssolutions@cix.compulink.co.uk

Hope this helps,

Neil.
--
Neil Jones-Rodway Will you even tell her
University Of Kent If you decide to
Make the sky fall
-- Tori Amos (God)

4965. MagicMac in Stockholm

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950622184732.1867B-100000@mars>
Source record: 163479

Is there anybody here working for the distributors of MagicMac? I would like to put up some magic in the Apple-computerstore downstairs, but I need some support to cast the spells really good :-)

This is in central Stockholm // Jens M Andreasen

4966. Wanted: Hard Drive

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: tom@ug.cs.dal.ca
Message-ID: <DAL31r.Muu@cs.dal.ca>
Source record: 163480

I have an Atari 1040fm and am looking for a hard drive for it.
I would also need the necessary cable+power supply.

If anyone has a good used one which they are willing to sell (cheap?)
then E-mail me.

tom@ug.cs.dal.ca
Halifax, NS, Canada.

4967. Re: ZIP Drive & External CD R

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: ab164@yfn.ysu.edu
Message-ID: <3sagc3$koc@news.ysu.edu>
Source record: 163481

tom lamparty (ab164@yfn.ysu.edu) wrote:

: ICD has a file zip.lzh in the ICD RT section on GEnie. It's file no.
: 112 , so now you should be all set once you get this and Extendos or
: Extendos Pro.

>Can I reach GEnie from the Internet? Are there other places to get the ICD
>soft. It's impossible to get ICD updates over here in Germany nay more :-(
>
>If someone can help - please send me a Mail. Thanks!

I'd send it to you, or put it on cnam.fr, but my access to the
internet Youngstown Freenet lacks a decent up;oad protocol. The only
one that works is Kermit, and only offers 98byte blocks and runs at
between 128 and 300 CPS (slow). I can get 1670 or there abouts on a
z-modem d/l, I hope someone else will be kind enough to put zip.lzh
up on Hensa or someplace else like it. Of course I now hear that there
is a few bugs in the file and we should wait for a later version from
ICD (They were gettting some write failures).

--
Tom Lamparty (ab164@yfn.ysu.edu) | Sysop NEOSTAG BBS (216)792-2580
4Meg 1040STe 85MHD 14.4K Modem | 24hrs 14.4k bps V32 SupraFax Modem
Sec./Treas. NEOSTAG | PD/Shareware/Advice/Help
North East Ohio ST Atari Group | Support board for Dr. Bobware

4968. Cruise For A Corpse

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: aford@t-ph.demon.co.uk
Message-ID: <803779292_OASIS_@t-ph.demon.co.uk>
Source record: 163482

Can anyone offer some assistance with this game please.

--

```
*******************************************************************************
* Andy Ford * USING OASIS 1.12 *
* aford@t-ph.demon.co.uk * *
*******************************************************************************
```

4969. vt-100 for ST?

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: kardelj@haven.ios.com
Message-ID: <3sam36$29e@ankh.iia.org>
Source record: 163483

I have been using my pc to play on the internet because I don't have a vt-100 comm program for my ST. I have an old 1040st(f) with 1 meg. and no hard drive. Can anyone tell me if there is a good program availible for my ST. Also, is it possible to link my ST to the pc and use the ps's hard drive? If there is a program for the St somewhere on-line on the net, could you please describe in detail how to get to it and get it. I am very new to this inet stuff.
Thanks
JPK
Biohazard Breweries

4970. ATARI CD MASTER PR is up

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: aa414@FreeNet.Carleton.CA
Message-ID: <DAJxLD.Ip9@freenet.carleton.ca>
Source record: 163484

Newsgroups: comp.sys.atari.st
Subject: ATARI CD MASTER PR IS FINALLY UP
Reply-To: aa414@FreeNet.Carleton.CA (Nima Montaser)
References:
Organization: The National Capital FreeNet

Hi Everyone (again)
As the subject says, the ATARI CD MASTER press release is up in the
comp.sys.atari.announce. If you don't have access to it,let me know and I
will email it do you.

Exciting stuff is happening in the CDROM world. Check it out.

Nima @ Homa Systems House

email : aa414@freenet.carleton.ca
genie: NIMA
tel: (613) 722-0901
FAX: (613) 722-9061

Address:
P.O.BOX 52127
OTTAWA, ON K1N 5S0
CANADA

--
/\/\ Nima Montaser \ /\/\
/\/\ |=> aa414@freenet.carleton.ca /\/\

4971. Re: ICD & Zip drives a Correction...!!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: Jeffrey.Wisniewski@Microserve.com
Message-ID: <9506222544@microserve.com>
Source record: 163485

Ken,

Yes you still must make the hardware mod even with ICD's new drivers.

Jeff Wisniewski
Internet Address: Jeffrey.Wisniewski@Microserve.com

4972. WTD: CLAB/Notator

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: mattpreb@atlantis.actrix.gen.nz
Message-ID: <DAK5tJ.DIy@actrix.gen.nz>
Source record: 163486

```
--
>> Matthew Prebble Internet : mattpreb@actrix.gen.nz PH (04)3861706 <<
```

4973. Atari 1040STf for sale

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: remyh@cco.caltech.edu
Message-ID: <3sav3f$6gm@gap.cco.caltech.edu>
Source record: 163487
Cross-posted to: misc.forsale.computers.other.systems,comp.sys.atari.st

I have the following system for sale:

Atari 1040STf with 2.5 megs.
Golden Image mouse
SM124 monitor (640x400 mono)
SC1224 color monitor
Spectre GCR (with ROMS)
AdSCSI+ SCSI Host Adapter.

Software incl. Carrier Command, Dungeon Master, Warp 9, Rainbow TOS.

also a Practical Peripherals 2400 baud modem and an FX-85 printer.

Make me an offer on any part(s) or the whole thing.

Remy Hathaway
remyh@cco.caltech.edu

--
\ Remy A. Hathaway (When that I was and a little tine boy, \
/ The Dork Knight) With hey ho, the wind and the rain, \
\ remyh@cco.caltech.edu (A foolish thing was but a toy, /
/ remy@fqw.com) For the rain it raineth every day. /

4974. Sending Faxes

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: olczyk@sunphy1
Message-ID: <19950622.011818.887842.NETNEWS@UICVM.UIC.EDU>
Source record: 163488

I have an old old (68000 based) atari st, and have just bought a new
Hayes modem for it. As a modem it works fine, but I would also like
to use it to send faxes. Is there any software out there that will let
me do that? PD or shareware with source is preferable, so that I can
compile it myself.
Thanks in advance.

Thaddeus L. Olczyk

4975. Re: Q:best hard drive driver on falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Jun22.065948.12713@rhrk.uni-kl.de>
Source record: 163489

sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:

>100% Wrong, TOS 1.4 was fixed to support 32 meg partitions and the boot
>partition can be a BGM one...

50% Wrong. _All_ TOS versions < 4.0 have a bug that can lead to a loss of data when a partition has more than 32767 sectors, e. g. e GEM partition > 16 MByte. This bug can be circumvented by marking cluster 16383 or 16384 as bad even if it is not corrupted. (Claus Brod showed that the bug exists and that this trick works.) Some partitioning tools (e. g. SCSITOOL, HDDRIVER) "know" about this bug and automatically mark the appropriate cluster as bad if necessary.

****
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
****

4976. Problem with EASE 3.5f and MagiC 2.01

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: cfav1@leonis.nus.sg
Message-ID: <3scbri$s90@nuscc.nus.sg>
Source record: 163490

I have just upgraded Ease to 3.5f. This version, however, looks for its files (eg. *.I??, ICON.CNF, ICONEDIT.PRG, etc.) in the path specify in the #_APP (which is C:\AUTO\APPS). It no longer looks in the EASE folder. My #_SHL is pointing to C:\EASE\EASE35F.PRG. If I move *.I?? files to C:\AUTO\APPS, all the data files (eg. ICON.CNF) loads except the programs such as ICONEDIT.PRG and KOBOLD.PRG and the HELP file.

Can anyone please help me? Thanks!

--
Victor Pang Electronic Music Laboratory MultiMedia Studio
cfav1@leonis.nus.sg The Centre For The Arts 1 Rochor Canal Road
National University of Singapore #04-22, Sim Lim Square
Kent Ridge Singapore 0718
Singapore 0511 Telephone: 339-1835
Telephone: 772-2492/3 Telefax: 339-2680

4977. Dynamic IP addressing with NOS

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: Rob.Vousten@inter.nl.net
Message-ID: <Rob.Vousten-2206951946460001@kun99-15.nijmegen.nl.net>
Source record: 163491

Is it possible to use NOS for making a PPP connection that uses dynamic IP addressing? Or do I have to have a static IP address?

--
Rob Vousten
Nijmegen, Netherlands
e-mail: Rob.Vousten@inter.nl.net

4978. Re: MiNT on Gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: Chris Richardson <richards>
Message-ID: <3scha3$d8f@mmddvan.mdd.comm.mot.com>
Source record: 163492

OK, for the sake of argument (only... after all I went out and got Warped for true multitasking), What is the speed reduction incurred by running simultaneous apps in a true multitasking OS (MiNT) which is using emulated 68K instructions on a x86 machine as compared to running simultaneous apps in single-tasking OS (GEM/TOS) sessions on a non-true mutitasking OS (Windows) which is running native code on an x86 machine? Answers on a postcard, please.

The gist, as I understood it, of the original post was asking how MiNT would work with the Gemulator so as to get two apps working together, hence my post.

Windows may suck (amen!), but with reference to the topic of this discussion, the Gemulator only works under Windows. One may as well state "Ford Trucks suck" under a discussion regarding the merits of various shock absorbers that will fit an F150 pickup.

Soupy-Twist

THIS IS AN 87% MATTER PRODUCT: The Remaining Volume Consists Primarily of Unstable Tachyon Particles And Is Therefore Likely To Be Included In The Next Motion Picture Release Of Star Trek: The Next Generation.

4979. A Bunch of Atari Software, Hardware and books for sale

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: oconnor@took.enet.dec.com
Message-ID: <3sci0a$ltf@nntpd.lkg.dec.com>
Source record: 163493

```
Atari 1040 ST $75
SC 1224 Color Monitor $75
VIDI ST Frame Grabber $40
Calligrapher Gold $50
MT Cshell $30
True Basic with Gem and Math Libraries $25
Geography Tutor $15
Lattice C 3.04 $10
Good Backup Utility $20
Solapak - Ram Drive, Print Spooler & Screen Saver $10
Book - Programmer's Guide to Gem $5
Book - Gem Programmer Refernece $5
DEGAS Elite $10
Thunder - a Spelling Checker $7
Music Studio $6
Cornerman - Clock, Phone log, Notepad, Calulator, Dialer $7
Game - Menace $5
Game - Jet $4
Game - Flight Simulator $4
Game - Dungeon Master $4
Game - President Elect $4
Game - Shadow of the Beast $4
Game - Blockout $3
Game - Nitro $4
Game - Arena $3
Game - Orbiter $3
GamePak - 4 wheel drive $10
Game - Harrier Strike Mission $4
Game - Winter Games $4
Game - Leather Godess of Phobos $4
Game - Turbo Out Run $4
Game - Scruples $6
Game - Barbarian $5
Game - Fast Lane $4
Game - Oids $4
Game - Test Drive $4
Game - World Games $3
Game - Brataccas $3
Game - Trivia Challenge $3
Game - Mean 18 + Extra Courses $5
Game - Obliterator $4
Game - Rogue $3
Game - Hard Drivin II $3
Game - Hero Quest So you want to be a hero $3
```

Game - Stunt Track Racer $3
Game - Advanced Dungeons & Dragons $3
Game - Deep Space $3
Game - Zany Golf $3
Game - Populous $3
Game - Farenhiet 451 $4
Game - Chrono Quest $6
Game - Plutos $3
Game - Black Cauldron $3
Game - Trivial Pursuit $7

4980. Re: Atari World!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: popemerlin@delphi.com
Message-ID: <xqz8+PC.popemerlin@delphi.com>
Source record: 163494

Peter Kellogg <petefagc@w210zrz.zrz.TU-Berlin.DE> writes:

>If it's not available in Germany, please could someone e-mail me an address
>where I can contact the folks at Atari World directly? (I know, it's been posted

Hi,

Try contacting Specialist magazines on +44 1487 773582 and they'll be able
to help.

Phin

4981. Card Games

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: Mark McGowan <mmcgow1@zeus.towson.edu>
Message-ID: <Pine.ULT.3.91.950622170627.2845L-100000@zeus.towson.edu>
Source record: 163495

Where can I find some card games that include poker against the computer? I have a few that is like the arcade poker games where Jacks or high wins. But I want a game that allows me to play against the computer that can lose money as well.

Any suggestions and maybe FTP sites?

(((())(((())(((())(((())(((())(((())(((())(((())(((())(((())(((())(((())(((())(((())(((())
() mmcgow1@zeus.towson.edu () Mark () as860@freenet.buffalo.edu ()
() /\ /\ ()
() co262@cleveland.freenet.edu ()
(((())(((())(((())(((())(((())(((())(((())(((())(((())(((())(((())(((())(((())(((())(((())

4982. Speedo Sytlus driver

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: komb1@wink.io.org
Message-ID: <3sbngq$3rr@ionews.io.org>
Source record: 163496

Hi all,

I've recently aquired an Epson Stylus colour printer. Now I need to
find a driver for it in Speedo format! Do I contact Atari, Compo or is it
available on the net?

If Compo please send US address/phone number.

Much Thanks for any help.

--
-=-=-=

4983. wanted: megast2 hard drive

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: spek@cse.ucsc.edu
Message-ID: <3scs9t$fn5@darkstar.UCSC.EDU>
Source record: 163497

hi all
I was wondering if anyone has a hard drive or maybe
scsi cable for the megast2 ... I really need to get one
of these cause I want to run linux on my st! so please mail me as I don't get
a chance to read newsgroups too much!
thanx
spek

4984. Re: futurenet:STformat

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: diehl@r-node.io.org
Message-ID: <3sbrg5$71b@ionews.io.org>
Source record: 163498

Ken Macdonald (macdonald@cfcsc.dnd.ca) wrote:
: I was attempting to contact the ST Format portion of Futurenet via my IBMclown
: at work through Netscape and I keep coming up with nada, zero, nothing!
: INetscape tells me that the host has been contacted, and its awaiting a reply
: - it usually stops right there. Sometimes Netscape says it is recieving data,
: but still the end result is the same. Does anyone else have this difficulty?
: I was hoping to check out the Eagle article for info.
: thanks for any help/advice.merci

The connection is probably just hideously slow. Since you're in Canada
(as am I) and Future Publishing is in the UK, that's a fairly distant
connection; on some UK servers I've had to wait a dog's age and then some
before I got anything useful out of the page. On others, the connections
are quite fast and it goes along just fast enough to stop me from falling
asleep. Generallyy, it depends on how busy the server is, how fast its
connection is, what machine it's running on and so on. And for a company
like Future Publishing, I'd imagine they get pretty busy.

: -ken

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

4985. Re: Atari World!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: mavoase@cix.compulink.co.uk
Message-ID: <DALK1y.Cxo@cix.compulink.co.uk>
Source record: 163499

In message <3s8mam$kfo@pheidippides.axion.bt.co.uk>, cazeauxr@hlc2ec.boat.bt.com said:
>Since I bought my copy of Atari World at the Spotlight show I haven't
>seen the 'edited' version of the mag.
>
>However, since the 'unedited' front cover featured a barbie doll (as in
>the children's toy) attired in a bondage outfit, complete with pee-hole
>bra, I think it can be safely assumed that was the problem.
>

Nope, I think it was more to do with the picture of dog shagging woman
that accompied the internet porn article. Iam still waiting to
see/read the mag before full judgement though.

>I can't honestly see national newsagents like WHSmith being too happy
>stocking non adult magazines featuring nipples (even if they belong to
>plastic toy).

What about womans mags or certain newspapers (comics) ? :)

>
>Hope tha helps
>
>Rudi
>
>(By the way IMHO Atari World is the best Atari mag around...)

Even though the competion (in the UK) is crap, AW would beat any other
hands down (free sub in the post for that one Vic ?)

Michael.

4986. Re^2: PC Emulators...

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <ftn_2.200.423_2fe9a2e3_Jesper.Kock@kockens.ct.se>
Source record: 163500

Hello android Sheppard..! The 21.06.95 you talked about "PC Emulators...",and
my reply is:

>> Yes, thats the one. Its a Falcon-only file, and you will find it
>> on any wellsorted Atari-BBS or site. Like Umich.
>
>
> Well its not on AA/Umich or Brunner, so does any one know a site
> that its on....
>
>

Hm... Strange!! Well, then Hensa must have it!!

Grtz from Sweden:

```
_____________________________________________________________________
/______ | .___ . \
|( ST ) jesper.kock@kockens.ct.se | // //| |
| |____| | || || | To boldly go |
|< oo > WiZZard on -*-Kockens BBS-*-| || || /\_ were no Atari |
| |\__/| | _/|| ||\_ /| has gone before |
| \____/ ATARI ONLY +46-46-250256 ||_/ |_| \_|/ |
\_____________________________________|_____________________________/
```

4987. Mega STe SCSI controller wanted

Newsgroup: comp.sys.atari.st
Date: 1995-06-22 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950622091633.22416A-100000@moose.erie.net>
Source record: 163501

Wanted: Internal SCSI controller board for Mega STe. Mine works
fine with the internal hard drive, but doesn't recognize external hard
drives.

4988. Re: MagicMac in Stockholm

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3se1vl$83t@epsilon.qmw.ac.uk>
Source record: 163363

On jens-and@dsv.su.se, Jens Andreasen (jens-and@dsv.su.se) typed away:
: Is there anybody here working for the distributors of MagicMac? I would
: like to put up some magic in the Apple-computerstore downstairs, but I need
: some support to cast the spells really good :-)

I am not sure who distributes MagiCMac in Sweden... but do know that
Indigo2 in Denmark fully support it. You may want to contact Tom
Thomason at the Falcon Pro Centre in Gothenburg, or even the Svenska
Atariklubben for contact details. Actually, I just remembered.. I have
the details with me right now...

Speak to Heine Svendsen on +45 86 20 16 55, fax: +45 86 20 12 04.
Their address is: Indigo 2, Montanagade 29E, DK-8000, Arhus C

You may also contact Sven Bornemark in Oxie.. he may have more info
too. E-mail him on sven@dada.ct.se

You are in Sweden, so you should have no trouble with Atari support at
all.

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

4989. Re: MagicMac questions

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: tt@muc.de
Message-ID: <tt-2306951211220001@tempel.muc.de>
Source record: 163364

In article <FFUEFCALUP@cabal.shnet.org>, guenther@cabal.shnet.org
(Thorsten Guenther) wrote:

> It supports colour depths of up to 256 colours yet, an NVDI driver for
> true colour is (again, AFAIK) under development.

Actually, NVDI for MagiCMac is available and supports 16 and 24 bit modes, too.

Thomas

4990. Re: PC Emulators...

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3se4e2$mlk@golem.wcc.govt.nz>
Source record: 163365

In article <3sanpg$42h@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) writes:
>Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
>
>: Well its not on AA/Umich or Brunner, so does any one know a site
>: that its on....
>
>your own computer. Copyrights, that's the key word here..

No Yank supidity, Copyrights are not the same in other parts of the world,
I didread a good USA produced article that most of the so call USA hype
about copyrights was a lot of hog wash mostly to frighten people by software
firms and users, tried to take thier normal legal rights away.....

>
>What is, btw, this kind of siftware called - something that doesn't
>officially exist, that you can't buy anywhere, that many "gurus" use
>despite this all - and that is illegal to put to any FTP-sites?
>Examples: AES 4.1, SoftPC.

Well I was told its on a USA BBS, so if that is the case then it can be placed
on a FTP site. ..

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

4991. Re: Speedo Sytlus driver

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: GERD@HELIOS.THEO2.PHYSIK.UNI-STUTTGART.DE
Message-ID: <3se501$9ov@info4.rus.uni-stuttgart.de>
Source record: 163366

Hi!

In <3sbngq$3rr@ionews.io.org> komb1@wink.io.org writes:

> I've recently aquired an Epson Stylus colour printer. Now I need to
> find a driver for it in Speedo format! Do I contact Atari, Compo or is it
> available on the net?

It's sold with SpeedoGDOS 5.0x. Get an update.

Regards,
Gerd

gerd@theo2.physik.uni-stuttgart.de G.Castan@physik.uni-stuttgart.de
Gerd Castan * Hoehbergstr. 16 * D-70327 Stuttgart

4992. Software Piracy

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3sdfcp$4v4@sphinx.Gsu.EDU>
Source record: 163367

Hutch, and the others who may be interested:

The research article about piracy I mentioned some time ago, is:

"Software Piracy: Estimation of Lost Sales and The Impact on Software Diffusion" by Moshe Givon, Vijay Mahajan and Eitan Muller.

Journal of Marketing, January 1995, vol. 59, p. 29-37

The source at least is quite highly respected, but everyone may read this themselves, and make their own judgements.
It'll be interesting to hear the comments..!

Greetings,
TH

4993. Re: vt-100 for ST?

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: proche@isis
Message-ID: <3sedll$31s@imag.imag.fr>
Source record: 163368

In article <3sam36$29e@ankh.iia.org>, kardelj@haven.ios.com (John Kardel) writes:
|> I have been using my pc to play on the internet because I don't have a
|> vt-100 comm program for my ST. I have an old 1040st(f) with 1 meg. and no
|> hard drive. Can anyone tell me if there is a good program availible for
|> my ST. Also, is it possible to link my ST to the pc and use the ps's
|> hard drive? If there is a program for the St somewhere on-line on the
|> net, could you please describe in detail how to get to it and get it. I
|> am very new to this inet stuff.

It depends on what you want to do. If you just want to use your ST as a text terminal, you just need the vt-52 emulator which is on the disk furnished with your computer.

Pascal.

4994. Re: STf, what kind of memory?

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: proche@isis
Message-ID: <3sedqv$31s@imag.imag.fr>
Source record: 163369

In article <MARTONY.95Jun22115223@arnor.ele.kth.se>, martony@ele.kth.se (Adam Martony) writes:
|> Hi,
|> Are there simm memorys or "ordinary" memorys in an STf?

Ordinary. But you can upgrade your memory, though, if such extensions still exist. I think simms were introduced with the STE.

Pascal.

4995. Shareware AUTOROUTER wanted

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: Vedran@labs1.cc.etf.hr
Message-ID: <3seee5$bpb@nippur.irb.hr>
Source record: 163370

Hi.
I am interested in some shareware AUTOROUTER (or any good software which
deals with electrical circuits) for ST with 1 MB.
Thanks.
All infos you can post here or e-mail me.

--

And now for something completly different... |c:\> Bad command or file
| name so I've erased
I'm Vedran Visnjic and I'm not somebody else at: | FATs on drive c.
Faculty of electrical Engineering and Computing |
University of Zagreb, Croatia |
|
My E-mail adress is: wedran@labs1.cc.fer.hr |

4996. test

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: CLK@svusenet.ubs.ch
Message-ID: <1995Jun23.135125.11688@zh014.ubs.ubs.ch>
Source record: 163371

```
Hallllllllllllllllllllllllllllllllllllo,

this is a test..
```

4997. Re: Terminal scrolling problem

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3seeob$9fi@btmpjg.god.bel.alcatel.be>
Source record: 163372

I get good results on Cityscape using VT100EMU.PRG, which I found on
ftp.cnam.fr (maybe it's on ftp.demon.cu.uk as well).
--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

4998. Re: PC Emulators...

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506231422.AA02843@ilmen.lanl.gov>
Source record: 163373

In a previous article, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) wrote:

>In article <3sanpg$42h@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo)
writes:
>>
>> Copyrights, that's the key word here..
>
>No Yank supidity, Copyrights are not the same in other parts of the world,

Better listen up, Tommi. When it comes to 'international stupidity' good ol'
Roger is the hands-down expert in this group! He's proven so many times. ;-)

>>What is, btw, this kind of siftware called - [...] that is illegal to put
>>to any FTP-sites?
>
>Well I was told its on a USA BBS, so if that is the case then it can be placed
>on a FTP site. ..

Yeh, right. Just because someone put it on a BBS makes it legit to place it
on an ftp site??? Oh... I forgot. This is the 'expert' speaking. :) I thought
maybe it was time to take good ol' Roger out of my kill file. Obviously, that
notion is a bit premature.

Considering the 'immense' size of our market, I doubt seriously if Insignia
Solutions really cares much one way or the other what happens to that beta
SoftPC software for the Atari. They can't or won't legally release it into
the public domain so it floats around as semi-pirated software.

My only question is... why would anyone WANT it in the first place? It must
be hideously slow considering how dog slow their software only emulators are
on a fast 040 or PowerMac. On a 16MHz 030 it must be -very- painful.

-Hutch-

4999. Re: ATARI 520 ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3sem1k$9fi@btmpjg.god.bel.alcatel.be>
Source record: 163374

> A 520 ST is very similar to a 1040 ST.

:)

> The processor is a 6800 running at 8 mHz [...]
> The stock version only had a half sided floppy disk [...]

Oh go on it's not that bad .. it's a 68000 (count the zeros), and at
least a single-sided disk.

Moto 6800s I have heard of, but falf-sided disks? :^>
--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

5000. Ka9q news problem.. HELP

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: geoffc@eve.adam.com.au
Message-ID: <3seqau$7j4@eden.adam.com.au>
Source record: 163375

Hi all...

Has anyone had problems recieving news with Ka9q/Atarinos software?
I am getting a nntp conection to my news server, but after saying
it is retrieving news headers I get messages like:

500 line too long
error while getting NEWNEWS - line too long

I can solve the problem by deleting newsgroups from my nntp.dat
file until the problem goes away, but this means I can no longer
get this news groups, else the problem reappears. My list of
active news groups is slowly growing smaller, so you can see
that this is not the ideal solution.

Any one else had this problem?

And does anyone have any ideas or solutions?

I am using v1.42 of ka9q.

Thanks for any help you can give.

Regards,
Geoff

--
\|/ ____ \|/ | Answers, abuse, comments, and flames to: | .--_|\
@~/ ,. \~@ | geoffc@adam.com.au - good for a few months | / \
/_(__/)_\ | geoffc@campg.mtx.net.au - reliable address | _.--*_/
__U_/ |"I am not an animal.... we, maybe a little one!"| u

5001. Re: KA9Q/NOS in a VT100 window?

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3sendt$9fi@btmpjg.god.bel.alcatel.be>
Source record: 163376

In article <3rqp2g$irl@bcfreenet.seflin.lib.fl.us>, p003445b@pbfreenet.seflin.lib.fl.us (Terrance R Redding) writes:
> Chris Gray (cgra@se.bel.alcatel.be) wrote:

> : Anyone know how to get KA9Q/NOS to run in a VT100 emulation window?
> : I'd like to be able to telnet to a BBS in the UK instead of having to
> : dial them up.

> : (Better still would be to run a comms programm over KA9Q, but I guess
> : I'm just dreaming :).

> I use FLASH 1.6 and have used Stalker 2.0 to access dialup internet sites
> and from there have been able to telnet and ftp world wide with this Mega
> STe.

> Chris are you looking for a GEM internet interface for the Atari? Are
> the BBS's you are connecting to in the UK internet sites? If not on the
> net I doubt you will be able to reach them except through your current
> method. Cheers, Terry

No, I was looking for a way to ``get KA9Q/NOS to run in a VT100 emulation window'', surprisingly enough ... :) I seem to have found a solution in VT100EMU.PRG (so yes I will register it :>). I use dialup PPP to the nearest Compuserve node, and telnet from there to London.

I'd love to have NOS running as an ACC, with GEM menus to set those lovely things like ``echo accept'', and a choice of emulations ... well let's face it, all the source code is available, all it needs is a little time and energy ...

--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

5002. ACC order on desktop

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: petefagc@w211zrz.zrz.TU-Berlin.DE
Message-ID: <1995Jun23.180653@w211zrz.zrz.TU-Berlin.DE>
Source record: 163377

Hi there,

anybody know how I can change the order of installed ACCs, displayed on the
desktop's pull-down menu? Altering the boot order won't help. Any ideas?

Thanxx in advance!

Regards, Peter--

****

Peter Kellogg Phone/Fax: 49 30 622 5371
Mail: kellogg@ftsu09.ee.tu-berlin.de
OR
petefagc@w206zrz.zrz.tu-berlin.de
****

5003. ST laptop (Australia)

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: johnsher@gaia.apana.org.au
Message-ID: <3seftk$gi@gaia.apana.org.au>
Source record: 163378

```
--
============================ John Sherlock================================
| |
| johnsher@gaia.apana.org.au |
=========================================================================
```

5004. Re: Terminal scrolling problem

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3sercq$ku9@hasle.oslonett.no>
Source record: 163379

Chris Gray (cgra@se.bel.alcatel.be) wrote:

: I get good results on Cityscape using VT100EMU.PRG, which I found on
: ftp.cnam.fr (maybe it's on ftp.demon.cu.uk as well).

What's "cityscape"? Don't tell me that a graphic web browser has finally
been released for the Atari ST?

Hallvard
--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun
[This mail has been written online]

5005. Re: Terminal scrolling problem

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: hallvart@oslonett.no
Message-ID: <3serdk$kvn@hasle.oslonett.no>
Source record: 163380

Chris Gray (cgra@se.bel.alcatel.be) wrote:

: I get good results on Cityscape using VT100EMU.PRG, which I found on
: ftp.cnam.fr (maybe it's on ftp.demon.cu.uk as well).
: --
: ____

: Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
: Opinions expressed are purely personal unless otherwise stated.
: ____

--
[Sun SPARCstation 20/Atari STe/Connect 2.46/USR 14400 fax/data]
* Norway,Norvege,Noruega,Norwegen,Norge- land of the midnight sun
[This mail has been written online]

5006. Re: Pirating Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506231902.AA02906@ilmen.lanl.gov>
Source record: 163381

Jerry Dunham <dunham@devnull.mpd.tandem.com> is having trouble posting
to the newsgroup so he asked me to post the following for him:

There's another effect going on in a shrinking market like ours that gets
much less discussion than the piracy issue. Once a given market is
shrinking at a pretty good clip, people are able to buy good used goods
so cheaply that all the needs of many of them can be met by those getting
out and unloading. I know the largest share of MY Atari dollars goes to
sucking up used gear and SW at ridiculous prices. This leaves precious
few dollars for users to spend on NEW hardware or software, plus it makes
the new stuff look very expensive in comparison to the flood of used,
unless the supplier is essentially giving it away. WithOUT any help
from piracy this results in a very difficult market to survive in as a
supplier.

A market in free fall is NOT a profitable marketplace. The Atari market
is imploding.

--
-=-
Jerry Dunham, MSE hoosier@rider.cactus.org (512)432-8598
Tandem Computers, Inc. dunham@isd.tandem.com
Integrity Systems Division dunham_jerry@tandem.com

I couldn't agree more, BTW.

-Hutch- @ Fair Dinkum Tech

5007. READ THIS, About ATARI CD MASTER, CD ROM PRODUCTS

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: aa414@FreeNet.Carleton.CA
Message-ID: <DAn3yr.2sH@freenet.carleton.ca>
Source record: 163382

Hi Everyone,
By all the mail that I have received during the past few days, it seems like very few people actually have access to the comp.sys.atari..announce, and are not able to read the press release. So here is the press release for ATARI CD MASTER.

_____

Homa Systems House is proud to announce a New product, the ATARI CD MASTER (ACM). ACM is a an authoring system for a number of DOS/WINDOWS popular CD ROMS. ACM has the following features:

- easy user interface, fully multitaksing in a window
- pictures are viewable on 2, 16 color, 256 color modes, including graphics cards and the Falcon
- Powerful search features, with "narrow down" option. On TIME almanac, you can search the whole CD for a particular key word(s)
- Upto 4 text windows open, with one picture window
- Save, print, ...

The following CDs are supported so far:

1- TIME ALMANAC OF the 1990s. This CD contains all the TIME magazine articles from Jan 1 1989 to May 4 1994, will all the pictures. It also has the TIME MAN OF THE YEAR, the CIA FACT BOOK (tonnes of data/picture on various countries (>150), organizations, world statistics), MAPS, Almanac charts and articles. View portrait profiles on 12 major persons and events of the 20th century, highlights of each decade and all the presidential elections, and more! This is a great encyclopedia of world events. With ACM, you can access all the data files, pictures on any ST with monochrome graphics, or on VGA 16 color or 256 colors (TT, Falcon, graphics cards) up to 1280x1024, save and/or print them. You can also do a thorough search on all the articles/ pictures, and/or narrow down your selection to reach to your desired information.

2- TIME ALMANA, REFERENCE EDITION, This CD is very similar to the 1990s, except it only has the articles up to the end of 1993; however, it has the complete TIME MAN OF THE YEAR, from year 1927 to 1993, plus hundreds of other text and graphics.

3- UFO (I or II): This is an exciting CD with over 1300 articles, many of them with amazing graphics describing UFO events from prehistoric times to the present.

4- Space Missions: This CD contains over 1600 articles, with over 700 with astounding pictures on all the space missions form all over the world (USSR, USA, CHINA, England, ...)

5- Audio CD Master v4, "NOW IN 3D" which is the ultimate Audio CD player on the ATARIs. With this program (or accessory), you can play Audio CDs in the background of any application using any SCSI CD ROM, even the popular NEC 25, which no other player supports. It requires -> no <- other drivers (i.e., metados, extendos).

Version 4 has lots of new features/enhancements, 3D buttons.

Audio CD Master offers the following:

Play, stop, pause, resume, FF, REW, eject, track. skip options.

Track options allow you to specify a range of tracks, i.e., from 2-11, or play a single track, or play programmable tracks. You can assign up to 16 tracks to play, and also save them, so the next time you insert the CD, the program automatically asks you whether you want to play the previously saved sequences.

You can play anywhere within a track, i.e., track 4, minute 3, and second 11, for ultimate control eg: for musicians.

Displays the track names (by their name of the albums/and tracks) for the current CD, and also you can select tracks by their names (if you have a lot of CDs, you don't need to memorize all the track numbers anymore)

Works as a program or accessory, with any resolution above 640x400..It is also multitasking. Has an alternate window (a much smaller one) with all the main buttons (play, resume,pause, stop,track, rew, ff,...) in order to have instant access from within any
program, and avoid cluttering.

ATARI TT, Falcon, ST (with ICD) is required.

Atari CD MASTER will have new drivers added to it periodically, for a nominal fee. Pricing is as follows:

ATARI CD MASTER, complete 4 pack for only ..... 39.95 US$
Upgrade for Audio CD Master(v3) owners ..... 25.00 US$

Upgrades can be done by sending your disk directly to Homa systems House or It's all Relative.

We can also supply you the CDs for $15 for Time Alamanc and UFO. The price of Space missions is not yet known, but will be around the same figure.

As mentioned previously, you can expect more CDs to be added to the list (we are working really fast, there are two more CDs in the works, estimated release time, two weeks)

At Homa Systems House, we are dedicated to bring you quality software and hardware. If you want to be on our mailing list, please send your name and address to one of the following:

Homa Systems House
P.O.BOX 52127
OTTAWA, ON K1N 5S0
CANADA
TEL: (613) 722-0901

FAX: (613) 722-9061

EMAIL:
genie: NIMA
internet: aa414@freenet.carleton.ca

You can expect to see ATARI CD MASTER on your friendly dealer's
shelf, or directly from us.
We accept Visa/MC, or money order, or cheque for methods of payment.
3% surcharge on credit cards.

ADDENDUM,
A NEW DRIVER FOR A CD IS DUE OUT BY THE END OF JUNE, 1995. THE CD IS CALLED
"1995 INTERNATIONAL AUTO ALMANAC". Interactive graphics and text (specs, ...)
about all the 1994/1995 cars.
--
/\/\ Nima Montaser \ /\/\
/\/\ |=> aa414@freenet.carleton.ca /\/\

5008. Re: Spectre

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3sfd79$p3r@status.gen.nz>
Source record: 163383

Dave Brook (Dave@mbha.demon.co.uk) wrote:
:
: I have been offered software version of spectre. Does anyone know if it
: will work with a TT? Should I buy it? (not sure what version... does 3 sound
: sensible?).

The only software version I've ever seen was a cracked one (we have the
hardware proper.) Naturally you would be unable to access true Mac discs
with it. Version 3 sounds reasonable, the latest is 3.1 as far as I know.

But if I was you I would double check that it is not a cracked (illegal)
version before buying it.

Spectre 3.1 should support up to System 7.0, but not 7.1 if I remember
correctly, BTW.

5009. MSG to Dick Snook re:ARABESQUE

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: alansh@terraport.net
Message-ID: <3segat$lf3@capetown.terraport.net>
Source record: 163384

Hi. I have lost your email address. Your software is in the mail and should be there by the middle of next week. Please email me if you do not receive it. Thanks.

-Alan
alansh@terraport.net

==========
Alan Shen
alansh@terraport.net

5010. Re: Software Piracy

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506231420.AA02837@ilmen.lanl.gov>
Source record: 163385

In a previous article, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) wrote:

>Hutch, and the others who may be interested:
>
>"Software Piracy: Estimation of Lost Sales and The Impact on Software
>Diffusion" by Moshe Givon, Vijay Mahajan and Eitan Muller.
>Journal of Marketing, January 1995, vol. 59, p. 29-37

Thanks, Tommi. I appreciate you digging that up for me.

Now to see if I can find a copy of that marketing periodical around here.

Cheers,

-Hutch-

5011. What Happened to Gadgets by Small

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: tesundst@itchy.emss.com
Message-ID: <TESUNDST.95Jun23144646@itchy.emss.com>
Source record: 163386

Whatever happened to Gadgets by Small? I had heard a rumor at a meeting a year and a half (maybe two years) ago, that it was no more (unfortunately, it was also my last meeting, so I never got an update). What is the status of his products, does anyone support them?

Todd

P.S. what is the last version of Spectre he released (did he ever get System 7 support...)?
--

"Please re-read what I've written before you reply,
you might have missed my point!"
-- annonymous

5012. Re: Useful life of floppy

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: ai063@FreeNet.Carleton.CA
Message-ID: <DAn9C8.A98@freenet.carleton.ca>
Source record: 163387

CALLUM LERWICK (CALLUM.LERWICK@1-282-47-0.flight.org) writes:
> In message #900, "STEPHEN ATTY" writes:
>
>> > If I remember correctly, HD (High Density) disks use a different medi
>> > from DD (Double Density) disks and are therefore incompatible with
>> > them at the hardware level. The difference is that HD disks require
>> > a greater write current in the drive head to record the information;
>> > the current normally used to record on DD disks won't always work
>> > with HD disks.
>>
>> Not as far as I am aware - both SD and HD disks use the same media - the
>> batch is tested at HD, if it fails they downgrade it to SD.
>>
>> HD drives use a smaller track which is why HD drives will invariably read
>> SD disks but SD drives sometimes won't read disks formatted at the SD lev
>> on HD disks.
> No, HD disk media is more sensitive to magnetic pulses, in order to pack
> more data onto a disk, they had to use more sensitive media and a less
> powerful write head or risk "bleeding"...
> ---------------------- -//- ------------------------
> Internet: CALLUM.LERWICK@1-282-47-0.flight.org
> | the FlightLine Uucp InterNet Gateway [MSP] |
> ---------------------- -//- ------------------------

I spoke to a tech rep from KAO, Canada's largest mfgr of floppies and
he confirmed that there is a different magnetic flux density used by
a HD disk than a DD disk. He said the DD disk drive imparts a higher
flux density but is not a sharply confined as that of the HD drive.
He said that a HD drive can handle a DD disk OK but not the other way
around. He said that there is a great danger of data loss if one uses
a HD disk on a DD drive. He may be right, but I am doing some testing
of my own to confirm this. Unfortunately, I forgot to ask him about
the life expectancy of floppies in general. He also said there was no
significant difference in surface texture between the two types.

--
Walter A. Cole
ai063@freenet.carleton.ca

5013. Mega 4 and Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: wizzo@connexus.apana.org.au
Message-ID: <3seod0$1ak@studioweb.com>
Source record: 163388

A friend recently purchased an old SH205 (I think that's right) hard drive
for his Mega 4. I was wondering if it was feasible to take the 20Mb
mechanism out of it and put in something larger. If so, what sort
or drive does he need. While I'm here, how easy is it to upgrade
the Mega 4 to 16Mb (if this can be done) as I seem to recall that this
was possible with the Mega 4.

All help, info and experiences greatly appreciated,

Jared

--
'Hey gang, let's do the hustle!'

5014. Atari 2600 (was Re: VCS oriented conferences)

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: Dennis Remmer <dennis@dstc.edu.au>
Message-ID: <3sd1ku$vdu@azure.dstc.edu.au>
Source record: 163389

```
CALLUM.LERWICK@1-282-47-0.flight.org (CALLUM LERWICK) wrote:
>Anyone know of any 2600 game system conferences? I'd like to ask a few
>questions about my ol' VCS...
> ---------------------- -//- -------------------------
> Internet: CALLUM.LERWICK@1-282-47-0.flight.org
>| the FlightLine Uucp InterNet Gateway [MSP] |
> ---------------------- -//- ------------------------

Yes: alt.atari.2600 and rec.games.video.classic

Also, check out http://www2.ecst.csuchico.edu/~gchance

-----------------------------------------------------------------
Dennis Remmer dennis@dstc.edu.au
Research Scientist, Business Development Ph: +61-7-3657564
Distributed Systems Technology CRC Fx: +61-7-3654311
-----------------------------------------------------------------
```

5015. Re: futurenet:STformat

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.223.000C0894@ti.com>
Source record: 163390

In article <macdonald.230.0009EDA2@cfcsc.dnd.ca> macdonald@cfcsc.dnd.ca (Ken Macdonald) writes:
>but still the end result is the same. Does anyone else have this difficulty?
>I was hoping to check out the Eagle article for info.

I have not such problems and my link goes from Singapore to US then out to UK. Maybe it's less heavily used when I am access it (due to time zones differences). I have been reading the Articles on Eagle, Geneva & MagiC online without any problems.

Regards
William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps | ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
Internet Email: wongck@ti.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

5016. Re: MagicMac. Neat.

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DAM7Go.9Kq@ridgecrest.ca.us>
Source record: 163391

kwd9152@is2.nyu.edu (Kevin W. Dolorico) wrote:
>
>Now that I own a Mac, I wonder what I need any ST specific software for.

Haven't you noticed that your Mac is faster with Magic than programs running under System 7X? Have you noticed that Papyrus (as well as other TOS software) is much less expensive than the compatible Mac software? You have noticed how nice MagX! is compaired to System 7X, haven't you? And unless your employer is purchasing your software (mine is), haven't you noticed that most Mac software is way over priced? Humm? Mabey if we continue to support TOS authors we will get inexpensive Mac software. I know my Falcon loves it!

5017. Atari ST games SALE!!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: jorge@sfsu.edu
Message-ID: <3sds04$jfi@news.csus.edu>
Source record: 163392

```
Atari ST games for sale! Everything in good
shape (box, disk, manual)

a) Deep Space.............................$4

b) Wanderer...............................$4

c) Forgotten Worlds.......................$4

d) Mr. Heli...............................$4

e) Ghouls 'n' Ghosts......................$4

f) Triad 2 (compilation) of:
Menace, Tetris, & Baal (all 3 games)...$8

g) Triad 3 (compilation) of:
Speedball, Blood Money & Rocket Ranger.$8

h) 3 brand new PELIKAN multistrike replacement
ribbon for these printers:
-Atari SMM804, XMM801
-Blue Chip Electr M120-10, M150-10
-BMC International BX80, 80PLUS, 130
-Commodore 1516, 1521, 1526, 4023, MPS802
-Legend 800, 808, 880, 1080, 1380
-Tally Spirit 80
------------------>each ribbon.........$10

Prices don't include s/h...($2/item)

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\m___m__|_| [1;32m \m_m_| [1;34m \mm_| [1;31mTotoro!

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5018. Re: Pagestream font question

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3sdkqi$kd9@golem.wcc.govt.nz>
Source record: 163393

In article <3sasmi$mdg@kelly.teleport.com>, hellman@teleport.com (Walter Hellman) writes:
>Hello All,
> I have gotten the Sterling CD with tons of Type 1 fonts for
>postscript printing on Pagestream and they work fine with one
>exception...the screen drawing is very slow (out of draft mode). I think
>this is because they do not come with screen display files, as
>Soft-Logik's did...the files that have extensions like .12H.

Soft-Logik did bring out a Font editor, I wonder if this would help..??

It did not get far as its only version 0.8

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5019. Re: Re^2: PC Emulators...

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3sdkvc$kd9@golem.wcc.govt.nz>
Source record: 163394

In article <ftn_2.200.423_2fe9a2e3_Jesper.Kock@kockens.ct.se>, jesper.kock@kockens.ct.se (Jesper Kock) writes:
>Hello android Sheppard..! The 21.06.95 you talked about "PC Emulators...",and
>my reply is:
>
> >> Yes, thats the one. Its a Falcon-only file, and you will find it
> >> on any wellsorted Atari-BBS or site. Like Umich.
> >
> >
> > Well its not on AA/Umich or Brunner, so does any one know a site
> > that its on....

>Hm... Strange!! Well, then Hensa must have it!!

From what I think that was posted here, its only available via PD shops...

Yes I have looked on all the main FTP sites.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5020. Re: ATARI STe 1040

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: Peter_Missel@ll.maus.de
Message-ID: <199506231943.a398@ll.maus.de>
Source record: 163395

>However... I know for a fact that 1 Meg x 9 SIMMs with *9 chips* on
>them will work. But PC SIMMs come in other configurations, such as 3
>chips on a SIMM. I don't know from personal experience that those will
>work. They should, but there sometimes are compatibility problems with
>different configurations of SIMMs on PCs, so it *might* matter to an STe.

They will, unless they are 60ns - these will cause data dropouts due to the
ST's refresh timing, which is too slow for these fast RAM chips.

We've equipped LOADS of 1040 STE and Mega STE with 3-chip SIMMs, and they all
worked fine (as long as the SIMMs weren't faulty).

bye, Peter

5021. Re: Pirating Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3sf9rt$ftd@sphinx.Gsu.EDU>
Source record: 163396

Hutch (hutch@ilmen.lanl.gov) wrote:
: Jerry Dunham <dunham@devnull.mpd.tandem.com> is having trouble posting
: to the newsgroup so he asked me to post the following for him:

: ---------

: There's another effect going on in a shrinking market like ours that gets
: much less discussion than the piracy issue. Once a given market is
: shrinking at a pretty good clip, people are able to buy good used goods
: so cheaply that all the needs of many of them can be met by those getting
: out and unloading. I know the largest share of MY Atari dollars goes to
: sucking up used gear and SW at ridiculous prices. This leaves precious
: few dollars for users to spend on NEW hardware or software, plus it makes
: the new stuff look very expensive in comparison to the flood of used,
: unless the supplier is essentially giving it away. WithOUT any help
: from piracy this results in a very difficult market to survive in as a
: supplier.

Interesting views... But I don't think, the Atari-market as a whole is
going toward: "buy old and shareware instead of new stuff..". It seems
that the ST-world and the Falcon-world (including MacMagic, Eagle, TT,
etc.) are heading to completely different directions. I've noticed too,
that ST-users tend to use older software, maybe for two reasons: 1) they
don't want to invest in an old computer much, and 2) older "ST-era"
programs simply work much better in STs ! They were hardware-coded (and
don't thus often work on Falcons, etc), and use the capabilities of old
machines perfectly. Just think: how much faster is Lavadraw compared to
let's say: True Paint, or Prism Paint 2 ! New programs are just too
memory- and CPU-consuming, or otherwise too heavy to be used on a 1 MB
STFM, or even Mega 2. Not always, but often enough..

But Falcon-owners, and the others, I feel, are quite willing to update
and upgrade both their soft- and hardware, and ready to pay for that. The
fact that the 68040 accelerator Barracuda for Falcon already has more
than one thousand pre-orders waiting, speaks for itself. There is a
market existing, and the faster C-Lab gets next generation Falcons out,
and GE-Soft their Eagles flying around the world, the market may well
start growing again.

: A market in free fall is NOT a profitable marketplace. The Atari market
: is imploding.

It has been doing that, after Falcon didn't succeed to compete with the
mainstream computers - and the new generation of Atari-compatibles, like
Eagle, Medusa, and... well, Mac 8-) weren't available yet.

But I wouldn't be sure about this decline continuing in the future. Those of us, who were most frustrated, have mostly already changed to Mac or PC (changing to Win 3.x _is_ desperate ;-) - and the rest of us... Well, if and when an affordable 68040-Eagle, or C-Lab Falcon comes available, the whole market very probably starts to live again, with new hope and enthusiasm. Just remember, how many new software titles came out after the Falcon was announced.

Let's face it; new software for Ataris _is_ exciting! We're waiting for our first full-blooded WWW-browsers (several should be ready soon), CD-ROMs are getting more common, programs like Papyrus 4, Apex Media, and many others, are definitely worth buying. And new OSes, like MagiC 3 give us completely new possibilities. 68040-, 68060- and even PPC-computers will soon be reality for us, I believe. There's no reason to be sceptic here; Atari isn't among us anymore. Those guys in Germany, USA, etc. know better what they're doing - and they have the skills. MagiCMac is another thing - and it certainly helps to keep our software developers alive.

Things don't look that bad anymore, I think...

: -=-=-=-

5022. Re: vt-100 for ST?

Newsgroup: comp.sys.atari.st
Date: 1995-06-23 00:00:00 UTC
From: scruggs@cis.ohio-state.edu
Message-ID: <3sffnuINN8t0@brain.cis.ohio-state.edu>
Source record: 163397

```
In article <3sedll$31s@imag.imag.fr> proche@isis (Pascal Roche) writes:
>In article <3sam36$29e@ankh.iia.org>, kardelj@haven.ios.com (John Kardel) writes:
||| I have been using my pc to play on the internet because I don't have a
||| vt-100 comm program for my ST. I have an old 1040st(f) with 1 meg. and no
||| hard drive. Can anyone tell me if there is a good program availible for
||| my ST. Also, is it possible to link my ST to the pc and use the ps's
||| hard drive? If there is a program for the St somewhere on-line on the
||| net, could you please describe in detail how to get to it and get it. I
||| am very new to this inet stuff.
|
|It depends on what you want to do. If you just want to use your ST as a text
|terminal, you just need the vt-52 emulator which is on the disk furnished with
|your computer.
|
|Pascal.
|
Also, there are AtariST termcaps entries available. If you are using
a shell account you can have your sysadmin add this to the systems
termcap file & you can use any ST dumb term prog.
```

5023. Re: atari falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3sgnnf$h3f@nyheter.chalmers.se>
Source record: 163302

In article <7896118154401@ars.ath.forthnet.gr>,
<lampeo@ars.ath.forthnet.gr> wrote:
>
>������ ���� jdk ����� ? ������ ??? ??? ATARI FALCON ??e ??} ?? ??梁?

```
<-- ZIP -->

Greek, huh?

Regards, Christer.
```

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H?N?	one failed."

5024. Twist 2 Labels - HOW!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: mtaylor@perth.DIALix.oz.au
Message-ID: <3sgo5nhud1@perth.DIALix.oz.au>
Source record: 163303

Hello,

I have just started using Twist 2 database and want to do some mailing labels. I need to print 16 up on my laser printer but cannot format the report to print two across at all. If I put two lots of field information I simply get the second record data identical to the first record and not the logical Record 1 & 2 on line one and then record 3 & 4 on line 2 etc. I have previously used Superbase Pro which made this task very easy. I like Twist better as it is easier to set up and I like the Speedo fonts for screen and output. However I would really like to output some labels so if anyone ahs done this can they please let me know as I would appreciate the help.

All the best
Mark

--
****
* Mark Taylor || INDELIBLE DESIGN - Print & Design *
* Western Australia || InterNet: mtaylor@perth.dialix.oz.au *
****

5025. Re: Mega 4 and Hard Drives

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3sgpb2$4sv@golem.wcc.govt.nz>
Source record: 163304

In article <3seod0$1ak@studioweb.com>, wizzo@connexus.apana.org.au (Jared Jeavons Quinert) writes:
>
>A friend recently purchased an old SH205 (I think that's right) hard drive
>for his Mega 4. I was wondering if it was feasible to take the 20Mb
>mechanism out of it and put in something larger. If so, what sort
>or drive does he need. While I'm here, how easy is it to upgrade
>the Mega 4 to 16Mb (if this can be done) as I seem to recall that this
>was possible with the Mega 4.

Well the SH205 uses MFM drives, these are no longer made..

There is a hack to get 14 megs on a ST or Mega, but you have to use
TOS 2.06 for one thing and it only works for TT compatible software..

NOTE: all custom chips only support the lower 4 megs from what I have read,
its only the CPU that can access this extra ram....

But I could be wrong on this one....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5026. Re: PC Emulators...

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2406951550040001@47.85.0.99>
Source record: 163305

In article <3sgg15$3bq@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz wrote:

> I needed to pass on the latest Diamond Steath drivers to a friends PC, he does
> not have a modem and access to Internet, and the PKZIP supports multible
> disks, not like the Atari version..
>
> What other ways can a pass on a 1.22 meg PC Zipp file using 720k disks...

Why not try Mime or UUencoding them on the ST (should take less than three
720 K floppies if you set the lines per segment correctly).

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

5027. Announcement - HTML 2.0 Kurzels for Everest

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: ekholm@spirou.e.kth.se
Message-ID: <3sh912$ki9@news.kth.se>
Source record: 163306

My *.KRZ file for writing HTML 2.0 documents using the Everest
texteditor will be available soon!

I uploaded it (actually I used AFS!) to atari.archive.umich.edu under
the name of html2krz.zip.

Enjoy!

Nils Ekholm.
ekholm@elixir.e.kth.se

5028. ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: grubby@erinet.com
Message-ID: <3shc0h$rrc@eri.erinet.com>
Source record: 163307

Can someone please e-mail me some FTP PIRATE WAREZ SITES
for the Atari ST? I know they are out there.

Yes, I realize someone will say this is what hurt the ST in the first place,
but now, at this point, I don't think it really matters.

If I could find a source for stuff for it again, I wouldn't think about
chucking it and getting an IBM. I love the Atari so much more, but face
it, what new games and stuff there are don't show up on shelves anywhere
in the U.S. for it.

I have a lot of great and rare stuff to trade for other, I won't be a
leech. Thanks very much.

5029. RATSOFT, where can i get it?

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: johnmoon@news.connexus.apana.org.au
Message-ID: <3shekb$6ek@studioweb.com>
Source record: 163308

The local ATARI BBS here in Melbourne wants to upgrade to RATSOFT BBS SOFTWARE, can anyone tell me where I can obtain it and for how much?

Thanks.....

--


```
__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@connexus.apana.org.au

WWW Home Page http://connexus.apana.org.au/~johnmoon

5030. WWW on an ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: jwoakes@tdc.dircon.co.uk
Message-ID: <3shipn$kru@newsgate.dircon.co.uk>
Source record: 163309

WWW on an ST in the UK.

This might be common knowledge but I only discovered it by accident.

I can access WWW pages in text mode. Images are shown on screen like: [image] . I can tab through the links and 'click' the ones I want to follow. I can save pages and download images and files. The only thing I can not do is use pages that have a graphic (ie map of the world) and you are suppose to click a part of the graphic. The FTP and gopher work as well.

I am accessing WWW pages through a program called Lynx which runs on my internet service provider's Unix machine (The Direct Connection). I use Uniterm to emulate a vt100 terminal to the Unix machine. They have a simple menu system so I don't have to know Unix.

It is quite expensive £20 a month and £7.50 to join but on-line time is unlimited and not charged if you live in London. They have Videotron. They have POP in Bristol (that's me!), Cambridge, Warrington, Birmingham, Edinburgh but you pay 1.5p a minute for that because Pipex lease them the lines. They are NEVER engaged either.

I use them because I will be leaving the country soon and it is a short term solution.

If you want to find out more about them and their service modem to 0181 297 2000 and logon as DEMO. You don't get much of a demo but you get lots of information.

Last but not least FizzDizz doesn't work with Lynx as it doesn't do full vt100. I know because I've tried. I haven't tried any others.

Hope this is of use to someone.

John Woakes.

5031. Re: Spectre

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: jja@pressimage.fr
Message-ID: <jja-2406952044080001@modem2-08.planete.net>
Source record: 163310

In article (Dans l'article) <3sfd79$p3r@status.gen.nz>,
mbecroft@iconz.co.nz (Mario Becroft) wrote (�crivait)�:

> Spectre 3.1 should support up to System 7.0, but not 7.1 if I remember
> correctly, BTW.

Spectre supports only system 6 (6.0.7 maxi).

And, as I said a few days ago, a software only version of Spectre is a
craked version.

--
Jean Jacques Ardoino
jja@pressimage.fr

5032. Re: How much PAK in Germany?

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: jyoung57@delphi.com
Message-ID: <Bqz+mbt.jyoung57@delphi.com>
Source record: 163311

Just a note on the PAK, I have been unable to operate with mine yet, we believe do to problems with bus speed as I have a rev. H mainboard circa 1985. If you have an older ST, the PAK may not work without the optional buffer board which we hope will allow the PAK to match the standard bus speed on the mainboard...

Jeff

5033. Re: [Q] Where can I find ST-Guide Hypertext files?

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: msy@lafp.tng.oche.de
Message-ID: <FFYMDCCEUP@lafp.tng.oche.de>
Source record: 163312

In <3sfndo$58q@status.gen.nz> Mario Becroft wrote:

>I have recently discovered an excellent looking application called ST-Guide.
>
>I would like to know what FTP site I should look at to find Hypertext
>files to use with ST-Guide.
>
>In particular, I remember seeing a posting here some time ago regarding a
>ST-Guide Hypertext for POV. I have since lost the posting, so could
>anybody repeat the address and path for it?
>
>I would also like to know where I can find just any ST-Guide Hypertext
>file to look at and see all the different tricks people use to make them.
>
>Thankyou for any help!

Search here for HYPertextfiles:

ftp.uni-regensburg.de:
pub/freeware/software/atari/hypertxt/st-guide/

And specially:

ftp.uni-regensburg.de:
pub/freeware/software/atari/hypertxt/st-guide/hyps.ger/misc/aiphyp??.zip
For this file you MUST have the actually Version of ST-Guide... Look at
ftp.uni-regensburg.de too for this... Last German is Rel 13a of 28.4.95

Reagards, Manfred

--
/~~~

5034. TCACHE SETTINGS WITH 4MB?

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <06241995.065912@empyr.dircon.co.uk>
Source record: 163313

Hi, I have now finally upgraded my ST to 4Mb, and I'm running TCACHE63 in my auto folder. This cache is supposed to be the fastest around, but it is bloody complex to configure.

Can anyone recommend some settings for me to get the fastest disk performance please ?

My Auto folder currently has :

NVDI 2.5 (I have 3.01, but uninstalled it as it used to take too much memory, but I will now re-install it)
PINHEAD
SILKMOUSE
POOLFIX4
SELECTRIC
TCACHE63
XBOOT

(Obviously not in order of execution !)

My ACCS are only:

STGUIDE and XCONTROL

I normally run TERADESK 1.40 as the replacement desktop and my usage consists mostly of writing e-mail !

Does anyone know how to configure TCACHE to run fast ?

BTW, I'm running ICDPRO software on my 105Mb SCSI drive, with all ICD cacheing, TOS buffers and extra folders set to zero.

Thanks in advance,

Kev.

/// ReJoinDer v1.1f
VQWK 6.20 [Rev H - 04/04/94]

5035. FTP site for MagicMac PPC?

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: dhbutler@stat.mps.ohio-state.edu
Message-ID: <3si2mn$gpu@osustat.mps.ohio-state.edu>
Source record: 163314

OK, I've given up trying to find the english translation of MagicMac for the
Power PC machines. Could some kind soul please send me an ftp address to go to?

Thanks in advance...

|-! -David Butler- dhbutler@osustat.mps.ohio-state.edu

"It's supposed to be automatic but actually you have to press this button."

- John Brunner

5036. Re: PC Emulators...

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3si3im$b9c@golem.wcc.govt.nz>
Source record: 163315

In article <gigxr01-2406951550040001@47.85.0.99>, gigxr01@nt.com (Gerry O'Rourke) writes:
>In article <3sgg15$3bq@golem.wcc.govt.nz>, sheppard_r@ix.wcc.govt.nz wrote:
>>
>> What other ways can a pass on a 1.22 meg PC Zipp file using 720k disks...
>
>Why not try Mime or UUencoding them on the ST (should take less than three
>720 K floppies if you set the lines per segment correctly).

Yes I did think of that, but I think ESSCD64 is buged, I have tried all the
options and get different blocks sizes..

I did e-mail Michel Forget about this but he has not replied yet..??

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5037. Re^2: PC Emulators...

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: jesper.kock@kockens.ct.se
Message-ID: <ftn_2.200.423_2fec26bd_Jesper.Kock@kockens.ct.se>
Source record: 163316

Hello android Sheppard..! The 23.06.95 you talked about "PC Emulators...",and
my reply is:
>> Hm... Strange!! Well, then Hensa must have it!!
>
>
> From what I think that was posted here, its only available via PD
> shops...
>
> Yes I have looked on all the main FTP sites.....
>
>

I will look around here in Sweden. Because i did have the file on my BBS, but i
unfortuanally erased it :-/

I will get back to you.

Grtz from Sweden:

```
_____________________________________________________________________
/______ | .___ . \
|( ST ) jesper.kock@kockens.ct.se | // //| |
| |____| | || || | To boldly go |
|< oo > WiZZard on -*-Kockens BBS-*-| || || /\_ were no Atari |
| |\__/| | _/|| ||\_ /| has gone before |
| \____/ ATARI ONLY +46-46-250256 ||_/ |_| \_|/ |
\_____________________________________|_____________________________/
```

5038. Re: Mega STe SCSI controller wanted

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.950624230508.5657A-100000@moose.erie.net>
Source record: 163317

On Sat, 24 Jun 1995, Dan Brown wrote:

> In article <Pine.LNX.3.91.950622091633.22416A-100000@moose.erie.net> you wrote:
>
>
> : Wanted: Internal SCSI controller board for Mega STe. Mine works
> : fine with the internal hard drive, but doesn't recognize external hard
> : drives.
>
> Ummmm heh... I've got a Mega STe... The internal controller is only for
> the internal drive. It will only support (from what I have been told) ONE
> drive. You have to buy another (external) host adapter if you wish to run
> external hard drive(s)....
>

That's what I've got, an external Syquest/ST296N combination with
an AdSCSI+ host adapter. I've also tried it with two other external
drives and got exactly the same results. The internal drive works fine,
but it won't recognize external drives. The ICD booter reports the
correct SCSI ID's for the external drvies, but says "Unrecognized unit"
for them. I've verfied that the internal SCSI controller is the source
of the problem by swapping it out with another Mega STe.

5039. [Q] Where can I find ST-Guide Hypertext files?

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3sfndo$58q@status.gen.nz>
Source record: 163318

I have recently discovered an excellent looking application called ST-Guide.

I would like to know what FTP site I should look at to find Hypertext files to use with ST-Guide.

In particular, I remember seeing a posting here some time ago regarding a ST-Guide Hypertext for POV. I have since lost the posting, so could anybody repeat the address and path for it?

I would also like to know where I can find just any ST-Guide Hypertext file to look at and see all the different tricks people use to make them.

Thankyou for any help!

-Mario Becroft (mbecroft@iconz.co.nz)

5040. atari falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: lampeo@ars.ath.forthnet.gr
Message-ID: <7896118154401@ars.ath.forthnet.gr>
Source record: 163319

[illegible] jdk [illegible] [illegible] ATARI FALCON [illegible]
[illegible]
[illegible] [illegible] [illegible] [

5041. Re: FREE Atari Hardware

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: Joseph Conrad Miller <jcm@u.washington.edu>
Message-ID: <3sg0u6$78l@nntp3.u.washington.edu>
Source record: 163320
Cross-posted to: seattle.general,uwash.general,comp.sys.atari.st

Michael Rollins <wrollins@svi.sccd.ctc.edu> wrote:
>
>I have eleven (11) SC1224 video monitors and six (6) 1040ST
>systems in various states of disrepair. If you want some or
>all of it, and can carry it away, it's all yours.
>
>Reply via e-mail or voice (number below).
>
Do they come with Pitfall and Combat?

JCM
"Look into my .sig long enough, my .sig will look back at you."

5042. Re: Web browser for ST yet?

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: cokford@acs5.acs.ucalgary.ca
Message-ID: <3sg2mv$qbe@ds2.acs.ucalgary.ca>
Source record: 163321

Suggestion for anyone writing a ST WWW browser:

Collaberate with the author of Speed of Light to speed up .gif
and .jpg loading.

My $0.02.

5043. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3sg31n$6ic@lastactionhero.rs.itd.umich.edu>
Source record: 163322
Cross-posted to: comp.sys.atari.st,umich.archives

```
-rw-r--r-- hyc 91828 Nov 17 1994 ./Mint/mint112b.zoo
-rw-r--r-- baldrick 387141 May 28 12:53 ./Mint/shu194st.zoo
-rw-rw-r-- entropy 13030 Jun 20 11:54 ./Mint/0index
-rw-r--r-- baldrick 33748 Jun 12 20:33 ./Mint/Devices/ttyvdev.tgz
-rw-r--r-- baldrick 6035 Dec 2 1994 ./Mint/Filesystems/minixfs-0.60pl10-941129-diffs.gz
-rw-r--r-- baldrick 14268 Mar 18 07:20 ./Mint/Lib/geminc31.tgz
-rw-r--r-- baldrick 30583 Mar 18 07:20 ./Mint/Lib/gemolb31.tgz
-rw-r--r-- baldrick 6687 Mar 18 07:21 ./Mint/Lib/gempc31.tgz
-rw-r--r-- baldrick 61072 Mar 18 07:21 ./Mint/Lib/gemsrc31.tgz
-rw------- baldrick 32435 Mar 14 16:00 ./Mint/Lib/mlib46d.tgz
-rw------- baldrick 105454 Mar 14 16:00 ./Mint/Lib/mntinc46.tgz
-rw------- baldrick 375858 Mar 14 16:01 ./Mint/Lib/mntlib46.tgz
-rw------- baldrick 318766 Mar 14 16:02 ./Mint/Lib/mntolb46.tgz
-rw-r--r-- baldrick 271013 Jun 20 06:29 ./Mint/Network/ircii-2.8.MiNT.tar.gz
-rw-r--r-- baldrick 8116 Jun 20 06:28 ./Mint/Network/ircii-2.8.MiNT.diffs.gz
-rw-r--r-- baldrick 1719 Jun 20 06:28 ./Mint/Network/ircii-2.8.MiNT.README
-rw-r--r-- baldrick 133488 Jun 20 12:03 ./0ls-lR.Z
-rw-r--r-- entropy 9495 Jun 20 11:06 ./Programming/0index
-rw-r--r-- baldrick 31872 Jan 1 1994 ./Programming/Gfa/calndr.lzh
-rw-r--r-- baldrick 18432 Jan 1 1994 ./Programming/Gfa/gfa_com4.arc
-rw-r--r-- baldrick 5632 Jan 1 1994 ./Programming/Gfa/gfa_util.arc
-rw-r--r-- baldrick 6400 Jan 1 1994 ./Programming/Gfa/gfacode.arc
-rw-r--r-- baldrick 21120 Jan 1 1994 ./Programming/Gfa/gfadungn.lzh
-rw-r--r-- baldrick 63744 Jan 1 1994 ./Programming/Gfa/graputil.lzh
-rw-r--r-- baldrick 39936 Jan 1 1994 ./Programming/Gfa/gui4gfa.zip
-rw-r--r-- baldrick 10752 Jan 1 1994 ./Programming/Gfa/procdure.lzh
-rw-r--r-- baldrick 5120 Jan 1 1994 ./Programming/Gfa/srgexmpl.lzh
-rw-r--r-- baldrick 14208 Jan 1 1994 ./Programming/Gfa/tunes.lzh
-rw-r--r-- baldrick 168978 Jun 20 12:00 ./0compind.Z
-rw-r--r-- baldrick 420990 Jun 20 12:00 ./0index
-rw-rw-r-- entropy 13106 Jun 22 10:40 ./Mint/0index
-rw-r--r-- baldrick 242100 Jun 20 12:40 ./Mint/Network/lynx237-68020-bin.tgz
-rw-r--r-- baldrick 0 Jun 23 00:13 ./Mint/Utilities/core
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

5044. Re: Card Games

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: szhays@bullwinkle.ucdavis.edu
Message-ID: <3sg9og$17q@mark.ucdavis.edu>
Source record: 163323

Mark McGowan (mmcgow1@zeus.towson.edu) wrote:
: Where can I find some card games that include poker against the
: computer? I have a few that is like the arcade poker games where Jacks
: or high wins. But I want a game that allows me to play against the
: computer that can lose money as well.

: Any suggestions and maybe FTP sites?

There was a game called Coyote Poker, but it only runs in ST High
Resolution, and I just checked on atari.archives and it isn't there.
They did have a file named sz_poker.zoo and one named vpoker.lzh, but I
didn't dowload them to see what they were. They are in ftp:

atari.archive.umich.edu/atari/Games/Cards

e.

5045. Re: test

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3sgdvt$3bq@golem.wcc.govt.nz>
Source record: 163324

```
In article <1995Jun23.135125.11688@zh014.ubs.ubs.ch>, CLK@svusenet.ubs.ch writes:
>Hallllllllllllllllllllllllllllllllllo,

Is this a Yodel or just a Montain echo...:-)..

*******************************************************************************
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
*******************************************************************************
```

5046. Re: PC Emulators...

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3sgg15$3bq@golem.wcc.govt.nz>
Source record: 163325

In article <9506231422.AA02843@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:
>In a previous article, sheppard_r@kosmos.wcc.govt.nz (Roger Sheppard..) wrote:
>
>>In article <3sanpg$42h@sphinx.Gsu.EDU>, gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) writes:
>>>
>>> Copyrights, that's the key word here..
>>
>>No Yank supidity, Copyrights are not the same in other parts of the world,
>
>Better listen up, Tommi. When it comes to 'international stupidity' good ol'
>Roger is the hands-down expert in this group! He's proven so many times. ;-)

No its more like the supid twits that let the Yanks brow beet them,
no we stoped them sending there Nuk ships here and took there beloved
Americas Cup from them....

New Zealand the holders of the Americas Cup, yes little New Zealand trashed
the Yanks with a outright win.......

>Yeh, right. Just because someone put it on a BBS makes it legit to place it
>on an ftp site??? Oh... I forgot. This is the 'expert' speaking. :) I thought
>maybe it was time to take good ol' Roger out of my kill file. Obviously, that
>notion is a bit premature.

How come that its in some PD catalogues

>My only question is... why would anyone WANT it in the first place? It must
>be hideously slow considering how dog slow their software only emulators are
>on a fast 040 or PowerMac. On a 16MHz 030 it must be -very- painful.

I needed to pass on the latest Diamond Steath drivers to a friends PC, he does
not have a modem and access to Internet, and the PKZIP supports multible
disks, not like the Atari version..

What other ways can a pass on a 1.22 meg PC Zipp file using 720k disks...

I have tried PC-Ditto but it does not like my HD set up....

A small note: New Zealand is the bigest pirating country out side Asia,
and high software costs are the reason for this, schools are one of the worse..

Margins are one of the big reasons, most PC software that is imported privatly
will not be supported here, unless you pay big $$$$, some software was
confiscated by customs under copyright laws, WordPerfect come to mind...

Some one posted a good article in a news paper here and stated who were the
Pirates, he quoted PC software prices here and in the USA, some NZ prices were

5-6 times the USA $$$...

One that overcharges is also a Pirate...!!!!!

As I say Hutch look before you leep, may be you will not like what I post here
but these are facts of life, take a pill and get on with life, life is to
short to worry about this all the time, do you ever sleep..???

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5047. Re:DIP Switches

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <804017516_OASIS_@yeadontt.demon.co.uk>
Source record: 163326
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I was e-mailed the answer to which DIP switch makes a TT aware of a High Density drive, number 7!

Thanks

--

- - - - - - - Phil Yeadon - - - phil@yeadontt.demon.co.uk - - - - - -

I know where my towel is!!

- -

5048. re: shareware autorouter wanted

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1795rcain@nest.demon.co.uk>
Source record: 163327

On 23 Jun 95 Vedran wrote:
VV> From: Vedran@labs1.cc.etf.hr (Vedran Visnjic)
VV>
VV> Hi.
VV> I am interested in some shareware AUTOROUTER (or any good software
VV> which deals with electrical circuits) for ST with 1 MB.

There are some shareware electronics design programs, CLA, PCB and PLATIN
but these and others I have looked at do NOT contain the facility to route
connections - this has to be done manually.

If anyone knows anything different I, to, would be glad to know.

Roger
rcain@nest.demon.co.uk

--

5049. re: stf, what kind of memory?

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1797rcain@nest.demon.co.uk>
Source record: 163328

```
On 23 Jun 95 Adam wrote:
AM> From: martony@ele.kth.se (Adam Martony)
AM> Hi,
AM> Are there simm memorys or "ordinary" memorys in an STf?

Ordinary. They are 256Kbit chips. 16 in a 520, 32 in a 1040.

Roger
rcain@nest.demon.co.uk

--
```

5050. re: memory for atari stfm: what's the best/cheapest upgrade?

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1798rcain@nest.demon.co.uk>
Source record: 163329

```
On 23 Jun 95 John wrote:
JT> From: jat5@york.ac.uk (John 'john..' Tuffen)
JT> Hello,
JT> I'm seriously considering upgrading my 1meg Atari STFM to 2.5 (or
JT> maybe even 4) meg RAM. What are the best/cheapest upgrades available?
JT> And where can I get them in the UK?
```

If you just want to plug and go then you should get the Marpet Xtra RAM board which takes normal SIMMs. Most places have them - Compo, for instance. You will pay about £100 to get up to 4Mb or can do it in two stages i) to 2.5 ii) to 4.

If you have some electronics experience there is a cheaper way described in principle by Barry Orlando (you should find the text on most BBS). It involves removing the two banks of 256Mbit chips from the motherboard and replacing with 1Mbit chips (you can find them second-hand for about £2 each) using some "doctored" chip sockets.

```
Roger
rcain@nest.demon.co.uk

--
```

5051. re: sending faxes

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1799rcain@nest.demon.co.uk>
Source record: 163330

On 23 Jun 95 Thadeus wrote:
TO> From: olczyk@sunphy1 (Thadeus Olczyk)
TO> I have an old old (68000 based) atari st, and have just bought a
TO> new Hayes modem for it. As a modem it works fine, but I would also
TO> like to use it to send faxes.

AFAIK you must have a modem which is capable of Fax working. A normal "DATA only" modem won't work. What sort of modem have you? Does it say it is a FAx modem?

TO> Is there any software out there that
TO> will let me do that? PD or shareware with source is preferable, so
TO> that I can compile it myself.

Coma or Junior Office are widely available and both shareware. They do not come as source, though.

Roger
rcain@nest.demon.co.uk

--

5052. Re: Web browser for ST yet?

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <804133918.3@mettav.exnet>
Source record: 163331

It was none other than Pekka Saarinen who did write on 21 Jun 95 that ....
>>>> Atari ST. How's this coming along? I know that I among many people
>>>> are "desperate" for such a program.
>> The real question is, is there a ftp site for it??
PS> ftp src.doc.ic.ac.uk
PS> cd pub/packages/atari/umich/Newitems
PS> bin
PS> hash
PS> get html093.lzh

I got this today and was not expecting a great deal but was VERY pleasantly surprised , this is an excellent and well written program , if someone can help him impliment the on-line capabilities all our problems will be over re WWW !!!

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

5053. Re: Web browser for ST yet?

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: Graham.Irvine@mettav.exnet.com
Message-ID: <804133918.4@mettav.exnet>
Source record: 163332

It was none other than Jesper Kock who did write on 20 Jun 95 that ....
>> My self and Dave Levi will be starting work on the Spider Web
>> Browser in the next month or so. I personally hope to have something
>> available by the end of the year at the latest!!
JK> Will it work in GEM-only or do i have to run MiNT, like with Chimera
JK> ?
JK> A GEM WWW-browser to the people, NOW!

I of course agree but as a relative newboy to the net ,having previously been accessing here through an FTN gateway ,I am amazing at the general poor quality of the more basic utilitys as far as GEM is concerned ,i.e Mailer shells , Message editors etc. Oasis is the only one that I have come across and to be a bit frank at the moment it is not very usable at all on my Falcon , problems with Window sizing ,scrolling , mouse dropping , AES Function errors and screen redraws in general. Anyone who has seen the equiv software available in FTN networks i.e Semper.jetmail.LED must feel pretty much the same as me I would have thought.

So GEM Web Browsing would be nice (and I have to say that HTML is a truely brilliant stable program with a clean GEM implimentation) but what about sorting out some of the more basic things (TCP/IP shell,i.e need magic3 or MinTnet for this I guess ,and msg editor!!) first !!!

MHYG
Graham

* Origin: The Archives of Oblivion (Turbonet 100:1011/8)

5054. re: magic: is there a demo available?

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1796rcain@nest.demon.co.uk>
Source record: 163333

```
On 23 Jun 95 John wrote:
JT> From: jat5@york.ac.uk (John 'john..' Tuffen)
JT> The title says it all.... with all of this talk about MAGIC, I
JT> wondered if there was a demo version available? (I am presuming that
JT> MAGIC is a commercial package)
JT>
JT> How much does it cost anyway? (For an STFM)
```

About £60. I am looking for a demo of it, too, but have not found one so far.

```
You will need 2Mb+ to make decent use of it.

Roger
rcain@nest.demon.co.uk

--
```

5055. MUNCH:Vegard Hofsoy

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.232.000D50BA@cfcsc.dnd.ca>
Source record: 163334

```
Vegard:
Re: our conversation about Munch(Nov?94) I've downloaded MUNCH and have some
questions for you. lost your e-mail address, and its not in readme file.
thanks.merci
-ken
```

5056. Re: Gemulator and MIDI

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.233.000D6370@cfcsc.dnd.ca>
Source record: 163335

>From: Dan.Dreibelbis@balmybeach.gryn.org (Dan Dreibelbis)
>G > I'm thinking of retiring my Mega 4, and assessing my options
>G > to replace it. A 386- or 486-based machine with Gemulator is a
>G > strong contender; however, I would be primarily interested in
>G > being able to run my Atari MIDI software (sequencers, patch
>G > editors, etc). The question is: is what I have in mind
>G > possible? What hardware do I need?
> According to Darek Mihocka, the current Gemulator 4 board adds
>MIDI compatability to the emulation equation; however, the question
>remains whether or not one can use any of the programs that require
>a hardware dongle in the cartridge port before they'll run (ie
>Cubase, Notator SL, Logic), as I'm not sure if he's added a dongle
>port. If you have any of these high-end packages you may want to
>consider probably upgrading to the PC versions of your particular
>program (E-Magic and Steinberg both offer cross-platform upgrade
>paths).> Of course, Darek is here from time to time, so maybe he can give
>a clearer answer - as well as tell us what MIDI programs do and do
>not run currently on Gemulator 4........
I attended ACE'95 and filmed Darek's workshop on GEMulator. This should not be
taken as gospel, but I remember his answer to the question of dongles was
negative, and he had no plans to change that. If I am incorrect, I hope Darek
gets up here and blasts me. :^)
Dan: the parties at your place ;^)
-ken

5057. Re: Wizztronic

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.234.000D7E97@cfcsc.dnd.ca>
Source record: 163336

```
>From: obryan@gumby.cc.wmich.edu (Joan O'Bryan)
>Takashi Watanabe <tks@st.rim.or.jp> wrote:
>> >Can anybody give me Wizztronics address? Thanks in advance.
>> I don't have their e-mail address. Anybody?
>It's S.Cohen27@Genie.geis.com
I also have radomski@ix.netcom.com
as a contact
-ken
```

5058. Re: Chimera--no RAM

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3sgngm$h33@nyheter.chalmers.se>
Source record: 163398
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3sg38t$qbe@ds2.acs.ucalgary.ca>,
Conan Orion K Ford <cokford@acs5.acs.ucalgary.ca> wrote:
>
>
>I have received the chimera disks from TAF and installed them.
>The PPP connection seems to work fine (ping is fast and telnet
>and ftp work). However when I try to run chimera after
>connecting with pppd, I get an out of memory report.
>This is extremely suprising, as I have 4 MB and nothing installed
>except MiNT/X11/pppd. Has anyone else ran out of RAM in this
>type of situation?
>
Maybe you have a large cache in your hd-driver or your minixfs driver. I also
ran out of memory when I tested chimera a while back, but didn't realise that
those caches might be the problem.

Regards, Christer.

--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

5059. Compo Uk Tel. needed.

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: s925799@mailserv.cuhk.hk
Message-ID: <3shblg$255@hpg30a.csc.cuhk.hk>
Source record: 163399
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,
Can someone tel me the telephone number of Compo UK?
I want to give it a call.
I am esp. interested in finding a man called Joe Conner.
Thanks.
Please reply by email.

--
====================================~ Malcolm <=====
| Good Luck! |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| |
| Dreaming Girl, Bel Canto |
==================s925799@mailserv.cuhk.hk==========

5060. ***** 520 STFM system For Sale *******

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: gathings@cs.utk.edu
Message-ID: <3sg2s9INNkh4@duncan.cs.utk.edu>
Source record: 163400
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit

```
F O R S A L E

Item Desc Asking Price

Atari 520 stfm $100 (shipped )
with user manuals
(this is the model with
the internal floppy )

Will throw in
communication software
and st314 (720k DSDD drive )
for FREE

Note: All prices Negotiable.
I would like to sell system as a system and not break up.

Golando
```

5061. Chimera--no RAM

Newsgroup: comp.sys.atari.st
Date: 1995-06-24 00:00:00 UTC
From: cokford@acs5.acs.ucalgary.ca
Message-ID: <3sg38t$qbe@ds2.acs.ucalgary.ca>
Source record: 163401
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I have received the chimera disks from TAF and installed them.
The PPP connection seems to work fine (ping is fast and telnet
and ftp work). However when I try to run chimera after
connecting with pppd, I get an out of memory report.
This is extremely suprising, as I have 4 MB and nothing installed
except MiNT/X11/pppd. Has anyone else ran out of RAM in this
type of situation?

Perhaps this is related to my having a 80MB minix partition
instead of 10MB. Does the minix driver store drive information
in RAM?

Any help would be appreciated.

5062. Re: PC Emulators...

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3sivod$4te@sphinx.Gsu.EDU>
Source record: 163252

Roger Sheppard.. (sheppard_r@ix.wcc.govt.nz) wrote:
: In article <9506231422.AA02843@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) writes:

: I needed to pass on the latest Diamond Steath drivers to a friends PC, he does
: not have a modem and access to Internet, and the PKZIP supports multible
: disks, not like the Atari version..

But... I believe, Atari's ARJ 995 supports multiple disks =-) ! The
specs look pretty impressive otherwise, too.

: Some one posted a good article in a news paper here and stated who were the
: Pirates, he quoted PC software prices here and in the USA, some NZ prices were
: 5-6 times the USA $$$...

We have the same problems in Scandinavia, sometimes...

: **
: * R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
: * +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
: **

TH

5063. (no subject)

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: Doug Kendall <dkendall@facstaff.wisc.edu>
Message-ID: <3skclb$km2@news.doit.wisc.edu>
Source record: 163253

Can one use an Atari SM124 mono.monitor with a PC compatible? If so,how? In this case. the PCs a Bondwell XT-compatible laptop with a port for a full-size monitor.

5064. Re: WWW on an ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: scruggs@cis.ohio-state.edu
Message-ID: <3skhanINNk62@brain.cis.ohio-state.edu>
Source record: 163254

In article <3sjv7c$36c@studioweb.com> johnmoon@news.connexus.apana.org.au (John Moon) writes:
|: Last but not least FizzDizz doesn't work with Lynx as it doesn't
|: do full vt100. I know because I've tried. I haven't tried any
|: others.
|
|
|
|BULLSHIT!!! I can view my web page using Freeze Dried no problems.
|
|I just think you have no experience in setting it up. It does not have
|VT100 that is true, BUT.....i've configured my site to run under vt100
|emulation and for most things FREEZE DRIED works. The only things that
|FZDT has problems with in VT100/101/102 emulation is, talk, ytalk, and
|IRC. To solve these problems is quite easy, change your emulation
vt100 is supposed to be a full screen terminal. If it cannot
function as such, it really isnt a useful vt100.
|(under UNIX) to ANSI, set term=ansi (for csh/tcsh), I have no
this command is entirely system dependent and a lot more variable
than vt100 assuming the host even has an "ansi" termcap
entry.
|problems whatsover following these method's. I have been on 7 different
|net sites (I have 4 separate accounts) and have had NO problems with
|FZDT whatsoever.
|
I have 3 sites that choke on set term=ansi...
|Try it, you might be surprised
Or just ask your sysadmin to add Atari ST vt52 support.
No need to wonder if your program has implemented a
particular term type correctly and completely that way.

5065. Re: Atari Works 2

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3skg8b$m25@golem.wcc.govt.nz>
Source record: 163255

] Will this be released or is it dead on arrival...

DOA. (It's from Atari remember :)

The author went to work on the Jaguar, which has gone pretty quiet, it's quite unlikely that it will ever be released.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

5066. Re: PC Emulators...

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3skgbp$m25@golem.wcc.govt.nz>
Source record: 163256

```
] : I needed to pass on the latest Diamond Steath drivers to a friends PC, he
]
] : not have a modem and access to Internet, and the PKZIP supports multible
] : disks, not like the Atari version..
]
] But... I believe, Atari's ARJ 995 supports multiple disks =-) ! The
] specs look pretty impressive otherwise, too.

True, that'd probably be the most efficient way of doing things, ARJ has
compression almost as good as lh5 and has archive-splitting capability,
which is fully compatible with the MS-DOS version of ARJ.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells.           Council! - Maintainer of the Generation-X Comics FAQ!
```

5067. SIMMs for STe

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: wells_s@kosmos.wcc.govt.nz
Message-ID: <3skgis$m25@golem.wcc.govt.nz>
Source record: 163257

What type of SIMMs can I use on my STe, and if necessary, how do I need to modify them? I know I need 1meg, 30 pin SIMMs. But can I use Mac/PC SIMMs straight out of the box, or if not, do I have to do something to the 9th bit (??). I can get 1meg PC SIMMs for next to nothing, so this would be good.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

5068. FS:ATARI WORKS V1.2

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3sktcq$nue@ccnet3.ccnet.com>
Source record: 163258

I HAVE ATARI WORKS (VER. 1.2) FOR SALE.

WITH SPEEDO GDOS (VER. 4)

ASKING 40.00

WITHOUT SPEEDO GDOS I WILL SELL FOR 30.00

EMAIL ME

OR CALL
GREG REYES 510-427-1075
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
~~~

5069. PC Ditto help!

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: et94drw@exeter.ac.uk
Message-ID: <DAr6Dx.DEy@exeter.ac.uk>
Source record: 163259

Hi there guys and gals.

Please provide me with any help you can give on this little
teaser....

I bought PC Ditto off a guy over the internet. However I am in
UK, he was in US. The version of PC Ditto was therefore a US
version, and when I try to run the program, I get the following
error message....

"This is a US version of PC Ditto, and therefore will not run
on your UK machine. Please see your dealer for assistance...."

Is there a patch program I can use to fool my ST into thinking
its a US machine or a patch to fool PC Ditto into thinking its
running on a US machine. If so, where can I get it from? If its
a PD/Shareware program then please e-mail it to me!

Cheers,

Dave.
--

```
-------------------------------------------------------------------------------
___
_____| |_____ ------------------------------------------------
{[POLICE BOX]} [ David Woodley- E-Mail= et94drw@exeter.ac.uk ]
I T===T T===T I [ T~~\ ]
I I I I I I [ I \ ]
I L===I L===I I [ I I ____ _____ ]
I I I [ I I ___\ \ / / \ ]
```

5070. Re: Twist 2 Labels

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: Oliver_Michalak@bi.maus.de
Message-ID: <199506251855.a44252@bi.maus.de>
Source record: 163260

Hello,

Twist2 only supports printed reports with one 'column' - the nowdays
released Twist3 supports multi-column printed reports, so taht's exactly what
you need - I guess...

ciaou
Oliver

5071. re: compo uk tel. needed.

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1803rcain@nest.demon.co.uk>
Source record: 163261

On 25 Jun 95 Malcolm wrote:
M> From: s925799@mailserv.cuhk.hk (Malcolm)
M> Hi,
M> Can someone tel me the telephone number of Compo UK?
M> I want to give it a call.
M> I am esp. interested in finding a man called Joe Conner.

01487-773582

Roger
rcain@nest.demon.co.uk

--

5072. FS;FALCON RAM UPGRADE BOARDS CHEAP!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3sli1f$dai@ccnet3.ccnet.com>
Source record: 163262

I HAVE WIZTRONICS FALCON RAM BOARDS FOR SALE

45.00

BRAND NEW WITH REGISTRATION FORM

I GOT A DEAL ONE A FEW OF THEM

ITS A WIN WIN SITUATION !!
GREG REYES 510-427-1075

OR EMAIL ME
MODEL NUMBER WT931507
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
~~~

5073. NETCRUISER type program for the 1040 ste?

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: cherridge@delphi.com
Message-ID: <5k9d+ng.cherridge@delphi.com>
Source record: 163263

Is there a Net cruiser type program for the 1040 ste online someplace?

I currently use a Supra Max 14.4 modem and would like to cruise the WWW
and receive the pictures on the SSS net like some do with their PC's and
Mac's. Is there a Net Cruiser program, that uses a mouse available.

If so, where can it be found, or can it be emailed to me.

Connor
Cherridge@delphi.com

5074. The old Populous Game for the 1040 ste

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: cherridge@delphi.com
Message-ID: <xk2dmfr.cherridge@delphi.com>
Source record: 163264

I used to have a game called Populous which I often played on my old 1040 st-f computer. I gave this computer to relatives when I got the new 1040 st-e. The game wouldn't play on the the STE and it's not make anymore.

I really enjoyed this game and would like to play it again, but on my STE computer. Does anyone know where I could get a copy of this game that plays on the 1040 STE.

Thanks
Connor

Cherridge@delphi.com

5075. Re: ANSI EDITOR FOR FALCON(VGA)

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FFZCBAURUP@dksoft.ping.dk>
Source record: 163265

In <803702174.4@mettav.exnet> Graham Irvine wrote:

>It was none other than -Unknown- who did write on 15 Jun 95 that ....
> > From: Basis Plus <basis>
> > Organization: Dept. Informatik, Swiss Federal Institute of Technology
> > I've written a little ANSI editor for the Falcon. As much I know there
> > is no other program like this for the bird... It is able to read and
> > write normal ANSI files as they are often used in BBSs. Now I would
> > like if there are other
> > people interested in this piece of code. If so, please mail me
> > directly. Perhaps
> > I will release a public (freeware) version of it. (This includes an
> > ANSI-driver
> > u can use for your own programs. And it`s really FAST!)
>
>Sure we are interested in it !!!! And you are right there is no alternative
>for the Falcon really ..(there is an ST one which works on the Falcon but not
>in VGA res)
>

What happened to FANSI ? (The Ansi editor for the Falcon ??). I think
it was done by Eric March, (or something simular). He should be with us
in this newsgroup.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

5076. Re: What is Atari Medusa?

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: Thorsten_Floeck@rs.maus.de
Message-ID: <199506251140.a47432@rs.maus.de>
Source record: 163266

Hallo Henrik Lunardi,

HLW>Both the Medusa T40 & T60 and The EAGLE 030 & 040 are Atari ST/TT
HLW>compatible clones.

Both T60 and EAGLE 040 doesn't realy exist in the moment! The T60 exists as a development machine by Fredi Aschwanden, but he have no correctly working 68060 processor. Motorola is not in the position to send an up-to-date 68060 processor to Mr. Aschwanden :-(
GE-Soft, the producer of the EAGLE, announces the 040th Eagle, but until now, you get the 030 Eagle. It seems, they are still working for the adaption of the TOS to the 040 processor.

HLW>The Medusa T40 (32/64 Mhz 68040) is quite exspensive - about 2500 UkP
HLW>with 8 MB Ram and a ET4000 type graphics card. Don't know the price
HLW>of the T60.

The price for the T40 goes down and the price for the T60 will be at the region of the T40 of last month.

HLW>And it's at least as fast as the Medusa T40.

In principle not! Look at the different design of the memory and you can easily see, that the Medusa is faster than the EAGLE! The Medusa is a quite stable system for over 2 years now and the the EAGLE 040 is still vapourware!

HLW>The EAGLE can also handle PPC 601 & 603 and Alpha RISC CPU types.

Really? It's announced, but nobody has seen any adaption! And which operating system you will use on an EAGLE with a PPC or RISC?

Thorsten

5077. Bare Scsi Drive

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: Phil.Wilson@allatsea.sentinel.co.uk
Message-ID: <f76_9506270630@sentinel.co.uk>
Source record: 163267

Hi All
Anyone want to sell a bare scsi drive 100mb to 200mb.

C.O.D sales only

Reply by netmail address only

BFN.... *Phil*

Internet pwilson@allatsea.sentinel.co.uk
nest 90:102/149
*Fido 2:2500/706.3
--
| Fidonet: Phil.Wilson@allatsea.sentinel.co.uk 1:1011/104
| Internet: Phil.Wilson@allatsea.sentinel.co.uk
|
| Sent via The SENTINEL Internet gateway +44 (0)1922-712819
| Multiple networks access, Free Email, Usenet groups available
| Email gateway@sentinel.co.uk for details of feeds
|

5078. FOR SALE: Programming Items

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: ducky@enterprise.america.com
Message-ID: <3skq67$jlt@enterprise.america.com>
Source record: 163268

I have been cleaning up my cleaning up my computer room and
have come upon several items which I no longer need. All of the items
are in excellent condition and will be useful to anyone wanting to
learn how to program Atari computers, and also to those intermediate
programmers looking for references.

Lattice C 5.6 - This is what I consider the finest C programming
package for the Atari line. This version includes
three excellent manuals covering all aspects of C
programming on your Atari and also includes 'Modern
Atari System Software' which has many sections
pertaining to the Falcon. This set retails for
$289.95.... Oregon Research sells it for $189.95...
and it can be your from me for $95.00 .

The Atari Compendium - This huge book is the most comprehensive
reference guide to the Atari computers.
Retails for $49.95... I'm letting you have it
for $38.00 .

C-Manship Complete - This is Clay Walnum's compilation of his
famous programming series from Analog and
ST-Log magazines. It is extremely useful to
the aspiring Atari programmer. Includes disk
with programs. Only $18.00 .

Atari ST Internals - A wonderful out-of-print refernce book to the
Atari computers. Does not include Falcon
information since it was printed long before
that line. This is the third revision and
includes sections on all of the integrated
circuits, interfaces, and the operating
system. Yours for only $27.00 .

V.D.I./A.E.S. quick reference books - This is a set of two
reference books, over 200 pages in all, which
summarize each V.D.I. and A.E.S. function.
Extremely useful to the C and Assembly Language
programmer. Both yours for $20.00 .

Compute's Technical Reference Guide to the Atari ST (Volume 1) - A
wonderful guide for the budding Atari
programmer...includes many examples for
programming the V.D.I. This is another
out-of-print book so grab it before it's
gone...only $18.00 .

Learning C: Programming Graphics on the Amiga and Atari ST -
Another useful book for beginning programmerrs
with numerous examples for programming simple
graphics routines. $15.00 .

Atari TOS Developer's Kit - This is THE item to have for all
SERIOUS programmers. Includes 2 notebooks full
of documentation and enough loose addendum to
fill another 1 and a half notebooks. Also
includes software such as the MADMAC assembler
and resource construction set. Get it before
it's history at only $95.00 .

**** Shipping is included for any pre-paid order inside of the
continental United States. C.O.D. orders will be charged added
UPS C.O.D. fee. Orders from other countries will be figured on an
individual basis. Discounts may be given to those who buy multiple
items.

--
~~~~~~
| "The Cash Cow chews cud bigger than you!"...S.Taylor |
|____|
| Ducky (america.com) |
~~~~~~

5079. Re: Web browser for ST yet?

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: sacha@aslan.en.open.de
Message-ID: <25061995135104SACHA@aslan.en.open.de>
Source record: 163269

hallvart@oslonett.no (Hallvard Tangeraas) wrote:

> I remember some talk here about a possible web browser (graphical) for the
> Atari ST. How's this coming along? I know that I among many people are
> "desperate" for such a program.

There is Chimera for MintNet and X11 available. And currently the
offline HTML-Browser HTML by Alexander Clauss is being prepared to
get online capabilities under plain GEM too. We need to be patient.

Sacha

5080. Re: Chimera--no RAM

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: cokford@acs5.acs.ucalgary.ca
Message-ID: <3simpd$qsg@ds2.acs.ucalgary.ca>
Source record: 163337
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Christer Gustavsson (d2cg@dtek.chalmers.se) wrote:
: Maybe you have a large cache in your hd-driver or your minixfs
: driver. I also ran out of memory when I tested chimera a while
: back, but didn't realise that those caches might be the problem.

I actually have no hd-cache installed. I am using Icd Pro
Tools---maybe these take up a large amount of RAM even when the
caches aren't installed. I guess I'll try using AHDI like they
mention in the docs.

BTW, anyone know of a virtual RAM driver for MiNT which swaps to
disk (like on many UNIX systems).

5081. Re: DIP Switches

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3siums$lhg@status.gen.nz>
Source record: 163338
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Phil Yeadon (phil@yeadontt.demon.co.uk) wrote:
:
: Can anyone help me, I have just fitted a High Density floppy to my TT,

AFAIK you flip switch 7. The DIP switch is under the Hard Drive near the front of the computer. I have been told that the early Motherboards don't have the necessary AJAX chip for High Density, but that can be remedied (check with System Solutions (ssolutions@cix.compulink.co.uk) - they should know all there is to know. So just put in the HD Drive flip switch 7 and that should be all there is to it. (It was on my friends TT030) BTW cheers to another TT030 Owner ;-)

HTH, KIT (Hope this helps, keep in touch!)

5082. Re: FTP site for MagicMac PPC?

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: mss@xs4all.nl
Message-ID: <3sj8h7$co4@news.xs4all.nl>
Source record: 163339

dhbutler@stat.mps.ohio-state.edu (David H Butler) writes:

>OK, I've given up trying to find the english translation of MagicMac for the
>Power PC machines. Could some kind soul please send me an ftp address to go to?

>Thanks in advance...

ftp to: ftp.uni-kl.de and go to : pub/atari/incoming

Now you can find the English version of MagicMAc PPC (This version is also
68x!!!) Good luck!

No thanks.
>____
>|-! -David Butler- dhbutler@osustat.mps.ohio-state.edu

>"It's supposed to be automatic but actually you have to press this button."

> - John Brunner

5083. Re: KA9Q/NOS in a VT100 window?

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: Stephen K Mulrine <robotron@moroder.demon.co.uk>
Message-ID: <199506250212.AA03983@moroder.demon.co.uk>
Source record: 163340

In a recent article, cgra@se.bel.alcatel.be (Chris Gray) wrote:
>I'd love to have NOS running as an ACC, with GEM menus to set those
>lovely things like ``echo accept'', and a choice of emulations ...
>well let's face it, all the source code is available, all it needs
>is a little time and energy ...

That wouldn't work, would it? As I understand it, most desk accessories are inactive unless selected. The few which perform some function in the background (printer spoolers, disk formatters, module players) have to be fairly economical in their use of memory and especially processor time, which surely rules out NOS and its multi-tasking kernel.

Stephen
--
robotro robo robot She's the main man in the office in the city
n@morod tron@m ron@morod I remember though when she was reading Jackie
er.demo oroder.d er.demon. But I can put a tennis racket up against my face
n.co.uk emon.co.uk co.uk And pretend that I'm Kendo Nagasaki

5084. WTD: Hard Drive for my 1040fm

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: tom@ug.cs.dal.ca
Message-ID: <DApJ9r.DqB@cs.dal.ca>
Source record: 163341

I'm looking for a hard drive for my Atari 1040fm. If anybody has one
for sale e-mail me.

tom@ug.cs.dal.ca
Halifax, NS Canada

5085. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3siqng$e6f@golem.wcc.govt.nz>
Source record: 163342

] Can someone please e-mail me some FTP PIRATE WAREZ SITES
] for the Atari ST? I know they are out there.

You've been mis-informed, they no longer exist.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

5086. Re: More email addresses wanted...

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: cgood@cix.compulink.co.uk
Message-ID: <DAq6Ar.MwK@cix.compulink.co.uk>
Source record: 163343

In message <1995Jun22.160639.1@vax.sbu.ac.uk>, mcnaugra@vax.sbu.ac.uk said:
> I'm looking to add some new hardware and need to contact System
> Solutions and CGS Computerbild in the UK. Since I keep forgetting
> to bring their 'phone numbers, I thought I'd try email. I know SS
> have an email address, but I'm not sure what it is. I don't actually
> know if CGS have one at all.
>

Hi Ross,

email ssolutions@cix.compulink.co.uk.

SS are now dealing with all CGS products.

Chris

5087. Re: MiNT on Gemulator

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: CALLUM.LERWICK@1-282-47-0.flight.org
Message-ID: <f64_9506260105@flight.org>
Source record: 163344

In message #930, DAREK MIHOCKA writes:

>I was wondering if the MiNT distribution I downloaded off a.a.u.e. would
>on Gemulator 4.0? I am going to be buying the Gemulator package for my
>I don't have an Atari ST anymore (I gave it to my sister as a birthday
>present). I would like to start using all my old software again, and st
>learning some of my old apps. like Calamus, and the MiNT programming I w
>getting into shortly before I gave it to her. I figure if it runs on th
>Gemulator, and I upgraded my 486 to a Pentium, then the multitasking of
>wouldn't be as painful as it was when I had my Mega 2.

If ya want to do MiNT programming, why don't you scrap MiNT and use Linux?
---------- -//- ----------
Internet: CALLUM.LERWICK@1-282-47-0.flight.org
| the FlightLine Uucp InterNet Gateway [MSP] |
---------- -//- ----------

5088. Re: MagiC 3.0 ?

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: jyoung57@delphi.com
Message-ID: <ha69+tn.jyoung57@delphi.com>
Source record: 163345

Thomas Damms <dammss002@acpub.duke.edu> writes:

>I'm using Magic 2.x and heard that 3.0 is out. Whats the difference and is it
>worth the upgrade ? And if so, what do they harge for it ?
>
>Thomas Damms
>DUKE University
>dammss002@acpub.duke.edu

I don't think an English version is out yet AFAIK.

Jeff

5089. Re: TCACHE SETTINGS WITH 4MB?

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: Jeffrey.Wisniewski@Microserve.com
Message-ID: <95062539980@microserve.com>
Source record: 163346

Kevan,

>BTW, I'm running ICDPRO software on my 105Mb SCSI drive, with all ICD
>cacheing, TOS buffers and extra folders set to zero.

Do you have trouble writing to your floppies with everything set to zero.
I found I had to have a small setting otherwise I could not write more than
8 files to my floppy at the same time.

Jeff Wisniewski
Internet Address: Jeffrey.Wisniewski@Microserve.com

5090. Re: DIP Switches

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: Jeffrey.Wisniewski@Microserve.com
Message-ID: <95062540155@microserve.com>
Source record: 163347

Phil,

DIP 7 controls the HD drive.

Jeff Wisniewski
Internet Address: Jeffrey.Wisniewski@Microserve.com

5091. Re: What Happened to Gadgets by Small

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: Jeffrey.Wisniewski@Microserve.com
Message-ID: <95062540226@microserve.com>
Source record: 163348

Todd,

Gadgets by Small is gone. They lost the lawsuit and went bankrupt.

Nobody is supporting his products at the moment and nobody knows what the
future holds for Dave Small except for Dave.

Jeff Wisniewski
Internet Address: Jeffrey.Wisniewski@Microserve.com

5092. Re: WWW on an ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: johnmoon@news.connexus.apana.org.au
Message-ID: <3sjv7c$36c@studioweb.com>
Source record: 163349

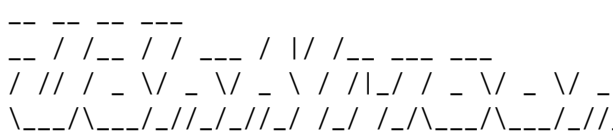
: Last but not least FizzDizz doesn't work with Lynx as it doesn't
: do full vt100. I know because I've tried. I haven't tried any
: others.

BULLSHIT!!! I can view my web page using Freeze Dried no problems.

I just think you have no experience in setting it up. It does not have VT100 that is true, BUT.....i've configured my site to run under vt100 emulation and for most things FREEZE DRIED works. The only things that FZDT has problems with in VT100/101/102 emulation is, talk, ytalk, and IRC. To solve these problems is quite easy, change your emulation (under UNIX) to ANSI, set term=ansi (for csh/tcsh), I have no problems whatsover following these method's. I have been on 7 different net sites (I have 4 separate accounts) and have had NO problems with FZDT whatsoever.

Try it, you might be surprised

--



johnmoon@connexus.apana.org.au

WWW Home Page http://connexus.apana.org.au/~johnmoon

5093. Atari Works 2

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: jyoung57@delphi.com
Message-ID: <pYz+eZm.jyoung57@delphi.com>
Source record: 163350

Will this be released or is it dead on arrival...

Jeff

5094. Re: Spectre

Newsgroup: comp.sys.atari.st
Date: 1995-06-25 00:00:00 UTC
From: mbecroft@iconz.co.nz
Message-ID: <3sk8mf$kn1@status.gen.nz>
Source record: 163351

Jean Jacques Ardoino (jja@pressimage.fr) wrote:
: Spectre supports only system 6 (6.0.7 maxi).

Well, unless there is an error in the Toad cataogue, 3.1 supports System 7.0. You can check with Toad, email toad@charm.net.

-Brian Becroft (mbecroft@iconz.co.nz) -Keeping Atari Alive in New Zealand-
-President Tariland Computer Club Auckland New Zealand-

5095. Re: The old Populous Game for the 1040 ste

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: ade@adesamm.demon.co.uk
Message-ID: <804198800snz@adesamm.demon.co.uk>
Source record: 163202

In article <xk2dmfr.cherridge@delphi.com> cherridge@delphi.com writes:

> I used to have a game called Populous which I often played on my old
> 1040 st-f computer. I gave this computer to relatives when I got the
> new 1040 st-e. The game wouldn't play on the the STE and it's not
> make anymore.
>
> I really enjoyed this game and would like to play it again, but on my
> STE computer. Does anyone know where I could get a copy of this game
> that plays on the 1040 STE.
>
> Thanks
> Connor
>
> Cherridge@delphi.com
>
>

Never heard of this problem before, Populous is a fave game of mine, I had an early copy which got destroyed, then I bought it again with Sim City, both copies worked fine, the second copy still is on my 1040 STE !

Give us a hint what it's doing I might be able to help.
Ade.
--

Ade@adesamm.demon.co.uk

(ASL) Luton Air Scouts, Lea Valley, Luton, Bedfordshire, England.

(??!/?//@/)

5096. Re: Color emulator for MSTE?

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: Jim Boulton <jim@jimbee.demon.co.uk>
Message-ID: <142118615wnr@jimbee.demon.co.uk>
Source record: 163203

In article: <Pine.ULT.3.91.950626195421.22184A-100000@mars> Jens Andreasen
<jens-and@dsv.su.se>
writes:
>
> Is there any coloremulator around that runs on a MegaSTE. I have a
> monochrome monitor and no TV set, and needs to know if the code I'm
> writing now makes sense. Speed doesn't matter.

Yes there is. Unfortunately I've got no idea where to get it from! :(
I think basicly all PD libraries will have a screen emulators disk...

--Jim

5097. Re: ST-Guide

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: contacts@mini.mits.mdata.fi
Message-ID: <3sn82i$61u@prime.mdata.fi>
Source record: 163204

In article <3slef7$r1c@golem.wcc.govt.nz>,
Steve Wells <wells_s@ix.wcc.govt.nz> wrote:
>I've currently got v.05.02.95 of the English ST-Guide, is this the
>latest English version, and if not, could some kind soul tell me where
>I could grab it from? All I need is STGUIDE.ACC/PRG/APP I don't need
>any of the extra bits, so if someone feels like emailling it to me, that'd
>be brilliant :)

Manfred Ssykor gave this info a couple of days ago:

Search here for HYPertextfiles:

ftp.uni-regensburg.de:
pub/freeware/software/atari/hypertxt/st-guide/

And specially:

ftp.uni-regensburg.de:
pub/freeware/software/atari/hypertxt/st-guide/hyps.ger/misc/aiphyp??.zip
For this file you MUST have the actually Version of ST-Guide... Look at
ftp.uni-regensburg.de too for this... Last German is Rel 13a of 28.4.95

(the paths there are not up-to-date, go to pub/freeware/software/atari
and continue from there).
That german prg is worth getting, it's the only one that can open BIG
hypertexts. You can take the english package, and just replace the
program file, so you'll have english docs and helpfiles.

The files you need are:
STG13E.ZIP (latest english version "28.4.-95")
STG13A_G.ZIP (bugfixed prg-file for STG13E.ZIP)

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

5098. DA Render Kit??

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: The only truth in life is Pain <chrishinds@delphi.com>
Message-ID: <Z848G51.chrishinds@delphi.com>
Source record: 163205

A few months ago I saw an announcement for something from Lexicor called DA Render Kit, which was supposed to be a package of utilities for playing back and making movies/animations, (I remember it supported .MOV and MPEG, among others).

Since then I haven't heard anything about it and its not in the new Toad catalog. Is it still available? If anyone has it, what do you think of it?

Thanks
--chris

```
A--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--A
T |||  F  C  []  Earth's become sour, stripped & torn, New age of T
A / |  \  A  O  []  man is being born, Infecting pollution never seems A
R / |  \  L  N  []  to stop, Within the womb embryonic tri-clops R
I--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--I
<chrishinds@delphi.com> <quote courtesy BROKEN HOPE>
```

5099. 520ST & monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: jbresler@best.com
Message-ID: <3snf13$rg7@news1.best.com>
Source record: 163206

I have a stock 520ST for sale. Includes keyboard/cpu, monitor (mono), and floppy drive + power adapters, etc. I want to sell all at once, rather than splitting up the items. Make me an offer I can't refuse! You pay shipping and any COD charges if applicable.

Send email to jbresler@best.com for more info.

Thanks.

5100. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3sneci$i88@news.iesd.auc.dk>
Source record: 163207

In article <669805687wnr@jimbee.demon.co.uk>, Jim Boulton <jim@jimbee.demon.co.uk> writes:
> In article: <DAs66G.CGu@bton.ac.uk> st39@bton.ac.uk (Stephen Ticehurst) writes:
> >
> > grubby (grubby@erinet.com) wrote:
> > : Can someone please e-mail me some FTP PIRATE WAREZ SITES
> > : for the Atari ST? I know they are out there.
> >
> > : Yes, I realize someone will say this is what hurt the ST in the first place,
> > : but now, at this point, I don't think it really matters.
> >
> > Please tell us why you think this then.
>
> Perhaps because THE ST IS DEAD. How many games have been released in the
> last year for the ST? One? Maybe even as many as five!!
>
> How about commercial products? How many? Maybe as many as 10!! The
> ST is surely thriving...
>
> Personaly I dont think having the old games available from FTP sites would
> hurt the ST. It would probably increase peoples interest for nostalgas sake.
>
> Unfortunately it is completely ILLEGAL and therefore it wont happen for some
> time yet... Look at the c64, Spectrum and Amstrad CPC, all games for these
> machines are available from FTP and this is still illegal. Companies just
> dont care when it's a machine which isnt making money for them!
>
> I think the ST may have a year left in it maximum before it finaly bites the
> dust... :(

Yeah, just remember that the Falcon,TT,Eagle and others AREN'T ST's !!!
They are just ST-kompatible (in some terms of course).
Which doesn't mean that they have to bite the dust, just because the old
ST does.

And by the way, there still A LOT of commercial serious software coming out
for the Atari-kompatibles, it's just that most programs are made to run on
better Atari's than the ST.

Keep Cool and Flying...

ChainXOR...

5101. Maxwell C.P.U.

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: rangove@computek.net
Message-ID: <3sneoo$fo5@news.computek.net>
Source record: 163208

Any one know where Tim Reyes from Maxwell C.P.U. can be found? Last time that I knew of was in DC.

Thanks Randy

5102. Re: Papyrus Question

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Jun26.115915.326@genrad.co.uk>
Source record: 163209

In article <3rshda$ib1@newsbf02.news.aol.com>,
sonicsin@aol.com (SonicSin) writes:

>I am trying to find an ST word processor that approaches the features of
>Microsoft Word for the Mac. I have a demo version of Papyrus Gold, but no
>fonts so I can't use it. Does anyone know how this program stacks up to
>something like Word?

I haven't used Word, but I have used Lotus AmiPro under Windows 3.11.
I also have a full version of Papyrus. In my opinion, Papyrus compares well.
Although AmiPro has more features, they are the kind of features that you don't
use too often anyway, so you won't miss them unless you are a "power user". I
find Papyrus perfectly adequate for my use (mainly writing articles).

Paul

5103. Re: Atari in PC Tower case

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: phil@yeadontt.demon.co.uk
Message-ID: <804168496_OASIS_@yeadontt.demon.co.uk>
Source record: 163210

In article <16c_9506230548@tagenda.uucp>
Rich.Tietjens@f6969.n106.z1.fidonet.org (Rich Tietjens) said:-

>On 07 Jun 95, a message from Phil Yeadon to All popped out of the wormhole:
>
> PY> From: phil@yeadontt.demon.co.uk (Phil Yeadon)
> PY> Hi, my friend and I are just about to mount a TT and a Falcon in
> PY> PC tower cases.
> PY>
> PY> If any one has done the same thing or has any similar expereinces
> PY> I would be grateful for details or tips to make the whole job go
> PY> smoothly!!!
>
>Phil, I have put a Mega STe into a tower case. You'll need new ribbon cable
>for the drives and a really large case to get the TT motheboard in there - I
>used a "super server" full size tower, and mounted the MB back-to-front (there
>aren't any connectors on the front edge of the MB, but the mountign screw hole
>ended up being most conveniently located if I turned the board so the cartridge
>slot was on the top edge).
>
>Get some IDC-type male and female connectors for the other ports (9-pin for
>serial, 25-pin for the printer) and make your own extensions - it's cheaper
>than buying them made-up. You can bring the keyboard connector out with a
>short 6-lead modular telephone connector (use a jack at the outside end, of
>course). The toughest part will be the monitor lead; mine is still running out
>the side of the case where a cover plate should be.
>
>Best of luck!
>

Thanks for the info, but since posting I have finished the job!

I had to use a full size tower and remove the side of two of the 5 1/4
drive bays.

The reason I decided to do this (if anyone is interested) was because my
TT power supply failed (a replacement would have cost 99 pounds), and I had been
considering a Lightening Tower case for a while. Having seen the quality of this
particular case I decided to get a PC Tower. It was cheaper that a Lightening
and a TT power supply, the power supply in the tower case had a lot more spare
capacity, and it would reduce the clutter and spaghetti in general.

I completely removed the PC mounting plate and made four stiffeners that
I fastened the motherboard to using non conducting nylon bolts and spacers. As
for the connectors. I have mounted the MB so that the cart port is at the bottom
and the connectors are at the back of the case.

I used IDC ribbon cable and made up leads from the MB to the rear of
the tower case. I didn't use IDC connectors, I sweated over a hot soldering
iron. I have made leads for the monitor, printer, keyboard and external audio.
I also mounted my modem in the top 5 1/4 drive bay, this works quite
well, with the power pack run from the main PSU (mains connector fitted inside
the PSU box), I fitted the LED cover and an on/off switch to the drive bay front
panel. I connected the modem to Serial 2 via the 10 way IDC connector straight
to a 25 way D-Plug.
The only direct connection I have made to the MB is the front mounted
reset switch, I used the turbo button to switch the internal speaker on/off.

Future plans include working out which keyboard wire to run through the
keylock switch, and connecting the rest of the ports to the rear of the case.

If any body wants advice, or help please feel free to get in touch.

The reason I decided to do this (if anyone is interested) was because my
TT power supply failed (a replacement would have cost 99 pounds), and I had been
considering a Lightening Tower case for a while. Having seen the quality of this
particular case I decided to get a PC Tower. It was cheaper that a Lightening
and a TT power supply, the power supply in the tower case had a lot more spare
capacity, and it would reduce the clutter and spaghetti in general.

--

- - - - - - - Phil Yeadon - - - phil@yeadontt.demon.co.uk - - - - - -

I know where my towel is!!

- -

5104. Re: What Happened to Gadgets by Small

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95177.183233STIRRE31@MAINE.MAINE.EDU>
Source record: 163211

According to a CN article (in the last issue) Dave took a chip manufacturer to court over some bad chips and lost. His hard drive also crashed, I think, during 3.1 development. He mentioned starting a new company but I have no idea what they'll be doing (probably not supporting the Atari).
-scott tirrell

5105. User Group/BBS Survey '95

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <pu3eeT6.rldetlefsen@delphi.com>
Source record: 163212

JUNE 1995:this is a effort to list all known active Atari users Groups and BBSes. The last list was around Oct 1993, and includes info mostly from Atari User and Atari Classics magazines. Is assumed to be out of date. Please fill out and return via email or regular mail. Also, pass this around as we need as much information as possible. Save a copy for future changes.
SOAPBOX:The Atari market and active User base is shrinking. Many people are isolated, many have been lost. The available users must support the User Groups, BBSes, Vendors, Magazines, and Online Services to the fullest extent possible. Compuserve, Genie, and Delphi all have weekly conferences at the lowest prices ever. We must let people know support is still available. Only in doing this will Atari support and the enduser survive.

The results of this survey will be posted to online services as a list and possibly as a file for importing into databases. Updates will be posted as needed. Please include 8 bit, ST/TT/Falcon, Games systems, Lynx, Jaguar, Portfolio, etc.

Atari Computers User Group and BBS Information Survey

General: New/Update:
Group Name: Accronym:
Systems Supported: Year Started:
Online Contact: Online Address:
Mail Contact: Phone:
Address:
City: ST: ZIP: Country:
Would you share your member list for future mass mailings(Y/N):

Newsletter:
Name:
Frequency: Disk/Paper/Electronic:
Contact: Phone:
Address:
City: ST: ZIP: Country:
Notes:
Would you be interested in contributing/subscribing to a national or global Atari Support newsletter(details)?

Memberships:
Yearly Dues: Prorated:(Y/N)
Number of members(by System):
Contact: Phone:
Address:

City: ST: ZIP: Country:
Notes:

Meetings:
Name Day/Time Location
---- -------- --------
1)
2)
3)
4)
5)
Contact:
Address:
City: ST: ZIP: Country:
Notes:

Libraries:
System Size Avail by Mail Cost
------ ---- ------------ ----
1)
2)
3)
4)
5)
Contact:
Address:
City: ST: ZIP: Country:
Notes:

BBS:
Name: phone 1:
System on: Size/Storage: Phone 2:
Systems Supported: Phone 3:
Baud Rates: 3/12/24/48/96/14.4+ Hours: Fee:
Members only: Run by User Group(Y/N):
Sysop:
Address:
City: ST: ZIP: Country:
Notes:

COMMENTS and other Info:(Events, Dealers, etc.):

(Use a word processor to add things. If you need a separate contact
for each meeting or library, then replicate those lines.)

Please fill out and send via email to:
Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet:74766.1561@compuserve.com

Or by Mail: USER GROUP SURVEY
C/O RICK DETLEFSEN

8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Please pass along to other User Groups. Also, pass along to all
known BBSes, so that the BBS list can also be updated. I'd like
a copy of a newsletter if available. I'd appreciate volunteers
that could be responsible for getting information in a
state/province/region.
Send 8 bit vendor info to Michael Current at: mcurrent@carleton.edu.
I do not have a contact for ST or other vendors lists.

Thank you very much, Rick Detlefsen.

"global atari survey" survey.ga 23june95
post lists as groupga.txt or bbsga.txt

5106. ATARI WORKS FOR SALE CHEAP!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3sni05$nrc@ccnet3.ccnet.com>
Source record: 163213

```
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
```

5107. Re: Atari World!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3smu2o$18b@whitbeck.ncl.ac.uk>
Source record: 163214

In article <djs.803739717@gen-off-2>, djs@jet.uk (David Stevenson) writes:
|> "Everybody" knows, cos it has been discussed on CIX. This is where most
|> of the leading UK Atari-fans hang out.

No I don't. And I live in the UK. Nahhhh.

Craig.

__ _
| \ | | / | Watch this space - something wonderful
|_/ A T A \/| N C E R T A I N / is happening on 'Distant Earth' ?
------------------------------ o ---------------------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

5108. re: shareware autorouter wanted

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3smuon$18b@whitbeck.ncl.ac.uk>
Source record: 163215

In article <1795rcain@nest.demon.co.uk>, rcain@nest.demon.co.uk (Roger Cain) writes:
|> On 23 Jun 95 Vedran wrote:
|> VV> From: Vedran@labs1.cc.etf.hr (Vedran Visnjic)
|> VV>
|> VV> Hi.
|> VV> I am interested in some shareware AUTOROUTER (or any good software
|> VV> which deals with electrical circuits) for ST with 1 MB.
|>
|> There are some shareware electronics design programs, CLA, PCB and PLATIN
|> but these and others I have looked at do NOT contain the facility to route
|> connections - this has to be done manually.
|>
|> If anyone knows anything different I, to, would be glad to know.

As the author of CLA, I think I an add to this. CLA version 3 now has an
Auto-router built into the schematic capture program. I know that this isn't
what the guy is looking for, but the routine is the same - to produce
a fairly simple board router from that would be simple, but very few
people have asked for it, so I haven't attempted it to date.

[passing note, the auto router uses a directed Lee's algorithm, and is not
in the same league as the simulated anealling and genetics based algorithms
used by the big boys...]

[second note, CLAv3 is still being developed but has been beta tested on a
variety of systems from a 512K ST (640x400 mono), right up to a 7100/80
PowerMAC (1024x768x256) using MagiCMac. It will get released eventually :)]

Craig.

-- _
| \ | | / | Watch this space - something wonderful
|_/ A T A \/| N C E R T A I N / is happening on 'Distant Earth' ?
------------------------------- o ---------------------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

5109. Re: STf, what kind of memory?

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199506261521.a24704@iz.maus.de>
Source record: 163216

In <MARTONY.95Jun22115223@arnor.ele.kth.se>, martony@ele.kth.se (Adam Martony) wrote:

AM>Are there simm memorys or "ordinary" memorys in an STf?

"Ordinary" DIL DRAMs.

cu...Ole

Ole_Pahl@iz.maus.de (no messages >16kB!) AX.25: DK1LP@DB0RDB.#SLH.DEU.EU
Ole_Pahl@chicago.shnet.org

5110. Re: vt-100 for ST?

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199506261522.a24705@iz.maus.de>
Source record: 163217

In <3sam36$29e@ankh.iia.org>, kardelj@haven.ios.com (John Kardel) wrote:

JK>I don't have a vt-100 comm program for my ST.

I suggest using CoNnect (current version: 2.46) written by Wolfgang Wander (Wolfgang_Wander@hh2.maus.de).

JK>Also, is it possible to link my ST to the pc and use the ps's hard
JK>drive?

Yes, GhostLink or STTrans.

JK>could you please describe in detail how to get to it and get it. I am
JK>very new to this inet stuff.

% ftp atari.archive.umich.edu (or ftp.uni-muenster.de, for example)

login: anonymous
password: kardelj@haven.ios.com

ftp> dir
ftp> cd (directory)
ftp> get (the file you need - use mget (files) in order to get several files)
ftp> quit

% ls -l
% sz (file(s) downloaded using ftp)

cu...Ole

Ole_Pahl@iz.maus.de (no messages >16kB!) AX.25: DK1LP@DB0RDB.#SLH.DEU.EU
Ole_Pahl@chicago.shnet.org

5111. Re: atari falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: Peter_Missel@ll.maus.de
Message-ID: <199506262113.a436@ll.maus.de>
Source record: 163218

>ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ jdk ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ ï¿½ ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ssï¿½ ï¿½ï¿½ï¿½ï¿½ ï¿½ï¿½ï¿½ï¿½ ATARI FALCON ï¿½ï¿½ï¿½ï¿½ ï¿½ï¿½ï¿½ï¿½ï¿½ ï¿½ï¿½ï¿½ ï¿½ï¿½ï¿½æ¤ ï¿½
>Aeï¿½ï¿½ï¿½ï¿½ï¿½ ï¿½ss ï¿½ï¿½ï¿½ï¿½ ï¿½ï¿½ï¿½ æ« ï¿½ï¿½ï¿½ ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ ï¿½ï¿½ï¿½ï¿½ ï¿½ï¿½ï¿½ ï¿½å®□ ï¿½ï¿½ï¿½ï¿½ ï¿½Ueï¿½ ï¿½ï¿½ï¿½ ï¿½ï¿½ï¿½ï¿½ï¿½ ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½
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>ï¿½ï¿½ssï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ ï¿½å¢¦ï¿½ï¿½ æ« ï¿½Ueïï¿½ ï¿½ï¿½ï¿½ï¿½ï¿½ ï¿½ï¿½ï¿½ ï¿½ssï¿½ï¿½ï¿½ï¿½ ï¿½ss ï¿½ï¿½ï¿½ ï¿½ï¿½ï¿½ ï¿½ï¿½ï¿½ï¿½ ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½Ueï¿½ï¿½ï¿½ï¿½ ï¿½ç©«ssï¿½ï¿½ï¿½
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>ï¿½ï¿½ï¿½ï¿½ï¿½ ï¿½ï¿½ï¿½ï¿½ï¿½ç«□ï¿½ï¿½ï¿½ Ueï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ ssï¿½ï¿½ï¿½ï¿½ï¿½ ï¿½ï¿½ï¿½ ï¿½ï¿½ï¿½ï¿½ï¿½ ï¿½ï¿½ï¿½ ï¿½ï¿½ï¿½ï¿½ï¿½å□ª ï¿½ï¿½ï¿½ï¿½ï¿½ ï¿½å®□ ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ ï¿½ï¿½ï¿½ï¿½ ï¿½ï¿½ssï¿½ssï¿½ssï¿½ï¿½ï¿½
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5112. re: st-guide

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1805rcain@nest.demon.co.uk>
Source record: 163219

On 26 Jun 95 Steve wrote:
SW> From: wells_s@ix.wcc.govt.nz (Steve Wells)
SW> I've currently got v.05.02.95 of the English ST-Guide, is this the
SW> latest English version, and if not, could some kind soul tell me
SW> where I could grab it from? All I need is STGUIDE.ACC/PRG/APP I
SW> don't need any of the extra bits, so if someone feels like emailling
SW> it to me, that'd be brilliant :)

There's been a change in practice with the version numbering system, Steve,
I have been trying to suss it out and have discovered that there was an
English release around the end of April which may have the FREQ name
GTGUI4E. or STGU14E. or even STGUI3E. I guess we will have to wait for
another release before it's all sorted out.

Do you have access to FAN sites? It was released there about a month ago
-whole package, I'm afraid.

Roger
rcain@nest.demon.co.uk

--

5113. Taf Web Browser Disks

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: Doug.Byfield@miramax.yonet.org
Message-ID: <9a8_9506262307@miramax.yonet.org>
Source record: 163220

After seeing your announcement about the TAF Chimera/Mint Web Browser, I sent of a money order for $25 as requested. Last week the files were on Genie-FOR FREE! Can you please tell me if the disks are now PD? Either they were an unauthorized upload, or if they are now PD, I think that I deserve an explanation as to why I shouldn't receive a refund. BTW-still waiting for the disks. This isn't meant as a flame-just want to find out what is going on.

___ Mountain Reader II - #Demo 001

--
|Fidonet: Doug Byfield 1:153/7091
|Internet: Doug.Byfield@miramax.yonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

5114. [Q] Where can I find ST-G

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <928_9506262222@tor250.org>
Source record: 163221

M > I would like to know what FTP site I should look at to find
M > Hypertext files to use with ST-Guide.

M > I would also like to know where I can find just any ST-Guide
M > Hypertext file to look at and see all the different tricks
M > people use to make them.

If you want a good idea of what you can do with ST-Guide, first I suggest paying the fairware fee on it. Not only will it get you registered and get you an official disk copy of it (and in the process assure Holger Weets there's enough interest out there to continue development), it also includes a number of .HYP files, including two by Joe Conner, the program's UK registrar - one a tutorial, the other Conner's catalogue of what he handles for registration, both of which gives you a good idea what's possible.

I'll also (although a little hesitantly, as I'm a little shy about tooting my own horn) suggest trying to find the file GLOSARY4.ZIP - it contains my conversions of Howard Carson's ATARI GLOSSARY and GIANT COMPUTER GLOSSARY to .HYP format. Howard decided recently to put out both of these as freeware, and if anything are both highly informative and fun to read. I just happened to make it a bit easier to get around in (the GCC is HUGE!) and have included a number of illustrations along with it. I'm currently weighing out what I'm going to do next with it, as soon as I can find some more time.....

... "I said BONJOUR, ya cheese-eatin' surrender monkeys!" - Willy
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

5115. Pirates = Idiots

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <929_9506262222@tor250.org>
Source record: 163222

G > Can someone please e-mail me some FTP PIRATE WAREZ SITES for
G > the Atari ST? I know they are out there. Yes, I realize
G > someone will say this is what hurt the ST in the first place,
G > but now, at this point, I don't think it really matters.

OH YES IT DOES!

Regardless of what you think, there are software companies that STILL support the Atari line - companies like Gribnif, DMC, EMagic, Steinberg, ABC Solutions, the company that does MagiC, Ease, NVDI, etc. And piracy at this point is going to be even MORE hurtful to them in the shrunken market. And I (and quite a few people here) would prefer to make sure we have the support and further development we need to make out machines viable - development that leeches like you would only destroy due to your own selfishness and disregard for others.

G > If I could find a source for stuff for it again, I wouldn't
G > think about chucking it and getting an IBM. I love the Atari
G > so much more, but face it, what new games and stuff there are
G > don't show up on shelves anywhere in the U.S. for it.

What a pathetic, sad excuse. Ever hear of Toad Computers? STeve's? Systems For Tomorrow? It's All Relative? Scarborough Computers? Computer Direct? These are stores that handle lots of ST software in North America - including new titles - and be easily had by mail order. Are you THAT lazy that you can't simply phone Toad and ask if they have what you want in stock? Toad is known for their fast shipping and prompt turnaround, so don't use "it'll take too long to get here" as an excuse. Or is it you're too CHEAP, Mr. Thief?

I have this feeling that your computer will explode from all the flames you're gonna get - especially from the developers on this conference - and I can't think of a more deserving idiot it could happen to at this moment.

G > I have a lot of great and rare stuff to trade for other, I
G > won't be a leech.

On the contrary, by posting this you've only proven how much of a leech you are. Get lost.

... "That was setting #1. Anyone want to see setting #2?" - Guinan
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

5116. STf, what kind of memory?

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <d69_9506281345@tor250.org>
Source record: 163223

M > Organization: Dept. of Electronics, KTH
M > Hi,
M > Are there simm memorys or "ordinary" memorys in an STf?

Ordinary memory, Hmmm... I've never heard of this type before.

There are generally three types of RAM. DRAM, SIP, and SIMM. SIMM of course being the most widely used these days.

The STf however uses DRAMS for it's memory. The addition of a RAM upgrade

kit can allow one to use SIMMs, usually up to 4 meg, in the older ST's.

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org

5117. Re: Useful life of floppy

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: Jeff.Thomas@balmybeach.gryn.org
Message-ID: <d6a_9506281345@tor250.org>
Source record: 163224

```
CL> > >NEVER EVER USE HD disks on a Standard 720k disk drive, they will
CL> Fail...
CL> >
CL> > What? I've never had any such problem, and all I have is an
CL> external
CL> > 720K disk drive. The disk I purchase are all 1.44M disks, which are
CL> > preformatted.
CL>
CL> Hmmm, I've used 1.44 disks as 720k disks on both my Atari and on an
CL> Apple
CL> IIgs, both of which had severe data corruption problems, I've long
CL> since
CL> stopped that practice...

I've used unformatted HD disks for years as 720K Atari disks. I've never had
a problem with data corruption.

The real trouble I get is when I try to use a pre-formatted HD disk. If
I try and re-format the HD disk down to 720K, then I get all sorts of
problems. Unfortunately there aren't disks being sold in an unformated state
anymore.

Later...

... OFFLINE 1.52
--
| Fidonet: Jeff Thomas 1:250/422
| Internet: Jeff.Thomas@balmybeach.gryn.org
```

5118. Re: Dynamic IP addressing with NOS

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: cgra@se.bel.alcatel.be
Message-ID: <3sloi1$58@btmpjg.god.bel.alcatel.be>
Source record: 163270

> Is it possible to use NOS for making a PPP connection that uses dynamic IP
> addressing? Or do I have to have a static IP address?

I use NOS 0.41 for Compuserve's PPP service and it seems to work fine.
Which version do you have?
--

Chris Gray Chris_Gray@bcs.org.uk Compuserve: 100065,2102
Opinions expressed are purely personal unless otherwise stated.

5119. Re: Useful life of floppy

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: Lee.Chin.Lim@f15.n600.z1.fidonet.org
Message-ID: <d4b_9506261705@miqas2.fidonet.org>
Source record: 163271

```
In a message of <22.06.95>, CALLUM LERWICK (6:60/1) writes:
CL> In message #936, MICHEL FORGET writes:
CL>
>> NEVER EVER USE HD disks on a Standard 720k disk drive, they will
>> Fail...
>> What? I've never had any such problem, and all I have is an
>> external 720K disk drive. The disk I purchase are all 1.44M disks,
>> which are preformatted.
CL>
CL> Hmmm, I've used 1.44 disks as 720k disks on both my Atari and on an
CL> Apple IIgs, both of which had severe data corruption problems, I've
CL> long since stopped that practice...

I've not had any problem using 1.44 disk as 720. Perhaps it's the floppy drive
that you were using.
```

5120. Re: PC Emulators...

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3sl8dl$djd@sphinx.Gsu.EDU>
Source record: 163272

Steve Wells (wells_s@kosmos.wcc.govt.nz) wrote:
:] : I needed to pass on the latest Diamond Steath drivers to a friends PC, he
:]
:] : not have a modem and access to Internet, and the PKZIP supports multible
:] : disks, not like the Atari version..
:]
:] But... I believe, Atari's ARJ 995 supports multiple disks =-) ! The
:] specs look pretty impressive otherwise, too.

: True, that'd probably be the most efficient way of doing things, ARJ has
: compression almost as good as lh5 and has archive-splitting capability,
: which is fully compatible with the MS-DOS version of ARJ.

In fact, the programmers claim that ARJ 995 has better compression than
LHarc 3.10, ST-Zip 2.6... and even PC's ARJ (though compatible) ! They
give some pretty nice evidence to support this claim. If this is all true
- then it'd be about the time to encourage them to make a full
GEM-version =-) !!!

: Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

TH

5121. Re: Spectre

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: jja@pressimage.fr
Message-ID: <jja-2606950637510001@modem2-02.planete.net>
Source record: 163273

In article (Dans l'article) <3sk8mf$kn1@status.gen.nz>,
mbecroft@iconz.co.nz (Mario Becroft) wrote (�crivait)�:

> Well, unless there is an error in the Toad cataogue, 3.1 supports System
> 7.0. You can check with Toad, email toad@charm.net.

I agree to believe you, about possibilities of Spectre 3.1

But, in France, we never saw Spectre 3.1. We heard about the new Spectre,
about Spectre for Falcon, about hard problems of Dave Small, about Gadget
of Small decease, but we never saw Spectre 3.1.

I write in the french magazine STMAG for two years, and I think I'm
informed of the release of software. And I can tell you that, in France,
we were waitin' for Spectre 3.1. Each month we thought it was comin', but
at last we never had it.

So, my question is : OK, TOAD catalog gives the functions of Spectre 3.1,
but are you sure that Spectre 3.1 exists ?

Everybody has heard of it, but who saw it ? Who can affirm he uses it ? Is
it possible that in France, even in Europe (even in Germany, which is an
Atari world in the Atari world), nobody uses Spectre 3.1 if it exists ?

--
Jean Jacques Ardoino
jja@pressimage.fr

5122. NEW Atari Website!!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: ab616@ccn.cs.dal.ca
Message-ID: <DArGqy.BJF@cs.dal.ca>
Source record: 163274

Come visit the NEW Atari ST website sponsored by the Nova Scotia Atari Computer Users Group at:

http://www.ccn.cs.dal.ca/Technology/NSACUG/NSACUG.html

Links to sites all over the world at this site.

5123. atari works for sale! CHEAP!

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3slmlh$h6o@ccnet3.ccnet.com>
Source record: 163275

```
i have atari works with speedo gdoas for sale.
45.00
510-427-1075 greg reyes
or e mail me.
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
```

5124. Atari programs for PD

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: Alan Hinde PRB <alh@mailpc.brs.gov.au>
Message-ID: <3slnk8$8o8@candelo.dpie.gov.au>
Source record: 163276

I have some MIDI programs I wish to put into the public domain.
Can anyone tell me who to contact and where to send them?

5125. Re: PC Ditto help!

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3sljh8$rnh@golem.wcc.govt.nz>
Source record: 163277

In article <DAr6Dx.DEy@exeter.ac.uk>, et94drw@exeter.ac.uk (D.R.Woodley) writes:
>Hi there guys and gals.
>
>Please provide me with any help you can give on this little
>teaser....
>
>I bought PC Ditto off a guy over the internet. However I am in
>UK, he was in US. The version of PC Ditto was therefore a US
>version, and when I try to run the program, I get the following
>error message....
>
>"This is a US version of PC Ditto, and therefore will not run
>on your UK machine. Please see your dealer for assistance...."

Yes just get your money back...

Thier are many many USA programs that have problems with UK machines,
some will not run at all like Calamus....

The only thing that you could posibly try is set the Machine to 60hz...

The UK version of PC ditto was supported longer than the USA one,
I think it went to 3.96 and the USA one to 3.01.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5126. ST-Guide

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3slef7$r1c@golem.wcc.govt.nz>
Source record: 163278

I've currently got v.05.02.95 of the English ST-Guide, is this the latest English version, and if not, could some kind soul tell me where I could grab it from? All I need is STGUIDE.ACC/PRG/APP I don't need any of the extra bits, so if someone feels like emailling it to me, that'd be brilliant :)

BTW, anyone know what "TOS2GEM" is supposed to do? Run TOS programs in a window in normal GEM or what?

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

5127. Still Needed: Hard Drive for my STfm

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: tom@ug.cs.dal.ca
Message-ID: <DArJFC.FpE@cs.dal.ca>
Source record: 163279

I still need an external HARD DRIVE for my Atari STfm.
Is there anybody who can help me?

tom@ug.cs.dal.ca

5128. Cubase for Atari eats my diskettes

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: Hans-Christian Holm <hcholm@notam.uio.no>
Message-ID: <3smgea$6k5@hermod.uio.no>
Source record: 163280
Cross-posted to: rec.music.makers.synth,comp.sys.atari.st

I use Cubase 2.0 on ST520 and STE1040 machines, and I sometimes experience that my diskettes get corrupted after a session. It seems that Cubase somehow messes up the FAT. Has anybody else experienced this? Any cure?

--
Hans-Christian Holm

Sivilarbeider
Norsk nettverk for teknologi, akustikk og musikk
Postboks 1137 Blindern
0317 Oslo

E-post: hcholm@notam.uio.no
URL: http://www.notam.uio.no/~hcholm/
Tlf: 22 85 79 73/71

5129. Re: Chimera--no RAM

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <DAsEqy.FCA@watserv3.uwaterloo.ca>
Source record: 163281
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3sg38t$qbe@ds2.acs.ucalgary.ca>,
Conan Orion K Ford <cokford@acs5.acs.ucalgary.ca> wrote:
>
>
>I have received the chimera disks from TAF and installed them.
>The PPP connection seems to work fine (ping is fast and telnet
>and ftp work). However when I try to run chimera after
>connecting with pppd, I get an out of memory report.
>This is extremely suprising, as I have 4 MB and nothing installed
>except MiNT/X11/pppd. Has anyone else ran out of RAM in this
>type of situation?
>Perhaps this is related to my having a 80MB minix partition
>instead of 10MB. Does the minix driver store drive information
>in RAM?
>
Are you conencting with the option on the menu? ie. Don't run an xterm
or anything right from boot up - connected with the menu option and wait
for the ppp to kick in - then choose chimera from the menu - if you
have run a shell/xterm(or xvt) in a session you probably have some fragmented
memory - it is best to run chimera from a 'clean' system.

I have 12 meg so I haven't run out of memeory - I don't think the
minix parition size has anything to do with it - it has a cache size
built into the driver which I set very small before making the TAF disks.

Hope this helps,
Sam
PS. If you have a remotwer host that can run X netscape or Xmosaic, you can
use this and set the DISPLAY variable to your atari's ppp assigned address
and this will require almost no extra RAM. This is the preferred way to
do things - nowadays I run Netscape remotely and it is much faster
and better than Chimera.

5130. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: Basis Plus <lanliker@g26.ethz.ch>
Message-ID: <3sm205$m2a@neptune.ethz.ch>
Source record: 163282

Man, are u really that naive?
1. There r only few atari pirate sitez
2. Do u really think u will get access to any if u write such a message?

tststs

Teddy of TMC

5131. Re: MagicMac questions

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3sm237Eqvp@uni-erlangen.de>
Source record: 163283

haxton_k@kosmos.wcc.govt.nz writes:

>There has been alot of talk about MAjicMac and the PPC, but can someone tell me
>to what level of emulation the MacijMac provides, Is it TOS1.4-4.?. Does it
>look like an STE , does it run colour?? How well does it run.

It's somewhere between TOS 2.5 and MTOS (almost MTOS compatible). the desktop
EASE is better than ATARI's Newdesk.

It runs with 2, 16 or 256 colours as far as I know.

--
Harald Schoenfeld (IRC Nick: Equinoxe) | Atomic war against nature:
Harald.Schoenfeld@rzmail.uni-erlangen.de | France and China finally united

5132. >>Amiga emulator for FALCON ?

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: Ruediger.Busch@arbi.informatik.uni-oldenburg.de
Message-ID: <1995Jun26.113125.15123@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 163284

Hello,
Does anyone know if there exists an amiga-emulator for the FALCON 030 ?

So long
Ruediger

5133. Re: SIMMs for STe

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FF1LCEALUP@zaphot.augusta.de>
Source record: 163285

In <3skgis$m25@golem.wcc.govt.nz> Steve Wells wrote:

>What type of SIMMs can I use on my STe, and if necessary, how do I need
>to modify them? I know I need 1meg, 30 pin SIMMs. But can I use
>Mac/PC SIMMs straight out of the box, or if not, do I have to do something
>to the 9th bit (??). I can get 1meg PC SIMMs for next to nothing, so this
>would be good.

You can use any kind of SIMMs - 8-Bit, 9-Bit etc. But you should not
use very fast ones with 60ns or so. But slower ones (80ns, 100ns etc.)
will work fine.

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

5134. Re: FTP site for MagicMac PPC?

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: tt@muc.de
Message-ID: <tt-2606951423490001@tempel.muc.de>
Source record: 163286

In article <3sj8h7$co4@news.xs4all.nl>, mss@xs4all.nl (mss) wrote:

> dhbutler@stat.mps.ohio-state.edu (David H Butler) writes:
>
> >OK, I've given up trying to find the english translation of MagicMac for the
> >Power PC machines. Could some kind soul please send me an ftp address
to go to
>
> ftp to: ftp.uni-kl.de and go to : pub/atari/incoming
>
> Now you can find the English version of MagicMAc PPC (This version is also
> 68x!!!) Good luck!

Sure?
I think that I was the one who uploaded it there and that I did upload the
German demo version.

The english demo can be found on various info-mac sizes. Here's a small list:

bunsen.hrz.uni-marburg.de /mirror3/info-mac/app/magic-mac-121-demo.hqx
ftp.sunet.se /pub/mac/info-mac/app/magic-mac-121-demo.hqx
ftp.univie.ac.at /systems/mac/info-mac/app/magic-mac-121-demo.hqx

You may also use archie to search for "magic-mac" (which should habe been
named "magicmac", BTW)

The english retail version of MM is available at System Solutions, London,
Tel +44 (0) 1816933355, Fax +44 1816936936

Thomas

5135. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: st39@bton.ac.uk
Message-ID: <DAs66G.CGu@bton.ac.uk>
Source record: 163287

grubby (grubby@erinet.com) wrote:
: Can someone please e-mail me some FTP PIRATE WAREZ SITES
: for the Atari ST? I know they are out there.

: Yes, I realize someone will say this is what hurt the ST in the first place,
: but now, at this point, I don't think it really matters.

Please tell us why you think this then.

--

Stephen Ticehurst /\
s.ticehurst@bton.ac.uk \/
=-

5136. Re: >>Amiga emulator for FALCON ?

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: Telefonmann <knaus>
Message-ID: <3smftk$qa1@n.ruf.uni-freiburg.de>
Source record: 163288

Definetely not !
Ciau JO

Jochen Knaus, EMail me at:
knaus@ruf.uni-freiburg.de
or knaus@informatik.uni-freiburg.de
or Jochen_Knaus@FR.maus.de

5137. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506261518.AA03158@ilmen.lanl.gov>
Source record: 163289

In a previous article, scumbag grubby@erinet.com (grubby) wrote:

> Can someone please e-mail me some FTP PIRATE WAREZ SITES
> for the Atari ST?

OK, who left the toilet lid up again? Something just crawled out
of the sewers and into the newsgroup again. ;-)

-Hutch- @ Fair Dinkum Tech

5138. Re: Spectre

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506261518.AA03161@ilmen.lanl.gov>
Source record: 163290

In a previous article, mbecroft@iconz.co.nz (Mario Becroft) wrote:

> Well, unless there is an error in the Toad cataogue, 3.1 supports System
> 7.0.

Yes, that catalog was a bit premature. Spectre 3.1 was going to support
System 7 but was never released.

-Hutch- @ Fair Dinkum Tech

5139. What Happened to Gadgets by Small

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: valega@qns2.qns.com
Message-ID: <3smqni$7c@qns2.qns.com>
Source record: 163291

What lawsuit was lost by Dave Small ? Please fill me in, I did not know of any lawsuit. Thanks..... Dan Valega

--

I've never met a computer monitor, that I didn't want to repair :-)
For the best monitor service, call MultiMedia Service 1-405-942-5766

5140. Atari Falcon For Sale!

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: bronst@ibm.net
Message-ID: <3smra0$38f8@news-s01.ny.us.ibm.net>
Source record: 163292

I have an Atari Falcon030 for sale.

It has 4MB and a 85MB Hard Drive.

Comes with AtariWorks, SpeedoGDOS, and other misc. programs which
came with the computer.

I also have the Falcon VGA adapter to go with it.

I am looking for $700.00. If you are interested, please
E-Mail me at cbronst@ibm.net

Chris Bronstein

cbronst@ibm.net

5141. Color emulator for MSTE?

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950626195421.22184A-100000@mars>
Source record: 163293

Is there any coloremulator around that runs on a MegaSTE. I have a monochrome monitor and no TV set, and needs to know if the code I'm writing now makes sense. Speed doesn't matter.

Thanx // Jens M Andreasen

5142. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: Jim Boulton <jim@jimbee.demon.co.uk>
Message-ID: <669805687wnr@jimbee.demon.co.uk>
Source record: 163294

In article: <DAs66G.CGu@bton.ac.uk> st39@bton.ac.uk (Stephen Ticehurst) writes:
>
> grubby (grubby@erinet.com) wrote:
> : Can someone please e-mail me some FTP PIRATE WAREZ SITES
> : for the Atari ST? I know they are out there.
>
> : Yes, I realize someone will say this is what hurt the ST in the first place,
> : but now, at this point, I don't think it really matters.
>
> Please tell us why you think this then.

Perhaps because THE ST IS DEAD. How many games have been released in the last year for the ST? One? Maybe even as many as five!!

How about commercial products? How many? Maybe as many as 10!! The ST is surely thriving...

Personaly I dont think having the old games available from FTP sites would hurt the ST. It would probably increase peoples interest for nostalgas sake.

Unfortunately it is completely ILLEGAL and therefore it wont happen for some time yet... Look at the c64, Spectrum and Amstrad CPC, all games for these machines are available from FTP and this is still illegal. Companies just dont care when it's a machine which isnt making money for them!

I think the ST may have a year left in it maximum before it finaly bites the dust... :(

5143. Re: >>Amiga emulator for FALCON ?

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: Jim Boulton <jim@jimbee.demon.co.uk>
Message-ID: <353793776wnr@jimbee.demon.co.uk>
Source record: 163295

In article: <1995Jun26.113125.15123@arbi.Informatik.Uni-Oldenburg.DE>

> Does anyone know if there exists an amiga-emulator for the FALCON 030 ?

No, but I think it's probably technicaly possible...

--Jim

5144. Re: >>Amiga emulator for FALCON ?

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: richcsst@crash.cts.com
Message-ID: <DAso04.Ip7@crash.cts.com>
Source record: 163296

Ruediger Busch (Ruediger.Busch@arbi.informatik.uni-oldenburg.de) wrote:
: Hello,
: Does anyone know if there exists an amiga-emulator for the FALCON 030 ?

: So long
: Ruediger

Nope.....Why???

The hardware is much too different. Although some emulation could be done via the DSP chip, but not much. Why not get a cheap A500 and expand it? I've seen them go for as little as $75.

Rich

5145. Enviroment variables

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <35a_9506270107@flight.org>
Source record: 163297

Anyone know of a simple program for setting enviroment variables? I'd like
a small auto folder program that would read a text file called maybe
VARIABLE.INF which just contains a bunch of line like SET TEMP=D:\TEMP\ ...
--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

5146. Re: PC Emulators...

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <35b_9506270107@flight.org>
Source record: 163298

In message #952, TOMMI PEKKA HIETAVUO writes:

> Examples: AES 4.1, SoftPC.

Can* you FTP AES 4.1 from somewhere?
--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

5147. [Q] Where can I find ST-G

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <35c_9506270107@flight.org>
Source record: 163299

In message #995, MARIO BECROFT writes:

> I have recently discovered an excellent looking application called ST-Gui
>
> I would like to know what FTP site I should look at to find Hypertext
> files to use with ST-Guide.

A lot of programs are comeing with ST-Guide help files these days, they
sound pretty neat... where can I find the latest ST-Guide?
--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

5148. Re: Web browser for ST ye

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <35d_9506270107@flight.org>
Source record: 163300

In message #1000, CONAN ORION K FORD writes:

> Suggestion for anyone writing a ST WWW browser:
>
> Collaberate with the author of Speed of Light to speed up .gif
> and .jpg loading.
>
> My $0.02.

Here here! :)

Anyone know of any Web browsers (offline or otherwise) that do color? All
the ones mentioned so far are B&W or Greyscale...

--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

5149. Zip Drive FAQ!!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-26 00:00:00 UTC
From: danbrown@on-ramp.ior.com
Message-ID: <3so9v3$nco@on-ramp.ior.com>
Source record: 163301

[No readable article body recovered]

5150. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: Jim Boulton <jim@jimbee.demon.co.uk>
Message-ID: <469181603wnr@jimbee.demon.co.uk>
Source record: 163152

In article: <3snjnc$mco@sphinx.Gsu.EDU> gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) writes:

> Why should we care? ST is yesterday, other Atari-compatibles are here
> with us. More power, more possibilities. ST has done more than its share;
> few computers have survived 10 years, still remaining useful!

Whats the problem with having ST 'WAREZ' FTP sites if the machine is 'yesterday' and no-one uses it?

> The only losers are those people who desperately stick to their STs, and
> (believing some propaganda?) never realize, that FALCON is everything
> they really need. And if not Falcon, there are still alternatives.

Most people have ST's becuase that was their machine before they bought their shiny new PC. I have an ST simply because I baught one about 6 years ago and have great memories of the machine and would like to replay some of the old games!

> Yes, I know, that there are lots of ST-owners who wouldn't touch a Falcon
> with a long stick, after hearing how bad the bird is... So, they cry some
> tears for their STs and STEs, and finally force themselves to put their
> hands into shit: some other platform ;-).

I'd like a Falcon... I wouldnt pay the current going price for one though considering the user base and market support.. :(

> Right now, Falcon is the most fun Atari-compatible available. Eagle,
> Medusa and MagiCMac are excellent choices for people who need raw power
> more than fun and versatility.

I agree, but the topic was 'ATARI ST PIRATE WAREZ SITES' not 'I LOVE MY STE AND THINK ITS BETTER THAN THE FALCON'...

> To every desperate ST-user there, worrying about the dying computer
> platform, I want to say: ST isn't the future of Atari computing. I owned

Surely the point of these 'WAREZ' sites is to got old games you have fun memories of, isnt it? Thats what I thought It was... I didnt think poeple were SERIOUS about getting new games!!!

> Falcons (and possibly Amigas) are what computing should be: computers you
> love to use. What else can we want? Software? There's plenty of that

Machines you love to *program* perhaps. The PC is a joy to use with Windows but the assembly is... basicly.. cack... :(
68K machines are lovely... ;)

> available. Hardware? Need CD-ROMs, scanners, etc.? They're available.

At twice the price of the PC...

--Jim

5151. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: Jim Boulton <jim@jimbee.demon.co.uk>
Message-ID: <445309889wnr@jimbee.demon.co.uk>
Source record: 163153

In article: <3sokdh$3f4@ionews.io.org> diehl@twitch.io.org (Eric March) writes:

> Um, just a note, but most Spectrum companies have given their complete
> concent to release their games to the public domain for use on Spectrum
> emulators. There are a few companies (such as Rare/Ultimate, Psygnosis
> and so on) whichh have not given their concent, and so their games _are_
> illegal to distribute, but most of the rest of the companies _have_ given
> their concent: Hell, several of the old developers are even on
> comp.sys.sinclair!

Yes, your right. I should have added that! :) Also some programmers are
giving away the source to their old games with emulators!! I heard that
Stormlord (the base CPC game ever?) and source code is to be given away
with an Amstrad CPC emulator! ;)

--Jim

5152. Junior Office (was re: sending faxes)

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: Dennis Remmer <dennis@dstc.edu.au>
Message-ID: <3snlmq$96k@azure.dstc.edu.au>
Source record: 163154

```
> TO> Is there any software out there that
> TO> will let me do that? PD or shareware with source is preferable, so
> TO> that I can compile it myself.
>
>Coma or Junior Office are widely available and both shareware. They do not
>come as source, though.

Yes BUT WHEN WILL WE SEE the English version of Junior Office???

I've been checking hensa for months.

DR

---------------------------------------------------------------------
Dennis Remmer dennis@dstc.edu.au
Research Scientist, Business Development Ph: +61-7-3657564
Distributed Systems Technology CRC Fx: +61-7-3654311
---------------------------------------------------------------------
```

5153. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3snjnc$mco@sphinx.Gsu.EDU>
Source record: 163155

Jim Boulton (jim@jimbee.demon.co.uk) wrote:

: I think the ST may have a year left in it maximum before it finaly bites the
: dust... :(

Why should we care? ST is yesterday, other Atari-compatibles are here
with us. More power, more possibilities. ST has done more than its share;
few computers have survived 10 years, still remaining useful!

The only losers are those people who desperately stick to their STs, and
(believing some propaganda?) never realize, that FALCON is everything
they really need. And if not Falcon, there are still alternatives.

Yes, I know, that there are lots of ST-owners who wouldn't touch a Falcon
with a long stick, after hearing how bad the bird is... So, they cry some
tears for their STs and STEs, and finally force themselves to put their
hands into shit: some other platform ;-).

Right now, Falcon is the most fun Atari-compatible available. Eagle,
Medusa and MagiCMac are excellent choices for people who need raw power
more than fun and versatility.

To every desperate ST-user there, worrying about the dying computer
platform, I want to say: ST isn't the future of Atari computing. I owned
two STs, loved them - and finally purchased myself a Falcon. And
surprise: I haven't regretted that decision one single second =-) !
Falcons (and possibly Amigas) are what computing should be: computers you
love to use. What else can we want? Software? There's plenty of that
available. Hardware? Need CD-ROMs, scanners, etc.? They're available.
A PC-owner may look at you wondering: "what kind of a poor fool chooses
something like that instead of a Pentium?". But who cares? Because he
never gets to know, how fun computing can be...

Tommi (waiting for C-Lab Falcon-040..)

Don't know about you others - but for me, having to use Windows-PCs and
Macs quite often, really makes me appreciate our own choice.

5154. Re: MagicMac questions

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3snk54$mco@sphinx.Gsu.EDU>
Source record: 163156

Harald Schoenfeld (mppi76@cd4680fs.rrze.uni-erlangen.de) wrote:
: haxton_k@kosmos.wcc.govt.nz writes:

: It's somewhere between TOS 2.5 and MTOS (almost MTOS compatible). the desktop
: EASE is better than ATARI's Newdesk.

EASE is nice, I agree - but then again, AES 4.1's NewDesk is very good, too.
And, actually, the "normal" TOS 4.0x desktop is excellent IMHO. We're
kind of lucky, folks: we _only_ seem to have good and excellent desktops
available:

NewDesk, Ease, Neo Desk 4, Thing, Teradesk, No!Desk, Gemini

That should make any Windows-user look for some strong rope ;-) !

Tommi

5155. Top 5 Essential PD Software - Your Lists?

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: Dennis Remmer <dennis@dstc.edu.au>
Message-ID: <3snoc1$96k@azure.dstc.edu.au>
Source record: 163157

Based on Umich conventions, mine are (based sheerly on usage):

Archivers/unzip51b.tos Essential unzipper.
Diskutils/fatspeed.arc Couldn't use my HD without it.
Games/starball.zip PD? Unbelievable! Brilliant Pinball game.
Printing/1stw2ps.arc Makes 1st Word useful. (Postscript)
Network/Uucp/mercbin.lzh Mercury UUCP - Provided my net capabilities

What about you...

Dennis Remmer dennis@dstc.edu.au
Research Scientist, Business Development Ph: +61-7-3657564
Distributed Systems Technology CRC Fx: +61-7-3654311

5156. Re: MagicMac questions

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: jja@pressimage.fr
Message-ID: <jja-2706950020110001@modem2-07.planete.net>
Source record: 163158

haxton_k@kosmos.wcc.govt.nz writes:

>There has been alot of talk about MAjicMac and the PPC, but can someone
tell me
>to what level of emulation the MacijMac provides, Is it TOS1.4-4.?. Does it
>look like an STE , does it run colour?? How well does it run.

When I made a test with Gembench on Magic Mac, this program announced me a
TOS 3.0. And it runs in 2, 16 and 256 colours.

--
Jean Jacques Ardoino
jja@pressimage.fr

5157. Re: Atari Works 2

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: jyoung57@delphi.com
Message-ID: <p2682D+.jyoung57@delphi.com>
Source record: 163159

Steve Wells <wells_s@kosmos.wcc.govt.nz> writes:

>The author went to work on the Jaguar, which has gone pretty quiet, it's
>quite unlikely that it will ever be released.

That's a shame since last I heard it was at the beta stage.

Go figure..

Jeff

5158. NEW Atari Website!!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: graham.jarvis@mkbbs.co.uk
Message-ID: <mkbbs21716@mkbbs.co.uk>
Source record: 163160

In message #21557, ab616@ccn.cs.dal.ca (Tony writes:

> Come visit the NEW Atari ST website sponsored by the Nova Scotia Atari
> Computer Users Group at:
>
> http://www.ccn.cs.dal.ca/Technology/NSACUG/NSACUG.html
>
> Links to sites all over the world at this site.

OK then I will...if you tell me how to do it from E-MAil!! :-)
What with my limited Internet account and little knowledge of such
things! :)

Hoping you have many visitors,
Graham

5159. Atari programs for PD

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: graham.jarvis@mkbbs.co.uk
Message-ID: <mkbbs21717@mkbbs.co.uk>
Source record: 163161

Hi Alan,
Thje best thing to to would be to put the files on a disk and send the
disk to any of the PD libraries that advertise in the Atari press.

Hope that helps,
Graham

5160. The old Populous Game for

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: graham.jarvis@mkbbs.co.uk
Message-ID: <mkbbs21718@mkbbs.co.uk>
Source record: 163162

In message #21652, cherridge@delphi.com writes:

> I used to have a game called Populous which I often played on my old
> 1040 st-f computer. I gave this computer to relatives when I got the
> new 1040 st-e. The game wouldn't play on the the STE and it's not
> make anymore.
>
> I really enjoyed this game and would like to play it again, but on my
> STE computer. Does anyone know where I could get a copy of this game
> that plays on the 1040 STE.
>

I don't know about Populous,but have you tried to get hold of Populous 2
or Powermonger? They work on an STe and should be available through mail
order companies or from Bullfrog themselves.

Hope that is of some use to you,
Graham

5161. New Pure C version ???

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: "J.L. van Almkerk" <j_l_v_almkerk@ns-nl.att.com>
Message-ID: <DAtLLo.LqK@ssbunews.ih.att.com>
Source record: 163163

I have heard a rumour about a new Pure C version being available in Germany.
Is this true ?
Anybody out there who can confirm ?
Is there still any activity around new Pure C development ?
AFAIK the latest version is 1.1

Han van Almkerk

5162. Re: New Pure C version ???

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: gauthe_a@epita.fr
Message-ID: <3sok5b$f8k@boson.epita.fr>
Source record: 163164

In article <DAtLLo.LqK@ssbunews.ih.att.com>, "J.L. van Almkerk"
<j_l_v_almkerk@ns-nl.att.com> writes:

-=)> I have heard a rumour about a new Pure C version being available in Germany.
-=)> Is this true ?
-=)> Anybody out there who can confirm ?
-=)> Is there still any activity around new Pure C development ?
-=)> AFAIK the latest version is 1.1
-=)> Han van Almkerk

Last rumours I had stated that the engineers working on the new PureC had
numerous problems and the expected release date finally was in 1996.

Nothing official, of course.

/--\
| Alain GAUTHEROT EPITA, French Computer Science School |
| To finish first, you first have to finish (Enzo Ferrari) |
|____|
| Email: Alain.Gautherot@epita.fr http://www.epita.fr:5000/~gauthe_a/ |
\--/

5163. Re: Top 5 Essential PD Software - Your Lists?

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3so367$3mn@sphinx.Gsu.EDU>
Source record: 163165

Sorry, but I couldn't resist... This is my personal TOP 10 instead of 5 :-)
I included SW-programs here, too..

1. Selectric 1.10 file selector - simply brilliant...

2. All archivers: LHA 3.10, Zip 2.6, ARJ 995

3. PFXpak 3.2 - active program compression utility, works great.
Actually, makes packing whole hard disk with prgs
like PC's Stacker nearly useless. Make always
backups, though... Some programs don't like PFX.

4. NetHack 3.13 GEM - THE game of games... Requires loads of CPU
power, a fast hard disk, at least 4 MB of RAM,
VGA color graphics, and.. and..... BUT it's
worth it =-) ! I only hope that the author
could find time to re-develope this in the
future... Some bugs are there still, also.

5. No-Idle A small utility I wrote myself ;-)... My 420 MB
Seagate IDE-drive had a bad habit of going to
sleep automatically after some time unused. This
really wasn't nice at all! Especially, since you
could not switch this "feature" off. No-Idle simply
re-programs hard drive's internal timer not to do
anything foolish when connected to Falcon..

6. GemView I don't like the user-interface, but this program does
more than 10 Microsoft programmers could do in 10
years =-). When will GV support vector graphics,
though... WPG, Corel Draw, CVG, EPS..?

7. Kandinsky A nice vector graphics program.

8. Silkmouse 3.2 Does miracles to your mouse!

9. Speed-of-Light A very nice GIF/JPG viewer/processing utility.

10. HSmod06 I guess, you need this with fast modems...

Cheers,
TH

5164. Re: DA Render Kit??

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DAtKz5.2ps@ridgecrest.ca.us>
Source record: 163166

The only truth in life is Pain <chrishinds@delphi.com> wrote:
>A few months ago I saw an announcement for something from Lexicor called
>DA Render Kit, which was supposed to be a package of utilities for
>playing back and making movies/animations, (I remember it supported .MOV
and
>MPEG, among others).
>
>Since then I haven't heard anything about it and its not in the new Toad
>catalog. Is it still available? If anyone has it, what do you think of
>it?
>
>Thanks
>--chris

I spoke to Lexicor a while back and was told the animation utilities
were included in any of the DA'S packages. So I purchased DA'S Vector
and guess what. No players. I really wanted the GIF to FLI converter
that was suppose to be included. Then again, the complete package,aside
from the manual, is in German and mabey I have overlooked something.

Mike

5165. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3sob1h$7bb@golem.wcc.govt.nz>
Source record: 163167

In article <669805687wnr@jimbee.demon.co.uk>, Jim Boulton <jim@jimbee.demon.co.uk> writes:
>In article: <DAs66G.CGu@bton.ac.uk> st39@bton.ac.uk (Stephen Ticehurst) writes:
>>
>> grubby (grubby@erinet.com) wrote:
>> : Can someone please e-mail me some FTP PIRATE WAREZ SITES
>> : for the Atari ST? I know they are out there.
>
>I think the ST may have a year left in it maximum before it finaly bites the
>dust... :(

Well 2 of my machines are covered in Dust, they have no need to bite it....

I thought the Atari was allready Dead.....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5166. Keyboards...

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: Jim Boulton <jim@jimbee.demon.co.uk>
Message-ID: <335321027wnr@jimbee.demon.co.uk>
Source record: 163168

Anyone know if it possible to hack up the ST keyboard and attatch a PC keyboard in it's place?

The reason I ask Is I have a spare PC case and keyboard which would make a nice ST box... :)

Any ideas?

--Jim

5167. Re: Card Games

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: popemerlin@delphi.com
Message-ID: <J0wcfcK.popemerlin@delphi.com>
Source record: 163169

Eric Hays <szhays@bullwinkle.ucdavis.edu> writes:

>: Where can I find some card games that include poker against the
>: computer? I have a few that is like the arcade poker games where Jacks
>: or high wins. But I want a game that allows me to play against the
>: computer that can lose money as well.

There is also another commercila game called Hollywood Hustler which
lets you play five card stud poker against three other computer
opponents at three levels of difficulty.

It was written by a poker champion and features full cinematic graphics
and costs 24.95gbp in the UK, 26.95 GBP in Europe and 29.95GBP eleswhere
in the world. Credit card orders to this e-mail address welcome.

Sorry for the typos, it's late.

Merlin software distribution.

5168. Re: What Happened to Gadgets by Small

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: Jeffrey.Wisniewski@Microserve.com
Message-ID: <95062777995@microserve.com>
Source record: 163170

What lawsuit.

Well, there are several different stories floating around that I know of.

1) He was sued by a chip manufactur for not paying his bill.
2) He was sued by a chip manufactor for not paying his bill and the chips were defective.
3) He was sued for copyright infrignment.
4) Who really knows.

Jeff Wisniewski
Internet Address: Jeffrey.Wisniewski@Microserve.com

5169. Re: Top 5 Essential PD Software - Your Lists?

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: "Craig. Graham" <Craig.Graham@ncl.ac.uk>
Message-ID: <3sp38a$3f8@whitbeck.ncl.ac.uk>
Source record: 163171

Well, not all PD - some shareware here as well (any authors who haven't recieved registrations for programs mentioned, don't worry - I've just got a proper job paying major wad so I can afford to pay RSN).

1) Thing - Essential PD desktop. The latest version with tab'd dialogs and Group icons is amazing. Better than gemini in almost every respect (apart from the console window not being as good).
2) ST-Guide - Mr Weets' wonderful hypertext viewer.
3) FalconScreen - the most compatible screen expander for the falcon (even works with X11R5).
4) WinX 2.3beta - Wonderful....cann't wait for MiNA to hit the streets.
5) Fsearch - Fantastic (and simple to use) file finder & grep accessory.

There, who's next ?

Craig.

-- _
| \ | | / | Watch this space - something wonderful
|_/ A T A \/| N C E R T A I N / is happening on 'Distant Earth' ?
-------------------------------- o ---------------------------------------
Craig Graham. EMAIL:craig.graham@newcastle.ac.uk
WWW: http://www.ncl.ac.uk/~n08z7

5170. FS: Atari Mega 2, SC1224

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: alansh@terraport.net
Message-ID: <3sp46p$76q@capetown.terraport.net>
Source record: 163172

Hi, I'm selling the following on behalf of a friend:

Atari Mega 2 ST
SC1224 Monitor
Atari keyboard and mouse

They computer has been lightly used for 4 years and he is the original owner.
All manuals are included as well as the original software that shipped with
the ST. Price: $250, Canadian Dollars.

He prefers to sell to someone in either the Toronto on Montreal area, but will
entertain any offers. Buy pays shipping if necessary.

Thanks!

-Alan

====================
Alan Shen
alansh@terraport.net

5171. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: diehl@twitch.io.org
Message-ID: <3sokdh$3f4@ionews.io.org>
Source record: 163173

Jim Boulton (jim@jimbee.demon.co.uk) wrote:
: Unfortunately it is completely ILLEGAL and therefore it wont happen for some
: time yet... Look at the c64, Spectrum and Amstrad CPC, all games for these
: machines are available from FTP and this is still illegal. Companies just
: dont care when it's a machine which isnt making money for them!

Um, just a note, but most Spectrum companies have given their complete
concent to release their games to the public domain for use on Spectrum
emulators. There are a few companies (such as Rare/Ultimate, Psygnosis
and so on) whichh have not given their concent, and so their games _are_
illegal to distribute, but most of the rest of the companies _have_ given
their concent: Hell, several of the old developers are even on
comp.sys.sinclair!

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

5172. Re: ANSI EDITOR FOR FALCON(VGA)

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: diehl@pinch.io.org
Message-ID: <3spukr$eok@ionews.io.org>
Source record: 163174

Kim Andersen (kim@dksoft.ping.dk) wrote:
: What happened to FANSI ? (The Ansi editor for the Falcon ??). I think
: it was done by Eric March, (or something simular). He should be with us
: in this newsgroup.

Indeed I am. :-) Fansi is sort of hold at the moment. I've been doing
a great deal of experimenting and learning in GFA this past while so I'm
writing a couple of smallish (well, code-wise) games to explore these new
found tricks ... I've still got plans for Fansi, but I'd like to put
these new things I've discoverd to some good use. I suppose I could add
them to Fansi, but they'd serve to practical purpose and would just make
the program a lot bigger. :-) Actually, these experiments have had an
impact on Fansi, as I now know how to speed up drawing routines by at
least 10 times. :-)

: Greets
: Kim

: --
: /--\
: | DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
: \--/

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

5173. Re: Wizztronic

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: pbenson@user1.channel1.com
Message-ID: <pbenson-2706952347560001@192.0.2.1>
Source record: 163175

In article <FF3BFFEEUP@zumdick.rhein-main.de>, nat@zumdick.rhein-main.de (Nat!) wrote:

> What's the word on the Barracuda ? Was supposed to ready in
> May, they said they were waiting for some supplier!
>
> The Afterburner... delayed (incompetence)
> The Barracuda... parts missing (supposedly)
> The FX... parts missing (...)
> Rayman... delayed till end of summer (if ever)
> Ultra Vortek delayed till (???)
>
> Man I am fairly pissed off by all these delays...
>

Boy, am I ever happy I sold all my Atari stuff and bought a Mac!
I remember this nonsense all to well!
Happy Computing!!!

5174. How rare is a Falcon 030?

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: cunn1695@utdallas.edu
Message-ID: <3sqj8o$1li@utdallas.edu>
Source record: 163176

I know this is probably the wrong group to ask (sorry in advance) but
does anyone know much about the Falcon 030, I came across one and wanted
to find out more about it. Is it rare, what's it compare to? Is it
compatable with st sofware etc...

Thanks,

--
Elizabeth Cunningham
cunn1695@utdallas.edu

5175. FS:FALCON RAM BOARDS CHEAP!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3sqqic$gpe@ccnet3.ccnet.com>
Source record: 163177

I HAVE WIZTRONICS RAM UPGRADE BOARDS FOR THE FALCON

BRAND NEW!
THEY SELL FOR ABOUT 90.00

WILL SELL FOR 45.00 YOU PAY SHIPPING

MODEL NUMBERS WT 931507

CALL ME AT GREG REYES
510-427-1075
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
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+++++
~~~
selah @ccnet.com
~~~

5176. Atari St Pirate Warez

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: Doug.Byfield@miramax.yonet.org
Message-ID: <ab7_9506272100@miramax.yonet.org>
Source record: 163178

TP> ...few computers have survived 10 years, still remaining useful!

Let's see, what would a ten year old PC Clone be-an XT? Anyone want to try doing MIDI on that? :-)

TP> The only losers are those people who desperately stick to their
TP> STs, and (believing some propaganda?) never realize, that FALCON is everything they really need.

And in some respects, it is exactly these ST huggers being too cheap to upgrade to a Falcon that caused Atari to stop making computers. The price never comes down if no one buys the product!

Atari doesn't advertise-we all know that. So who knows about the Falcon? ST users, of course. If they don't buy a Falcon, who else is there? Not many. The standard arguement is that the Falcon is too expensive. As far as I am concerned, any consumer item selling for over $0.02 is too expensive. BUT I wanted the Falcon for what it can do, so I saved and got one. Simple as that. I'm hardly wealthy, and I realize that some are simply not able to afford to upgrade, but c'mon now! Even a cheap PC Clone is going to cost them 1/2 to 3/4 of what a Falcon costs-and that's for the hardware! Also, users seldom consider the high cost of replacing the software when they change computer platforms. (Personnaly, if I was to replace just my major commercial software-Clarity Falcon, Edittracks, Lattice C, Calamus SL, True Image, DA Vector, NVDI and Stalker-it would cost approx. $2600-or more.)

TP> To every desperate ST-user there, worrying
TP> about the dying computer platform, I want to say: ST isn't the
TP> future of Atari computing. I owned two STs, loved them - and
TP> finally purchased myself a Falcon. And surprise: I haven't
TP> regretted that decision one single second =-) ! Falcons (and
TP> possibly Amigas) are what computing should be: computers you
TP> love to use.

How long have you had your Falcon, Tommi? I've had mine for a year and a half now and enjoyed every minute of it. Let's say for arguement sake that if I only keep the Falcon for another 6 months-I will have had 2 years of enjoyment out of it! How many PC Clown users can say the same? :-) While these ST whiners have been making themselves miserable, I have been making music, dtp and programming! I consider more than price when I buy something-I consider use value-how useful is a computer for what I want to do? I WORK with PC clones-but when I go home, I PLAY with my Falcon-it's FUN, dammit!!!

TP> They're available. A PC-owner may look at you wondering: "what
TP> kind of a poor fool chooses something like that instead of a
TP> Pentium?". But who cares?

An independent, intelligent user who thinks for himself-that's who
chooses a Falcon. :-)

Who cares-exactly my sentiments. There is always going to be someone
who dislikes your choices in life, so do what ya want-F*** 'em!

TP> fun computing can be... Tommi (waiting for C-Lab
TP> Falcon-040..)

(Doug waiting for an 040 Eagle)

TP> Don't know about you others - but for me,
TP> having to use Windows-PCs and Macs quite often, really makes
TP> me appreciate our own choice.

Last night, the Windows 95 tour pulled into Vancouver. Some friends
were asking me to go. I thought ah, what the heck? But then I got
home and started using Calamus, doing some graphics in DA Vector and
reading my netmail-and I thought-why would I want to go sit in a
crowded theatre to hear some Windoze propaganda when I have all this
right here. I'd have to be crazy!!! :-) Nope, my sanity remains
intact. Good to know that there are others who think the same, Tommi.
Take care.

___ Mountain Reader II - #Demo 001

--
|Fidonet: Doug Byfield 1:153/7091
|Internet: Doug.Byfield@miramax.yonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

5177. Re: STE joysticks

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: tom.thomason@fpc.ct.se
Message-ID: <ftn_2.203.203.15$fidonet.org_2fefd608_Tom.Thomason@fpc.ct.se>
Source record: 163179

On 19 Jun 95, Bastian Schick shot this through the ether to Tom Thomason...

BS> A game from Jeff Minter (don't no the name, and a lot of llamas and
BS> sheep isn't a good hint ;-) uses them.

That would be LlamaZap.

ATB,
Tom

5178. WORDFLAIRII Help Again?

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: alan@aybee.demon.co.uk
Message-ID: <950627Z213218.320alan@aybee.demon.co.uk>
Source record: 163180

This may be the Final time I will ask for help.

Or next time this may be 'FS Wordflair2' :-(

Please is there anyone at least who might just confirm that they are
using NVDI3 and Wordflair2 together? .. and printing .. and the
combination is stable...

With NVDI came a patch for Wordflair 1 version 1.13 to cure the
bug which causes the program to crash when run a second time:
perhaps someone could advise where/how to do the same to WF2.

I have asked Hisoft, but they could not see what the problem could be.

SYMPTOMS : WF2 crashes out at loading 1st time
May run 2nd time but only if the printerdriver is made
resident - but then crashes when asked to print a document. Or gives
a message 'unable to find Gothic/life/whatever font'
Or is very unstable.

I give up....HELP!!!

I have STFM 2.5 meg tos 1.02 127MB miniS
--
****
| Alan Baker | 48/PO13 9QP Snail Mail |
| alan@aybee.demon.co.uk | +44 (0)1705 529099 |
****

5179. Jaguar games for PC - not Falcon ?!

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3sq16f$fg8@sphinx.Gsu.EDU>
Source record: 163181

Some of you may already know, that ATARI will convert some JAGUAR games for IBM PC-compatibles...

I don't like it at all - and why not? Because this _underlines_ the fact that Atari today prefers its old arch-enemies, PCs, over their own "children", especially FALCON. I think, some kind of a conversion of e.g. Tempest 2000 for Falcon could be possible. And for someone like Jeff Minter, even more possible.. But, of course, Atari can't afford to think its computer users; big MONEY is somewhere else...

To put it nicely, folks: sometimes business stinks.

There are two kinds of Doom's Day Prophets here: some of them say: "it's not profitable to program anything for Atari-compatibles, so why do it?" - and the others say: "It can't be done on Falcon... It can't, can't, can't!". But, fortunately, every now and then someone is either stupid enough, or clever enough, to make this "impossible" possible. And then we can see things like APEX MEDIA...

My heart breaks, when/if I see some Jag-stuff running on PC, reminding us of that Atari has abandoned us. I wish that they'd still have some sense of honor, to support those who supported them so long - even if supporting Falcon gave them more warm thanks than money..

TH

5180. re: enviroment variables

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1813rcain@nest.demon.co.uk>
Source record: 163182

On 27 Jun 95 Callum wrote:
CL> From: CALLUM.LERWICK@f47.n282.z1.fidonet.org (CALLUM LERWICK)
CL> Anyone know of a simple program for setting enviroment variables? I'd
CL> like a small auto folder program that would read a text file called
CL> maybe VARIABLE.INF which just contains a bunch of line like SET
CL> TEMP=D:\TEMP\ ...

Yup, look for ENVIRON.*

Roger
rcain@nest.demon.co.uk

--

5181. Piracy = Crowbar Hotel

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: Dan.Dreibelbis@balmybeach.gryn.org
Message-ID: <d68_9506281345@tor250.org>
Source record: 163183

G > HEY, wake up!! It's the Atari ST we're talking about. Nobody
G > CARES anymore! To most people, it's a joke.

I am wide awake. I realize that the ST market is not as what it is. But there IS a demand, somewhat small, for commercial-quality software from a number of companies - who obviously DO care about providing a service for people here who DO care about their machines. Something that the selfish attitudes of people like you will only destroy. I suggest YOU wake up.

And the ST a joke? Try telling that to all the ST users who are still getting lots of mileage out of their machines. And in my neck of the woods, the ST has a fair bit of respect for what it's capable of - even from IBM and Mac users.

G > A reply like yours, instead of help or advice, just makes me
G > think that much more about throwing it out and getting an IBM.
G > Is that really what you want? One less ST user?

No, one less leech.

WHY should I aid or abett someone in an activity that will wind up destroying a small market and a number of companies who have given me strong support and updates for the products that I purchase? Not to mention an activity which, the last time I looked, is a FEDERAL OFFENCE, punishable by a LARGE FINE and POSSIBLE IMPRISONMENT, plus the possibilty of having your COMPUTER CONFISCATED. And believe you me, the Atari developers are willing to take action to protect their rights from being infringed by the likes of you.

G > Especially when there are NEWSGROUPS with names like
G > alt.binaries.warez.ibm that are jam-packed and I wouldn't
G > even have to ASK anybody. Hmph.

Sounds like if you DO go for the IBM you'll still be interested in only pirating software without paying for it. Just because there are entire newsgroups of IBM pirate software DOESN'T make it right - or legal - to do so. You are on very shaky ground trying to justify yourself, bozo.

G > Besides, I have BOUGHT my fair share of ST software in my
G > time, try and find it now, where I live.

Once again, as I said, there's always MAIL ORDER! It may not be as quick as popping down to the local store, but companies like Toad and STeve's provide quality fast service, up-to-date software

catalogues, and great follow-up, support and advice. But then, you wouldn't care, as you're only interested in one thing - THIEVERY.

Once again, kindly reconsider your actions. Is it worth it to help destroy a small market which is nonetheless STILL HERE for its users, who do NOT consider their computers a joke? Is it worth it to risk the possibility of losing your computer - or going to jail?

If not, then kindly stay out of this newsgroup with your grubby taudry justifications. Piracy makes me SICK - and is NOT an appropriate subject for aiding and abbetting in this newsgroup.

... Whatever it is, I'm against it! - Groucho Marx
___ Mountain Reader II - #00000007
--
| Fidonet: Dan Dreibelbis 1:250/422
| Internet: Dan.Dreibelbis@balmybeach.gryn.org

5182. Re: Top 5 Essential PD Software - Your Lists?

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3spvj7$mqa@gti.gti.net>
Source record: 163184

Craig. Graham (Craig.Graham@ncl.ac.uk) wrote:

: 4) WinX 2.3beta - Wonderful....cann't wait for MiNA to hit the streets.

Ok, so enlighten me. Where can I get WinX 2.3? I think WinX is indeed essential, and can only hope that a new release is only so much better.

And I've so far seen at least two references to MiNA. Just what is this?

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

5183. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3sq7ba$1u7@gti.gti.net>
Source record: 163185

Jim Boulton (jim@jimbee.demon.co.uk) wrote:

: The PC is a joy to use with Windows

Ack! Let me pick my liver up off the floor, after spitting out after
reading that statement...

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

5184. GUI BBS

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: graham.mcdonald@wa-bbs.com
Message-ID: <8AC1518.1BA2002F81.uuout@wa-bbs.com>
Source record: 163186

Did anyone that went to the ace 95 show see any sign of the GUI BBS for the ST? IT's supposed to mbe put out by someone called Schauzmoll Software. Can anyone give me any info on how to contact these people?

--- WinQwk 2.0 #0

5185. Re: atari falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: Ole_Pahl@iz.maus.de
Message-ID: <199506272245.a24917@iz.maus.de>
Source record: 163187

In <199506262113.a436@ll.maus.de>, Peter Missel @ LL (Peter Missel) wrote:

PM>What?

Greek charset, I think.

cu...Ole

Ole_Pahl@iz.maus.de (no messages >16kB!) AX.25: DK1LP@DB0RDB.#SLH.DEU.EU
Ole_Pahl@chicago.shnet.org

5186. Re: Compo Uk Tel. needed.

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3spb85$av3@epsilon.qmw.ac.uk>
Source record: 163225
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

On s925799@mailserv.cuhk.hk, Malcolm (s925799@mailserv.cuhk.hk) typed away:
: Can someone tel me the telephone number of Compo UK?
Yup:
+44 1487 773582

: I want to give it a call.
Now you can. :-)

: I am esp. interested in finding a man called Joe Conner.
Oh right... I am sorry, but Joe works for Compo on a part time sorta
basis and doesn't actually work at the Compo offices. I am not sure if
I can give you his home phone number, but you can e-mail him on
jconnor@cix.compulink.co.uk

I have forwarded your message to him.

BTW, if it is regarding supporting some shareware... then please do
tell me before you get to Joe. ;-)))))) I do UK shareware support too.

Regards
Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk,
D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

5187. Falcon and Cubase audio new comer. Help with installation. PLUS NVDI SB

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: s925799@mailserv.cuhk.hk
Message-ID: <3spe37$65s@hpg30a.csc.cuhk.hk>
Source record: 163226
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Hi,

I have just been back home at late night and I have received my Falcon.

With it, I don't have ram or hd.

I will get both tomorrow.

The question is that I have many stuff to get on with:

Falcon set up(video mode, hard disk, ...)
Quantum LPS 540S (Shouldn't be any trouble with it)
NVDI 3,
Screen blaster2,
CAF v2,
3 cubase modules.

And will be using either ahdi605c.zip from cubase ftp site, or my ICD
6.5.5.
Which one should I use?

I think I should get Falcon to wake up first. But then...

Which one should be the second? NVDI, Screenblaster or CAF?

Which one be the 3rd?

Can any clever help?

Please directly by email.

--
=====================================~ Malcolm <=====
| Good Luck! |
| |
| " I am such a peculiar girl |
| have my dreams and thoughts in another world..... |
| So lost in time So lost in space |
| I belong to an unknown human race....." |
| |
| Dreaming Girl, Bel Canto |
==================s925799@mailserv.cuhk.hk==========

5188. Re: DIP Switches

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <3spm71$fe4@inca01.inca.co.nz>
Source record: 163227
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

Phil Yeadon (phil@yeadontt.demon.co.uk) wrote:
> I have just fitted a High Density floppy to my TT ...
> ...there is no High Density format option from the Desktop.

> I have been told ... that one of the DIP switches on the main board lets
> TOS know that you have a HD drive

Dip switch number seven. It needs to be switched to the 'on' position.

WARNING: Before altering any dip-switch, TURN YOUR COMPUTER *_OFF_*. (If you are absolutely paranoid, pull the power cord out of the computer - after switching it off, of course! Whilst you are unlikely to run into any problems performing this simple task, a little paranoia can save you a lot of woe.

If you undo the big screw immediately under the hard-drive, you should see a row of eight dip-switches at the front. Move switch seven to the on position. This enables "HIGH DENSITY" in the Copy/Format dialog.

Re-assemble your computer.

Plug in, switch on, and try it out.

Enjoy!

(My TT has been running like this, with an external DSHD drive for 18 months, and hasn't yet scrambled any data. BTW, some "cheap and nasty" high-density drives do not like formatting double-density discs when used in this setup - hence I suggest keeping a DSDD drive handy.)

(Awaiting a "You know nothing of what you speak" from R.S.)

5189. Re: ST-Guide

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FF2ECJBUUP@zaphot.augusta.de>
Source record: 163228

In <3slef7$r1c@golem.wcc.govt.nz> Steve Wells wrote:

>BTW, anyone know what "TOS2GEM" is supposed to do? Run TOS programs in
>a window in normal GEM or what?

TOS2GEM (Autor: Thomas Binder - binder@rbg.informatik.th-darmstadt.de) is
a little tool wich has to be installed in the AUTO-folder and stays
resident in memory. It allows GEM programs to run TOS/TTP-programs in
GEM windows under single tasking systems in a 'clean way' - one does not
need to do 'low level hacks' etc.

The following programs support executing TOS/TTP-programs inside
'terminal windows':

POV Shell (GEM shell for POV Ray) by Dirk Klemmt
Easy PGP (GEM shell for PGP) by Manfred Ssykor
Thing (Desktop replacement) by - ahem - Arno Welzel ;-)

The latest version of TOS2GEM including detailed documentation (only
in german yet) is available via FTP at:

ftp.augusta.de - /pub/sys/atari/t2g_r6_d.lzh

The latest english version of Thing is also available there:

ftp.augusta.de - /pub/sys/atari/thin044e.lzh

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

5190. Re: Web browser for ST yet?

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FF2ECJBXUP@zaphot.augusta.de>
Source record: 163229

In <804133918.4@mettav.exnet> Graham Irvine wrote:

[...]
>So GEM Web Browsing would be nice (and I have to say that HTML is a truely
>brilliant stable program with a clean GEM implimentation) but what about
>sorting out some of the more basic things (TCP/IP shell,i.e need magic3 or
>MinTnet for this I guess ,and msg editor!!) first !!!

Did you ever see 'UPoint'? This is a nice GEM based newsreader/mailreader
based on UUCP for the Atari. You will only need an external text editor
for writing messages - thats all. UUEncode/Decode etc. is already
included.

UPoint is fully GEM based - even UUCP transfers are running in a GEM
window. And it works fine with Single-TOS, MagiC or MultiTOS.

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

5191. Re: ST-Guide

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: Rainer.Riedl@edi.ngate.Uni-Regensburg.de
Message-ID: <3soiok$ggu@rrzs3.uni-regensburg.de>
Source record: 163230

```
>ftp.uni-regensburg.de:
>pub/freeware/software/atari/hypertxt/st-guide/

The latest English version I have here is "stgui04.zip":

## E ## ST-Guide r4 (05.02.95) (English)
hypertext system; includes ST-Guide, HCP, RefLink and STool

"stgui13g.zip":
## E ## ST-Guide r13 (18.04.95) (German)
hypertext system; includes ST-Guide, HCP, HYPfind, RefLink and STool

"stg13a_g.zip":
## E ## ST-Guide r13a (28.04.95) (German)
STGUI13G.ZIP is needed

>And specially:
>ftp.uni-regensburg.de:
>pub/freeware/software/atari/hypertxt/st-guide/hyps.ger/misc/aiphyp??.zip

This path has changed a few days before because somebody says me it was too
long to access it under DOS (who wants to do that;-)
new: .../atari/hypertxt/stg-hyps.ger/misc/aiphyp08.zip

>(the paths there are not up-to-date, go to pub/freeware/software/atari
>and continue from there).

Sad but true, but I canï¿½t do anything against it.

>hypertexts. You can take the english package, and just replace the
>program file, so you'll have english docs and helpfiles.

Thatï¿½s right!

--
bye, Rainer
*** Falcon030/4/420, 68882, SQ3270S, BlowUP030i ***
```

5192. Re: MagicMac questions

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: michael grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <DAtJtw.202@ridgecrest.ca.us>
Source record: 163231

tt@muc.de (Thomas Tempelmann) wrote:
>In article <FFUEFCALUP@cabal.shnet.org>, guenther@cabal.shnet.org
>(Thorsten Guenther) wrote:
>
>> It supports colour depths of up to 256 colours yet, an NVDI driver for
>> true colour is (again, AFAIK) under development.
>
>Actually, NVDI for MagiCMac is available and supports 16 and 24 bit
modes, too.
>
>Thomas

Can you be more specific as to which NVDI works with MagicCMac.
There are several versions for different video cards and I am
a bit confused. I have tried NVDI 3 and MagicCMac crashes.
I did get Image Copy 3.5 to work by selecting the Matrix or
Crazy Dots driver, but only in 256 color. This is on a Quadra
630 w/32megs ram.

Mike

5193. Re: Atari in PC Tower case

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2706951241470001@47.85.0.99>
Source record: 163232

In article <804168496_OASIS_@yeadontt.demon.co.uk>,
phil@yeadontt.demon.co.uk wrote:

********** STUFF DELETED ABOUT RE_HOUSING ATARI'S IN PC TOWERS *******

> particular case I decided to get a PC Tower. It was cheaper that a Lightening
> and a TT power supply, the power supply in the tower case had a lot more spare
> capacity, and it would reduce the clutter and spaghetti in general.

I did this for the same reason + better quality tower + cheaper.

I completely removed the PC mounting plate and made four stiffeners that
> I fastened the motherboard to using non conducting nylon bolts and spacers. As
> for the connectors. I have mounted the MB so that the cart port is at the
> bottom and the connectors are at the back of the case.

I was able to mount my STFM between the internal supports & the cover, so
that I can still fit a PC inside. I haveno plans to ever do this of course
;)

> I used IDC ribbon cable and made up leads from the MB to the rear of
> the tower case. I didn't use IDC connectors, I sweated over a hot soldering
> iron. I have made leads for the monitor, printer, keyboard and external audio.

I did the same, but drilled holes & put connectors on the back for the
KEYBOARD, MIDI,VIDEO,RS-232 & PARRALLEL ports. Plenty of spare holes for
extra serial ports & video connectors. if I ever need them.

> I also mounted my modem in the top 5 1/4 drive bay, this works quite
> well, with the power pack run from the main PSU (mains connector fitted inside
> the PSU box), I fitted the LED cover and an on/off switch to the drive
bay front
> panel. I connected the modem to Serial 2 via the 10 way IDC connector straight
> to a 25 way D-Plug.
> The only direct connection I have made to the MB is the front
mounted
> reset switch, I used the turbo button to switch the internal speaker on/off.
>

DITTO but might use the TURBO to switch video modes, if I don't use it for
an accelerator first.

> Future plans include working out which keyboard wire to run
through the
> keylock switch, and connecting the rest of the ports to the rear of the case.
>
> If any body wants advice, or help please feel free to get in touch.

>

Good idea on the keylock, but might cause the machine to complain if it
can't find the keyboard on power up. The noise should alert you to anybody
trying to power the atari without your consent :)

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

5194. Re: Chimera--no RAM

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <737_9506270406@flight.org>
Source record: 163233

In message #629, CONAN ORION K FORD writes:

> BTW, anyone know of a virtual RAM driver for MiNT which swaps to
> disk (like on many UNIX systems).

This cannot be (easily?) done on a 68000 processor, you need an '020 with
a certain type of MMU, an '030, or better.
--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

5195. FS;FALCON RAM UPGRADE BOA

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <738_9506270406@flight.org>
Source record: 163234

In message #663, SELAH writes:

> I HAVE WIZTRONICS FALCON RAM BOARDS FOR SALE
>
> 45.00
>
> BRAND NEW WITH REGISTRATION FORM
>
> I GOT A DEAL ONE A FEW OF THEM
>
> ITS A WIN WIN SITUATION !!
> GREG REYES 510-427-1075
>
> OR EMAIL ME
> MODEL NUMBER WT931507

MUST YOU YELL? I'M GOING DEAF!! (ears are now ringing...)
--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

5196. Re: Useful life of floppy

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <739_9506270406@flight.org>
Source record: 163235

In message #669, LEE CHIN.LIM writes:

> CL> Hmmm, I've used 1.44 disks as 720k disks on both my Atari and on an
> CL> Apple IIgs, both of which had severe data corruption problems, I've
> CL> long since stopped that practice...
>
> I've not had any problem using 1.44 disk as 720. Perhaps it's the floppy
> that you were using.

Are you using them in a 1.44 drive? A 1.44 drive will happily format & use
1.44 disks as 720k when connected to a 720k controller...

--- -//- ---

Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |

--- -//- ---

5197. Faxing on the Falcon, Qfax

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <L.J.Sak.2.2FEFF7BD@kub.nl>
Source record: 163236

I just bought a Dynalink 1414ve faxmodem, and I would like to use my Qfax software I already own/ The problem is that Qfax doesn't execute like it supposed to be. This could be the modemport problem, but it could as well be not :)

Does anyone know a solution for this (small) problem, or should I upgrade?

I like Qfax because (as far as I know) Coma can't print directly in Calamus..
What programs do you like?

That's about it.. Have fun!

Ludo Sak
L.J.Sak@kub.nl

5198. Reading Mail

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: L.J.Sak@kub.nl
Message-ID: <L.J.Sak.3.2FEFF9B4@kub.nl>
Source record: 163237

I am looking for a mailreader on my Falcon. I am now using NUPOP on (not my) MS-DOS system. It uses SLIP and PPP protocols to log on the server. Anything available on the ATARI there?

Hope U know,

Ludo Sak
L.J.Sak@KUB.NL
Falcon, FPU(2), 16Mb, .5Gb

5199. Re: Junior Office (was re: sending faxes)

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: efac001@alpha.qmw.ac.uk
Message-ID: <3sp16c$sae@epsilon.qmw.ac.uk>
Source record: 163238

On dennis@dstc.edu.au, Dennis Remmer (dennis@dstc.edu.au) typed away:
: Yes BUT WHEN WILL WE SEE the English version of Junior Office???
: I've been checking hensa for months.

The latest translation had a bug in it.. and we don't know why.. so we went back to the last one and are working from there. If no one is bothered by a little bit of German left in the program right now, I'll upload to hensa...

Danny
--
Denesh Bhabuta (Danny) ..... The CyberSTrider =);-) #include <std.disclaimer>
---: HENSA/Micros, Lancaster University, Lancashire, UK. (01524) 594287 :---
e-mail: danny@micros.hensa.ac.uk; D.Bhabuta@Lancaster.ac.uk, vctec@wmin.ac.uk, D.Bhabuta@qmw.ac.uk, dbhabuta@cix.compulink.co.uk, rldb@dir.mcc.ac.uk

5200. Re: Top 5 Essential PD Software - Your Lists?

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: diehl@twitch.io.org
Message-ID: <3sol9p$3f4@ionews.io.org>
Source record: 163239

Dennis Remmer (dennis@dstc.edu.au) wrote:
: Based on Umich conventions, mine are (based sheerly on usage):

: Archivers/unzip51b.tos Essential unzipper.
: Diskutils/fatspeed.arc Couldn't use my HD without it.
: Games/starball.zip PD? Unbelievable! Brilliant Pinball game.
: Printing/1stw2ps.arc Makes 1st Word useful. (Postscript)
: Network/Uucp/mercbin.lzh Mercury UUCP - Provided my net capabilities

I don't know where I might find them on Umich -- they're likely there,
but I wouldn't know the filenames offhand. However, my most used:

DeskManager 3.3 (Other people may use other AUTO/ACC managers, but I like
this because it's simple, easy to use and fast)
ANSITerm 1.90 (Not feature-packed, but a good ANSI terminal; and I sort of
have a vested interest in ANSI. :-)
Hector vs. the Mutant Vampire Tomatoes from Hell (*excellent* shareware
platform game. /Games/hector.lzh on Umich. :-)
ZX Spectrum (Christian Gandler's Spectrum emulator; I'm a speccy
collector. :-)
ProTracker ST (I also make MODs, and this is a very good MOD editor)

I have other favourites, but these come readily to mind, of the
PD/Shareware programs I use (and I've got *tons* of PD/Shareware... some
people may scoff at it, but I think some of the most useful and great
programs for our computers comes from the PD/Shareware realm)

: What about you...

: --
: Dennis Remmer dennis@dstc.edu.au
: Research Scientist, Business Development Ph: +61-7-3657564
: Distributed Systems Technology CRC Fx: +61-7-3654311
: --

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

5201. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <3sp91t$9gb@studioweb.com>
Source record: 163240

Hmm.... it seems to me as though the general consensus is quiet approval!

In a way, it may as well happen for some stuff especially older games,
cos' you can buy an ST now for next to nothing second hand, and you get
what used to be thousands of dollars of software thrown in for nothing.

I dont think the pirate community worries much about Atari stuff much
anymore anyway.

--


```
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```

johnmoon@connexus.apana.org.au

WWW Home Page http://connexus.apana.org.au/~johnmoon

5202. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: Craig Oldfield <Craig@thebrink.demon.co.uk>
Message-ID: <491181725wnr@thebrink.demon.co.uk>
Source record: 163241

In article: <3sob1h$7bb@golem.wcc.govt.nz> sheppard_r@ix.wcc.govt.nz (Roger Sheppard..) writes:

> I thought the Atari was allready Dead.....

As long as a machine has regular users, then it is not dead. I use both a PC and an ST and ENJOY using both. If you no longer use your ST, fine, but please stop whining about it in here. Personally I don't give a toss about what machine is used and what for, if the user has fun using it, then that's the way to go.
--
Craig Oldfield

5203. Re: WWW on an ST

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <3sp9g6$9gb@studioweb.com>
Source record: 163242

```
: Or just ask your sysadmin to add Atari ST vt52 support.
: No need to wonder if your program has implemented a
: particular term type correctly and completely that way.

The thing is, this method works purrrrfectly for me on all unix sites
that i have been on running BSD, SYSTEM V and or LINUX. The whole
crux of the conversation was that the guy says you CANNOT view lynx
using FREEZE DRIED.....and that is absolutely, completely and utterly
false, wrong blah blah blah. I've told him how to get by (and yes
I know you can set TERM= vt52 or set TERM=st as well on some sites),
its up to him to experiment and find which is best. I personally find
FZDT my favourite piece of junk, (all software is junk imho) and if
you are prepared to do a little bit of experimenting like i did and a few
of my friends, FZDT does it all. What more can i say?

--

__ __ __ ___
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/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/

johnmoon@connexus.apana.org.au

WWW Home Page http://connexus.apana.org.au/~johnmoon
```

5204. Misc ST hardware

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: mobius@millenium.texas.net
Message-ID: <3spdf3$1th@empire.texas.net>
Source record: 163243

I was wondering if anyone knew where to get ahold of misc ST hardware...
I am specifically looking for the Marpet Xtra RAM card, the 16Mhz
upgrader, and a monochrome monitor. My goal is to run X-Windows on my
1040STfm...

Dave

5205. Re: Enviroment variables

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2706951741270001@47.85.0.99>
Source record: 163244

In article <35a_9506270107@flight.org>,
CALLUM.LERWICK@f47.n282.z1.fidonet.org (CALLUM LERWICK) wrote:

> Anyone know of a simple program for setting enviroment variables? I'd like
> a small auto folder program that would read a text file called maybe
> VARIABLE.INF which just contains a bunch of line like SET TEMP=D:\TEMP\ ...

Try GEMENV, it's on a.a.u.e on the languages directory.
It allows setting of the enviroment variables from within the program.
Put it in the AUTO folder & it loads the info from a file inthe root dir.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

5206. MiNT

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: mobius@millenium.texas.net
Message-ID: <3spduk$1th@empire.texas.net>
Source record: 163245

Call me really crazy, but sometimes I get a little carried away with thinking about things... But, here's my idea....

You install MiNT on the ST... then install X-Windows on that... then install Wine on that (WINdows Emulator), then emulate Windows 3.x? Does this seem possible to anyone?... I mean, could you imagine booting up your Atari when someone came over, running Microsoft Word.... "What kinda computer is that, man?".... "You wouldn't believe me if I told you..."

anyways... is it REALLY that crazy of an idea?

dave

5207. Re: Falcon Demo ftp sites except a.a.?

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: The only truth in life is Pain <chrishinds@delphi.com>
Message-ID: <Jy29-AH.chrishinds@delphi.com>
Source record: 163246

Thorsten Guenther <guenther@cabal.shnet.org> writes:

>Hi!
>
>I am searching for such sites, preferrably in Europe, my brother wants
>demos.

ftp.cnam.fr is pretty good

5208. - FREE PUNK ROCK in alt.b

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <224_9506271236@flight.org>
Source record: 163247

In message #694, STEVE CHASE writes:

> For the past three months 2-3 punk songs have been posted each and every
> to alt.binaries.sounds.music. These are name brand punk bands and not a
> of shitty generic bands in case you're wondering.
>
> All sound files are CD-quality MPEG's.
>
> Free MPEG software is available for: IBM PC (DOS), Sun, HP, SGI, PC runn
> Linux, and PC or NeXT running NeXTSTEP. 386DX or better and 16-bit sound
> card required.

Die die die die die!

Actually, I could use an MPEG player for an ST, I think I've seen them for
TT's and Falcons, but not ST. Can anyone help?

--------------------------- -//- ---------------------------
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--------------------------- -//- ---------------------------

5209. 520STfm memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <225_9506271236@flight.org>
Source record: 163248

I have an 8088 XT clone motherboard sitting here with 640k (I think it really is 1mb), there are 36 RAM chips on this thing, and I was wondering if I could steal 512k off of it and put them in this 520STfm. When I opened it up it had two banks of RAM, one was unfilled. Where can I get a text file detaling how to do this type of upgrade? And a memory check program to see if it works when I'm done...

There are three brands of chips on it, Mortoloa (sp!) model number MCM4164CP15, Oki model number M3764-20RS, and a no-name brand of some sort that looks like this:
JAPAN 8634
HM50256P-15
U221699

Will these chips work?
--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

5210. Pirates = Idiots

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <226_9506271236@flight.org>
Source record: 163249

In message #711, DAN DREIBELBIS writes:

> G > If I could find a source for stuff for it again, I wouldn't
> G > think about chucking it and getting an IBM. I love the Atari
> G > so much more, but face it, what new games and stuff there are
> G > don't show up on shelves anywhere in the U.S. for it.
>
> [...]
>
> I have this feeling that your computer will explode from all the
> flames you're gonna get - especially from the developers on this
> conference - and I can't think of a more deserving idiot it could
> happen to at this moment.

Can I mailbomb this guy? PleasePleasePleaseCanICanICanICanI?
--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

5211. Re: Top 5 Essential PD Software - Your Lists?

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: contacts@mini.mits.mdata.fi
Message-ID: <3sposl$nsa@prime.mdata.fi>
Source record: 163250

In article <3snoc1$96k@azure.dstc.edu.au>,
Dennis Remmer <dennis@dstc.edu.au> wrote:
>
>Archivers/unzip51b.tos Essential unzipper.
>Diskutils/fatspeed.arc Couldn't use my HD without it.
>Games/starball.zip PD? Unbelievable! Brilliant Pinball game.
>Printing/1stw2ps.arc Makes 1st Word useful. (Postscript)
>Network/Uucp/mercbin.lzh Mercury UUCP - Provided my net capabilities

Two-In-One archive shell (just drag & drop and it does it all!)
Selectric 1.10e (works with everything, and does it all)
Connect 2.46e with Z-modem fix (Could not live without it, wanna more!)
525 v.201 (Sound converter, only one that converts AIFF's correctly)
CKBD deluxe 1.3 mouse and keyboard manager CPX

(yep, I know most of these are Shareware, not PD, but I'm not too picky
about subject interpretation :-))

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

5212. Re: The old Populous Game for the 1040 ste

Newsgroup: comp.sys.atari.st
Date: 1995-06-27 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3spodj$e1a@golem.wcc.govt.nz>
Source record: 163251

In article <804198800snz@adesamm.demon.co.uk>, ade@adesamm.demon.co.uk (Ade) writes:
>In article <xk2dmfr.cherridge@delphi.com> cherridge@delphi.com writes:
>
>> I used to have a game called Populous which I often played on my old
>> 1040 st-f computer. I gave this computer to relatives when I got the
>> new 1040 st-e. The game wouldn't play on the the STE and it's not
>> make anymore.
>>
>> I really enjoyed this game and would like to play it again, but on my
>> STE computer. Does anyone know where I could get a copy of this game
>> that plays on the 1040 STE.
>>
>Never heard of this problem before, Populous is a fave game of mine, I had
>an early copy which got destroyed, then I bought it again with Sim City, both

The early versions of Populous would not work on a STE, the later ones
have a sticker on the box to state STE Compatible....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5213. Re: How rare is a Falcon 030?

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: chainxor@kom.auc.dk
Message-ID: <3srd9g$a32@news.iesd.auc.dk>
Source record: 163102

In article <3sqj8o$1li@utdallas.edu>, cunn1695@utdallas.edu writes:
> I know this is probably the wrong group to ask (sorry in advance) but
> does anyone know much about the Falcon 030, I came across one and wanted
> to find out more about it. Is it rare, what's it compare to? Is it
> compatable with st sofware etc...
>
> Thanks,
>
> --
> Elizabeth Cunningham
> cunn1695@utdallas.edu

You came to the right group :-)
There are a number of Atari owners, that owns a Falcon now. It's not really
that rare, maybe it depends on where you live.
Most of the software that is coming out for the Atari ST/TT/Falcon range today
is taking advantage of the Falcon in some way or another. It's mostly
music & graphics programs and some games.
In Germany it's certainly not rare, than again Atari is quite well represented
in Germany.

Now a little about the Falcon030:

- It's ST compatible, much faster though.
- It looks like a an ST with black keyboard and darker casing.
- The main processor (in a standard 16 Mhz Falcon) is about 4 times
faster than a normal ST's.
- It has a second processor, a Digital Signal Processor (DSP) which
is very good in sound & graphics applications, it speeds up
things considerably when used properly.
- It has 16-bit 50 Khz (CD-quality) sound output and input, ideal for
musical applications.
- Most models have built-in harddisk (65-80 MB) and minimum 4 MB Ram,
can be upgraded to 14 Mb without enhancements.
- It's has a HD floppy drive (1.44 Mb), instead of the older DD
(720 Kb) floppy drive.
- It can be connected to a TV, RGB monitor, SM124/125 and VGA/SVGA
monitors.
- The graphics are much improved over the normal ST, it can show up to
65536 colors on-screen in 768x480 resolution on a TV or RGB monitor.
And 640x480 in 256 colors on VGA/SVGA monitors and other resolutions
are also avaiable. With some cheap upgrades the Falcon grahpics
resolutions can be higher, like 800x600 in 256 colors etc.etc.

I hope this helps... :-)

I own a Falcon myself and I love it. It's an exiting machine.

Keep Cool and Flying...

ChainXOR...

5214. Breakthru 2/Cybercube Help?

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: mparrott@SINCOM.COM
Message-ID: <3srde5$hci@cutter.sincom.com>
Source record: 163103

I recently picked up a MIDI program called Breakthru 2 and am having trouble getting it to run on my TT030. Oregon Research, the US distributor of Breakthru is of the opinion that the CaTTamaran accelerator in my otherwise stock TT, is the cause of the problem. Would anyone else out there have any experience that would tend to confirm this opinion?

And while I'm at it, if anyone out there with Cybercube's current email address could provide it to me, I'd greatly appreciate it. I'm sure Cybercube will have some ideas on the subject, but I gotta get in touch with 'em first... :)

Thanks all!

Michael

5215. Atari Falcon030 and other bits for sale

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.804340244@gen-off-2>
Source record: 163104
Cross-posted to: uk.forsale,comp.sys.atari.st

Atari Falcon030, 4MB ram, 127MB internal drive. I can include
cables for standard printers, modem, external SCSI drive, VGA and
RGB monitors. £450.

Can demonstrate if you can get to Reading.

Can deliver within reasonable distance of Reading or Oxford.

Other bits and pieces:
£25 HiSoft DevPacDSP: Development system for the Falcon030's DSP subsystem.
£25 Diamond Back 3: Backup to tape, floppy, hard drive.
£15 Diamond Edge 1: Hard drive analysis, repair and optimisation.

--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

==
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==

5216. Re: Atari Falcon030 and other bits for sale

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: djs@jet.uk
Message-ID: <djs.804341222@gen-off-2>
Source record: 163105
Cross-posted to: uk.forsale,comp.sys.atari.st

djs@jet.uk (David Stevenson) writes:

> ?450 Atari Falcon030, 4MB ram, 127MB internal drive. etc
I forgot to say that these items include VAT @ 17.5%, a VAT invoice will
be issued to buyers.
--
Email: David.Stevenson@jet.uk or hoagy@cix.compulink.co.uk

```
================================================================================
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
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5217. Re: MagicMac questions

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: C.J.Ridd@cs.bham.ac.uk
Message-ID: <3srgoc$naq@percy.cs.bham.ac.uk>
Source record: 163106

michael grove <mgrove@owens.ridgecrest.ca.us> writes:
>Can you be more specific as to which NVDI works with MagicCMac.
>There are several versions for different video cards and I am
>a bit confused. I have tried NVDI 3 and MagicCMac crashes.

There is another special version for MagiCMac; none of the other NVDI
versions will work (different video hardware on the Mac!)

--
--Chris
Other email addresses:
Work: C.Ridd@imc.exec.nhs.uk
Cix: chrisridd@cix

5218. Re: Save Your Computer!

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: acounis@lpnhp3.in2p3.fr
Message-ID: <3srjgj$o12@ccpnws.in2p3.fr>
Source record: 163107

Numerische Mathematik I/numa150 (numa150@inf.ethz.ch) wrote:
> I was wondering how I could flame that compony for posting their garbage in
> this group, but didn't manage find which address the mail would have to go to.
> (Newbie question I know).
> Any help is appreciated.

> Daniel
This rubbish comes from Compu$erve; I sent an Email to postmaster@news.compuserve.com
containing the original post and some (not very kind) words saying what I think
of such things.

--
+--+
| ACOUNIS St�phane Laboratoire de Physique Nucl�aire et des |
| Hautes Energies - Universit� PARIS 6 |
| T�l: (1) 44-27-43-62 Fax: (1) 44-27-46-38 |
+--+
NON aux essais nucleaires en Polynesie Francaise !

5219. I need a hi-rez monitor!!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: ibkeegan@tcd.ie
Message-ID: <DAwAJM.Lr3@news.tcd.ie>
Source record: 163108

```
hi there
i am a long-time atari fanatic
i use a 1040 ste with Cubase
but unfortunately i have no hi-res monitor

anyone who uses sebra knows how shitty
it looks!!

can anyone help me locate a hi-rez monitor
as most shops here in ireland are unwilling to
order one in for me ...

thanx for any info

ian keegan <ibkeegan@tcd.ie>

ps dig out your 800XL's .... our day will come ;-)

--
II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II
II "Just cuz it's nasty doesn't mean that it's bad..." II
II Peace and be wild - ibkeegan@tcd.ie II
II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II-II
```

5220. Re: New Pure C version ???

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FF3OEFCCUP@zaphot.augusta.de>
Source record: 163109

In <DAtLLo.LqK@ssbunews.ih.att.com> "J.L. van Almkerk" wrote:

>I have heard a rumour about a new Pure C version being available in Germany.
>Is this true ?

No - i've phoned ASH last week - and they told me, that 1.1 is still
the latest version.

>Anybody out there who can confirm ?
>Is there still any activity around new Pure C development ?

I don't know. ASH says that there will be a new version ... but this
seems to be similar to 'MagiC for Falcon' ;-) (sorry - couldn't resist).

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

5221. Re: Breakthru 2/Cybercube Help?

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: cfav1@leonis.nus.sg
Message-ID: <3ss6g4$59u@nuscc.nus.sg>
Source record: 163110

Michael Parrott (mparrott@SINCOM.COM) wrote:

: And while I'm at it, if anyone out there with Cybercube's current email
: address could provide it to me, I'd greatly appreciate it. I'm sure
: Cybercube will have some ideas on the subject, but I gotta get in touch
: with 'em first... :)

CyberCube Research's e-mail address is "cyrel@interlog.com".

--
Victor Pang Electronic Music Laboratory MultiMedia Studio
cfav1@leonis.nus.sg The Centre For The Arts 1 Rochor Canal Road
National University of Singapore #04-22, Sim Lim Square
Kent Ridge Singapore 0718
Singapore 0511 Telephone: 339-1835
Telephone: 772-2492/3 Telefax: 339-2680

5222. monochrome monitor for sale

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: lsell@pilot.msu.edu
Message-ID: <lsell-2806951518440001@lsell.cl.msu.edu>
Source record: 163111

I'm cleaning out some storage. I have a monochrome (hi-res) monitor that worked when I stored it. It was adjusted to the widest/highest possible, undistorted picture.

Asking $50

email please. I don't keep up on this newsgroup....

lsell@msu.edu

5223. Re: ST-Guide

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3ssfk2$r0j@golem.wcc.govt.nz>
Source record: 163112

The latest version of ST-Guide is dated 19.04.95 and the archive name
version is 13e. It's available on micros.hensa.ac.uk (the support
site for ST-Guide). Just use the search feature on hensa to find it :)

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

5224. Re: Atari in PC Tower case

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: gigxr01@nt.com
Message-ID: <gigxr01-2806952240310001@47.85.0.99>
Source record: 163113

In article <DAvFuM.57p@crash.cts.com>, richcsst@crash.cts.com (Richard John Kelsch) wrote:

> Gerry O'Rourke (gigxr01@nt.com) wrote:
> : > Future plans include working out which keyboard wire to run
> : through the
> : > keylock switch, and connecting the rest of the ports to the rear of
the case.
>
> : Good idea on the keylock, but might cause the machine to complain if it
> : can't find the keyboard on power up. The noise should alert you to anybody
> : trying to power the atari without your consent :)
>
> Why not wire the keylock switch to the RESET line? That way, if the
> switch is closed, then the sucker is never going to boot. You couldn't
> even get the drive to spin that way. I'd say that's the securest way to
> protect your computer. Atari's don't take too kindly to disconnecting
> their keyboards.

On my STFM with the SM125 monitor if you hold the reset button for a few seconds, the monitor starts to squeal. I was never happy about doing that for extended periods. Also, the disk drives spin up anyway,whatever the state of the reset key.

--
Gerry O'Rourke
Northern Telecom (IRL) Ltd
E-mail gigxr01@nt.com

5225. Re: Jaguar games for PC - not Falcon ?!

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: ekallion@cc.Helsinki.FI
Message-ID: <3sskcb$ecn@oravannahka.Helsinki.FI>
Source record: 163114

Tommi Pekka Hietavuo (gs01tph@panther.Gsu.EDU) wrote:
: Some of you may already know, that ATARI will convert some JAGUAR games
: for IBM PC-compatibles...

: My heart breaks, when/if I see some Jag-stuff running on PC, reminding us
: of that Atari has abandoned us. I wish that they'd still have some sense
: of honor, to support those who supported them so long - even if
: supporting Falcon gave them more warm thanks than money..

: TH

Atari has abandoned it's users,that's a simple fact. And there is no
point talking about honor here coz' it doesn't have anything to with
business.

eSa

Esa Kallioniemi ekallion@cc.helsinki.fi
"YouCanDoDangerousThingsWithAssembler"

5226. Re: The old Populous Game for the 1040 ste

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: popemerlin@delphi.com
Message-ID: <xIxdvSA.popemerlin@delphi.com>
Source record: 163115

The original version of Populous doesn't work on the STE but the version'

bundled with Sim City does. You should be able to pick up the double
pack at some mail order warehouse.

Phin

5227. Atari and PC (was: ATARI ST PIRATE WAREZ SITES)

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: gs01tph@panther.Gsu.EDU
Message-ID: <3sqn5p$s2t@sphinx.Gsu.EDU>
Source record: 163116

Jim Boulton (jim@jimbee.demon.co.uk) wrote:
: In article: <3snjnc$mco@sphinx.Gsu.EDU> gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) writes:

: Most people have ST's becuase that was their machine before they bought
: their shiny new PC. I have an ST simply because I baught one about 6 years
: ago and have great memories of the machine and would like to replay some
: of the old games!

It would be interesting to know, how many ST-users have abandoned the platform - and how many have stayed.. Considering the problems with Atari Corp. as a whole, we have surprisingly many loyal people left. And more may well come, because of MagiCMac... If not Eagle and Falcon-040.

: I'd like a Falcon... I wouldnt pay the current going price for one though
: considering the user base and market support.. :(

So, if I pay for my Falcon as much as someone pays for a Pentium PC - and I'm happier with my choice, isn't Falcon then well worth even a high price? It isn't a PC; you just can't compare the two very well.

: > Falcons (and possibly Amigas) are what computing should be: computers you
: > love to use. What else can we want? Software? There's plenty of that

: Machines you love to *program* perhaps. The PC is a joy to use with Windows
: but the assembly is... basicly.. cack... :(
: 68K machines are lovely... ;)

Joy to use..?? Hardly ;-) But then again, my opinions are only my opinions! And 68K machine language gives me as much hallucinations and headaches as Intel's assembler... Still, as so many people say it's easier, then I guess it is..

: > available. Hardware? Need CD-ROMs, scanners, etc.? They're available.

: At twice the price of the PC...

No, not anymore... Since Falcon, Atari world has become much more compatible with PC-side. As a result, today it's pretty easy to use cheap IDE CD-ROMS with even a humble ST, and most other components are standard PC hardware, too (hard disks, monitors, etc).. Maybe a little more expensive, but the difference isn't that dramatic todat, I think..

: --Jim

TH

5228. Re: Pirates = Idiots

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: contacts@mini.mits.mdata.fi
Message-ID: <3ssncg$sd1@prime.mdata.fi>
Source record: 163117

Here, in "Helsingin Sanomat" (the "Times" of Finland) was an article
about a conviction in a piracy case (Microsoft vs. a dealer).
Im that arcticle they said that ca. 58% of the world's PC-software is
pirated. So, I looked at the subject of this thread...and wondered
if Pirates are idiots, 42% of PC-users must be equipped with
normal intelligence :-) :-)

Best Regards,

----Pekka Saarinen

Member of the Finnish Radio Symphony Orchestra (Playin' the Bass!)

AtariFalcon030/16Mb/1.3GbSCSI/FPU/MAG17"Multisync/SMP-II/FDI(S-PDIF)/
CubaseAudioForFalcon(CAF)2.03/StudioModule/CueTrax/BartoliniBassMics/
LotsOfMidistuff/200YearOldBass/aBigFutonBed/Beer!!!/&LivesInHelsinki/

5229. FS:FALCON RAM UPGRADE BOARD (CHEAP!)

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3ssqoe$snk@ccnet3.ccnet.com>
Source record: 163118

SELLING WIZZTRONIC BOARD FOR THE FALCON RAM UPGRADE.
MODEL WT931507

45.00
YOU PAY SHIPPING
BRAND NEW WITH WARRANTY AND REFISTRATION CARD.
ACCEPTS 1, 4, OR 14 MEG SIMM
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
==========
========
+++++
~~~
selah @ccnet.com
~~~

5230. 520ST FORSALE CHEAP!!!!!!!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: joe@trdlnk.com
Message-ID: <DAw1CG.D4q@trdlnk.com>
Source record: 163119

I have a 520ST that was upgraded to 1MB.
Floppy drive with over 40 floppies full of Software.
Orginal color monitor that is like knew.
All power cords and adapters.

I'll sell for $50 plus shipping and COD charge.
If you're in the Chicago area you can pick it up
from me at work. I work downtown next door to the
Board of Trade.

5231. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: Jim Boulton <jim@jimbee.demon.co.uk>
Message-ID: <126023645wnr@jimbee.demon.co.uk>
Source record: 163120

In article: <ab7_9506272100@miramax.yonet.org> Doug.Byfield@miramax.yonet.org (Doug Byfield)
writes:

> And in some respects, it is exactly these ST huggers being too cheap
> to upgrade to a Falcon that caused Atari to stop making computers.
> The price never comes down if no one buys the product!

Dont be a wanker! The reasons people havent upgraded from an ST to a
Falcon are as follows:

No software support
Small user base
No technical support
Dificult to buy over the counter (in the UK at least)
Difficult to find anywhere!
Overpriced for the base model

Peple just buy a PC. You can get far better and more professional
software on a PC and get better support...

> Atari doesn't advertise-we all know that. So who knows about the
> Falcon? ST users, of course. If they don't buy a Falcon, who else is
> there? Not many. The standard arguement is that the Falcon is too

Why should 'ST owners' stay faithful to Atari with the pitiful supply
of Falcons at extorsionate prices?

> How long have you had your Falcon, Tommi? I've had mine for a year
> and a half now and enjoyed every minute of it. Let's say for

I've had a Jag for about two years, what a waste of money that was.
That sort of broke my faith in Atari...

5232. Keyboards...

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: Antony.Lacey@f706.n2500.z1.fidonet.org
Message-ID: <44c_9506291815@sentinel.co.uk>
Source record: 163121

```
jim@jimbee.demon.co.uk previously scribbled to All ...
j> Anyone know if it possible to hack up the ST keyboard and attatch a
j> PC keyboard in it's place?
j>
j> The reason I ask Is I have a spare PC case and keyboard which would
j> make a nice ST box... :)

System Solutions do an 'AT Key' gadget that does this ... 49.95 ukp in their
latest catalogue.

Cheers ... *Antony*

antony.lacey@allatsea.sentinel.co.uk All At Sea BBS
Fido 2:2500/706 Sea Scout Central
--
| Fidonet: Antony Lacey 1:2500/706
| Internet: Antony.Lacey@f706.n2500.z1.fidonet.org
|
| Sent via The SENTINEL Internet gateway +44 (0)1922-712819
| Multiple networks access, Free Email, Usenet groups available
| Email gateway@sentinel.co.uk for details of feeds
|
```

5233. SIMMs for STe

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: bseburn@vaxxine.com
Message-ID: <DAv8B1.4AH@vaxxine.com>
Source record: 163122

w > What type of SIMMs can I use on my STe, and if necessary, how d
w > to modify them? I know I need 1meg, 30 pin SIMMs. But can I u
w > Mac/PC SIMMs straight out of the box, or if not, do I have to d
w > to the 9th bit (??). I can get 1meg PC SIMMs for next to nothi
w > would be good.

Take your 1meg PC simms, and slap them straight into your STE, and
go about you memory happy business.... no alterations required.

To hear you say you can get them next to nothing, is a bit annoying
though (grin).. we're paying about $65 around here. :-(

Brian

___ Mountain Reader II - #00000039

5234. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: udem148@bay.cc.kcl.ac.uk
Message-ID: <1995Jun28.161234.8658@alder.cc.kcl.ac.uk>
Source record: 163123

In article <DAs66G.CGu@bton.ac.uk>, st39@bton.ac.uk (Stephen Ticehurst) writes:
> grubby (grubby@erinet.com) wrote:
> : Can someone please e-mail me some FTP PIRATE WAREZ SITES
> : for the Atari ST? I know they are out there.
>
> : Yes, I realize someone will say this is what hurt the ST in the first place,
> : but now, at this point, I don't think it really matters.
>
> Please tell us why you think this then.

Most people will agree that its nigh impossible to mail order
many software articles. Being a flight-sim fan I'm after oldies such as
F16 Combat-Pilot, Falcon etc....can't be found anywhere...I lost all my
software (don't wanna talk about what happened mate tho'!)
Also F1 Grand Prix....outta stock since early last year.....
What do you do then apart from hunting down some chap willing to sell
them. I'm not advocating piracy, far be it but what the hell does one do in
this situation?!

-Al, udem148@bay.cc.kcl.ac.uk-
-520STFM, 4 megs-

5235. Re: WORDFLAIRII Help Again?

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: alan@aybee.demon.co.uk
Message-ID: <950628Z223256.724alan@aybee.demon.co.uk>
Source record: 163124

Eureka - I have found the problem so please ignore my constant
mutterings...

Elsewhere on this group someone refers to Gemenv.prg - this is one
small auto folder prg that I had deleted for some unknown reason.
I have just tried running Wordflair with the corrected enviromental
variables and it seems to work fine!!

Thanks again to the two people who offered some advice!

--
****
| Alan Baker | 48/PO13 9QP Snail Mail |
| alan@aybee.demon.co.uk | +44 (0)1705 529099 |
****

5236. Lynx for Sale

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: holub@iastate.edu
Message-ID: <3srtch$3vg@news.iastate.edu>
Source record: 163125

I have an Atari Lynx 2 for sale. It includes Batman Returns, Pit Fighter, BasketBrawl, and Checkered Flag. The Box and all instructions also included.

Please e-mail at:
holub@iastate.edu

Thanks,
Don Holub

--
Don Holub
Storms 8132 Sage phone 296-9194
holub@iastate.edu

5237. FS;ATARI WORKS/SPEEDO CHEAP!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3sstt8$27h@ccnet3.ccnet.com>
Source record: 163126

[Article crossposted from comp.sys.atari.st.tech]
[Author was selah]
[Posted on 28 Jun 1995 17:56:17 -0700]

i have atari works brand new
speedo gdos brand new
for sale

also multitos

WORKS+SPEEDO+MANUALS = 50.00 VER. 1.2

WORKS ALONE NO MANUAL =25.00 VER 1.2

WORK+SPEEDO NO MANUALS =35.00
MULTITOS NO MANUAL 25.00
MULTITOS WITH MANUAL 30.00
ALL VERSIONS OF ATARI WORK ARE 1.2
i aquired many brand new disks and some packages had no manuals so that
why...

--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
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+++++
~~~
selah @ccnet.com

5238. Re: Sending Faxes

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: keiths@pavilion.co.uk
Message-ID: <3ssd51$ou6@fitzherbert.pavilion.co.uk>
Source record: 163127

olczyk@sunphy1 (Thadeus Olczyk) wrote:

>I have an old old (68000 based) atari st, and have just bought a new
>Hayes modem for it. As a modem it works fine, but I would also like
>to use it to send faxes. Is there any software out there that will let
> me do that? PD or shareware with source is preferable, so that I can
>compile it myself.

CoMa ,STFax and Junior Office will send and recieve faxes. These are
shareware. BTFax will recieve only and is free. Is your modem FCLASS 2
or 2.0?

These programmes are available from most decent Atari sites.

Keith
100:1011/12.0
2:254/108.12
Mike Ray Collins

5239. Looking for Pure C 1.1

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: Han van Almkerk <j_l_v_almkerk@ns-nl.att.com>
Message-ID: <DAw477.22u@ssbunews.ih.att.com>
Source record: 163128
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.st

I am looking for Pure C version 1.1.

Anyone willing to sell (for reasonable price) ?

Reply to my email adress

Thanks,

Han van Almkerk
j_l_v_almkerk@ns-nl.att.com

5240. Games $5 each Atari ST 512K

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A32.3.91.950628162423.88550A-100000@freenet.edmonton.ab.ca>
Source record: 163129

I have 13 original Boxed with instructions Games All complete
These games havn't been tested since i don't have an atari ST computer so
All games Are sold as is

All Time Favouzites includes -- testdrive, mean 18, famous courses VI & VII,
Hardball, (6 disks) package deal $5.00

Hit Disks V1 includes -- Goldrunner, Jupiter Probe, Slaygon, Karate Kid
part II (5 disks) package deal $5.00

Championship Baseball contains (1 disk)
Gridiron contains (1 disk)
International soccer contains (1 disk)
Leader board Golf Dual Pack contains (2 disks) with toggle
Math Point contains (1 disk)
Summer Challenge contains (2 disks)
Trivia Challenge contains (1 disk)
TV Sports Football contains (1 disk)
Waterloo contains (1 disk)
Winter Challenge contains (2 disks)
World Games contains (2 disks)
World Karate champ. contains (2 disks)

Please Note All games are complete but havn't been tested thanks
E-Mail me
_/_/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/_/ Classic Video Game
_/ _/ _/ _/ _/ _/ _/ _/ _/ _/ Collector/Trader
_/_/_/_/ _/_/_/ _/_/_/_/ _/_/_/_/ _/_/_/ _/_/_/_/ Atari / Intv
_/ _/ _/ _/ _/ _/ _/
_/ _/_/_/_/ _/ _/ _/_/_/_/ _/ _/@freenet.edmonton.ab.ca

5241. iron-ons

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: v093m8be@ubvms.cc.buffalo.edu
Message-ID: <28JUN199522593600@ubvms.cc.buffalo.edu>
Source record: 163130

I am selling some of my iron-on collection. Included in the stuff that I am selling are some way out of print atari iron-ons. I am selling ones with the missle command, centipede, and galaxia logos on them. If there is anyone interested, drop me a line with an offer. Thanks
pat

5242. Re: Web browser for ST ye

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <FF3RBJBOUP@cabal.shnet.org>
Source record: 163131

In <35d_9506270107@flight.org> CALLUM LERWICK wrote:
>In message #1000, CONAN ORION K FORD writes:
>
>> Suggestion for anyone writing a ST WWW browser:
>>
>> Collaberate with the author of Speed of Light to speed up .gif
>> and .jpg loading.

Yes, and throw away the rest of that program.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On it's wings the rainbow's light it's flying to eternity. -)

5243. re: 520stfm memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1818rcain@nest.demon.co.uk>
Source record: 163132

On 28 Jun 95 Callum wrote:
CL> From: CALLUM.LERWICK@f47.n282.z1.fidonet.org (CALLUM LERWICK)
CL> I have an 8088 XT clone motherboard sitting here with 640k (I think
CL> it really is 1mb), there are 36 RAM chips on this thing, and I was
CL> wondering if I could steal 512k off of it and put them in this
CL> 520STfm. When I opened it up it had two banks of RAM, one was
CL> unfilled. Where can I get a text file detaling how to do this type of
CL> upgrade? And a memory check program to see if it works when I'm
CL> done...

It's too simple a job to require a text file, I think. The texts I HAVE seen (by Barry Orlando et. al.) are to do with the replacement of 4164 chips with 1Mbit chips to obtain 2Mb in each bank.

The PC has 36 chips because it supports a parity bit for each byte.

I guess the safest approach (provided there is space) is to solder sockets onto the ST motherboard and then plug in the new chips - this will save possible overheating of the chips if you are not experienced in soldering these sort of devices. The control lines you need RAS1 CAS1H and CAS1L should already be on the PCB.

The FREERAM.ACC is possibly good enough to show you that all is OK but if you have troubles then MEM12.PRG (PD) is prob. as good as any or the demo version (PD) of ATARITST.PRG.

CL> There are three brands of chips on it, Mortoloa (sp!) model number
CL> MCM4164CP15, Oki model number M3764-20RS, and a no-name brand of
CL> some sort that looks like this:
CL> JAPAN 8634
CL> HM50256P-15
CL> U221699
CL>
CL> Will these chips work?

Yup. The "4164" gives it away! Because they come out of an old machine they are fairly slow (150ns). Most STM store is around 120ns. But I shouldn't let that worry you, I have had a bank of 150ns RAM in my m/c for YEARS and it's never caused any trouble.

Roger
rcain@nest.demon.co.uk

--

5244. mint-net

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: bh@okcforum.osrhe.edu
Message-ID: <3sskl4$huq@romulus.ucs.uoknor.edu>
Source record: 163133

Quoting: Doug.Byfield@miramax.yonet.org (Doug Byfield)

>After seeing your announcement about the TAF Chimera/Mint Web
>Browser, I sent of a money order for $25 as requested. Last week the
>files were on Genie-FOR FREE! Can you please tell me if the disks
>are now PD? I think that I deserve an explanation as to why I shouldn't
>receive a refund.

Doug, pull your head out!
Those files were always available, without charge. The $25 fee is
to cover collecting, putting in usable form, copying to disk and sending
all those files to you.
By the way, I would like to know how to get FREE files from
GEnie. I have always had to pay for my connect time on GEnie.

Bill

5245. re: help! my sh204 hard disk is dying.

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1819rcain@nest.demon.co.uk>
Source record: 163134

On 28 Jun 95 Tim wrote:
TL> From: lambert@alboka.orchestra.cse.unsw.EDU.AU (Tim Lambert)
TL> My SH204 works fine at first, but after it has been on for a while
TL> it has trouble reading and writing (whirrs away for minutes before
TL> finally succeeding). If I turn it off and then on. It makes
TL> various funy noises before shutting itself down.
TL>
TL> Am I coorect in assuming that it is time to replace the drive (a
TL> Tandon TM262)? Does anybody who has done this have any advice?

If you have a back-up of the HD it can often improve things if you reformat the device. With time mechanical tolerances change and the platter surfaces age which can introduce seek errors.

Let the drive come up to normal operating temperature before formatting and choose the format option, if you have it, which marks bad sectors in the FATs.

Roger
rcain@nest.demon.co.uk

--

5246. Re: Taf Web Browser Disks

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: erichall@io.org
Message-ID: <3ssn59$5if@ionews.io.org>
Source record: 163135

D.Bhabuta <efac001@alpha.qmw.ac.uk> wrote:

>That said, I am taking orders for the disks too, in the UK. The 7-disk
>set is available from me for 15 UKPounds + 2 pounds P+P.

Danny,

Did I get this muddled or weren't you originally going to post this package
on Hensa. I've been patiently waiting but haven't seen any sign of it.....

Eric

5247. NEW Atari Website!!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <d9b_9506290110@flight.org>
Source record: 163136

In message #731, GRAHAM.JARVIS@MKBBS.CO.UK writes:

> > Come visit the NEW Atari ST website sponsored by the Nova Scotia Atari
> > Computer Users Group at:
> >
> > http://www.ccn.cs.dal.ca/Technology/NSACUG/NSACUG.html
> >
> > Links to sites all over the world at this site.
>
> OK then I will...if you tell me how to do it from E-MAil!! :-)
> What with my limited Internet account and little knowledge of such
> things! :)

Ummm, <rummaging through floppies>... here it is:

Send a message to "listserv@www0.cern.ch", the subject line doesn't
matter, then put this in the body of your message:

help
exit

Full instructions will then be sent to you!

--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

5248. Re: MagicMac questions

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <d9c_9506290110@flight.org>
Source record: 163137

In message #740, MICHAEL GROVE writes:

> >Actually, NVDI for MagiCMac is available and supports 16 and 24 bit
> modes, too.

Is a demo of NVDI-for-MagicCMac available?
--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

5249. 800XL D.J.

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <d9d_9506290110@flight.org>
Source record: 163138

I just downloaded a program called 800XL D.J. from Umich, I assume it is a program like SIO2PC, exept the doc's are all in German! Has someone transelated the docs to English yet? Can someone who has used this program please give me some info on making this work?

--- -//- ---

Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |

--- -//- ---

5250. Re: The old Populous Game

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <d9e_9506290110@flight.org>
Source record: 163139

In message #755, ADE writes:

> > I used to have a game called Populous which I often played on my old
> > 1040 st-f computer. I gave this computer to relatives when I got the
> > new 1040 st-e. The game wouldn't play on the the STE and it's not
> > make anymore.
>
> Never heard of this problem before, Populous is a fave game of mine, I ha
> an early copy which got destroyed, then I bought it again with Sim City,
> copies worked fine, the second copy still is on my 1040 STE !
>
> Give us a hint what it's doing I might be able to help.

I'm wondering, could it be that >2mb RAM bug? If you have 4mb RAM, you
might try using a RAM disk to cut it down to about 1-2mb...
--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

5251. Keyboards...

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: CALLUM.LERWICK@f47.n282.z1.fidonet.org
Message-ID: <d9f_9506290110@flight.org>
Source record: 163140

In message #771, JIM BOULTON writes:

> Anyone know if it possible to hack up the ST keyboard and attatch a PC
> keyboard in it's place?
>
> The reason I ask Is I have a spare PC case and keyboard which would
> make a nice ST box... :)
>
> Any ideas?

There is something called DEKA that allows you to use a PC keyboard with
Megas and I think TT's, I think there is a similar device for ST/STe's and
Falcons...
--- -//- ---
Internet: CALLUM.LERWICK@f47.n282.z1.fidonet.org
| FlightLine data.612.544.5118 <> note: the views of this |
| Aviation & FlightSim Resource <> user are strictly his own. |
--- -//- ---

5252. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: sacha@aslan.en.open.de
Message-ID: <28061995123632SACHA@aslan.en.open.de>
Source record: 163141

Jim Boulton (jim@jimbee.demon.co.uk) writes:

> Perhaps because THE ST IS DEAD. How many games have been released in the
> last year for the ST? One? Maybe even as many as five!!

First of all that isn't true. There were more than that (at least for
the Falcon).

> How about commercial products? How many? Maybe as many as 10!! The
> ST is surely thriving...

At least in Germany there you'll still find more than one or two
companies that live on sales for Atari computers. There are still
thousands of users who still spend money on software for their
machines.

> Personaly I dont think having the old games available from FTP sites would
> hurt the ST. It would probably increase peoples interest for nostalgas sake.

Bull.

> I think the ST may have a year left in it maximum before it finaly bites the
> dust... :(

If ppl think as you do you're probably right. If not there will be
a small ST user community whose members are still satisfied with the
excellent software that exists for their machines.

Sacha

5253. Re: Wizztronic

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: christian.mittendorf@ostkupan.ct.se
Message-ID: <ftn_2.203.202.11$fidonet.org_2ff15b60_Christian.Mittendorf@ostkupan.ct.se>
Source record: 163142

> From: pbenson@user1.channel1.com (P. K.Benson)
>
> In article <FF3BFFEEUP@zumdick.rhein-main.de>, nat@zumdick.rhein-
> main.de (Nat!) wrote:
>
>> What's the word on the Barracuda ? Was supposed to ready in
>> May, they said they were waiting for some supplier!
[...]
>> The Afterburner... delayed (incompetence)
>> The Barracuda... parts missing (supposedly)
>> Man I am fairly pissed off by all these delays...
[...]
> Boy, am I ever happy I sold all my Atari stuff and bought a Mac!
> I remember this nonsense all to well!
> Happy Computing!!!

Hey!!

Wait a moment...

What about System 8? Or the for May announced PCI-Macs? You will now see them in the end of August or beginning September (perhaps...). Or the RISC Power Books? Announced for early summer, the date now changed to September. (MAC Up 5/95)

Or lets go on in this chain of announcements. Windows 95, IBM's Power PC with OS/2, Magic for Falcon ...

You see, it's not only the ATARI market. It's a strategy the whole computer business uses to fool their customers and keep them. Instead of buying a program or operating system which really exists they are waiting for something (probably) better. A company which does not announce any projekt is dead for their customers (e.g. ATARI). Today OS and programs have become very complex and development of newer, more complex programs or hardware takes much time - not to forget beta testing.

Open your eyes! Apple is in NO WAY different to all those other companys.

Happy Computing!

mvh,
christian

+++
C. Mittendorf
Mejerigatan 2-1333
41276 Goeteborg/Sweden

Internet: chris@ostkupan.ct.se

5254. Re: Chimera--no RAM

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: dsb@cs.duke.edu
Message-ID: <3sq9j9$52g@duke.cs.duke.edu>
Source record: 163188
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

```
-----BEGIN PGP SIGNED MESSAGE-----

- From the Holy Book of <DAsEqy.FCA@watserv3.uwaterloo.ca>
as spake by sasmesba@kingcong.uwaterloo.ca (Samy Mesbah) :

>Are you conencting with the option on the menu? ie. Don't run an xterm
>or anything right from boot up - connected with the menu option and wait
>for the ppp to kick in - then choose chimera from the menu - if you
>have run a shell/xterm(or xvt) in a session you probably have some fragmented
>memory - it is best to run chimera from a 'clean' system.

Also, what window manager comes on the TAF disk? If it's twm, you can
save some memory by switching to a smaller one --- fvwm and 9wm come to
mind.

>PS. If you have a remotwer host that can run X netscape or Xmosaic, you can
>use this and set the DISPLAY variable to your atari's ppp assigned address
>and this will require almost no extra RAM. This is the preferred way to
>do things - nowadays I run Netscape remotely and it is much faster
>and better than Chimera.

<blink> That will certainly work, but I don't know if I'd call it the
preferred method. I've had occasion to run both Netscape (slap, slap)
and Mosaic remotely, and even over a 28k8 connection, it's slooooooow.
We're talking five-second lag time just to display a pull-down menu.
And the "busy downloading" graphics are shooting down the line right
alongside the useful data. A local browser will almost always be much
faster than one running remotely.

-sbigham

-----BEGIN PGP SIGNATURE-----
Version: 2.6.2

iQCVAwUBL/CppssePKmQr0QhAQH9iAP7BfqvS8ovW3UThJuSKt7JF5K47D3tGEjg
K9qPQvHRTbX5UNHv1qEyihp2+0ntro/kF1qHiF4zLtgSZk1NrNlOS5CalNRPAjux
mhiRR8vVxUnHhIfcyTRB7X2DlhrQwWCa3ZM2AluDHs4vqv1uUFaRS5LxY633SDHE
nDkU+3BnjAU=
=WNlw
-----END PGP SIGNATURE-----
--
Scott Bigham | The opinions expressed above are
dsb@cs.duke.edu | (c) 1995 Hacker Ltd. and cannot be
http://www.cs.duke.edu/~dsb/ | copied or distributed without a
= PGP spoken here = | Darn Good Reason(tm).
```

5255. Help! My SH204 hard disk is dying.

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: lambert@alboka.orchestra.cse.unsw.EDU.AU
Message-ID: <tnd9fzsmm2.fsf@alboka.orchestra.cse.unsw.EDU.AU>
Source record: 163189

My SH204 works fine at first, but after it has been on for a while it has trouble reading and writing (whirrs away for minutes before finally succeeding). If I turn it off and then on. It makes various funy noises before shutting itself down.

Am I coorect in assuming that it is time to replace the drive (a Tandon TM262)? Does anybody who has done this have any advice?

Tim

5256. Re: RATSOFT, where can i get it?

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: Lee.Chin.Lim@f15.n600.z1.fidonet.org
Message-ID: <e78_9506280322@miqas2.fidonet.org>
Source record: 163190

In a message of <25.06.95>, John Moon (6:60/1.0) writes:
JM> The local ATARI BBS here in Melbourne wants to upgrade to RATSOFT
JM> BBS SOFTWARE, can anyone tell me where I can obtain it and for how
JM> much?
JM> Thanks.....

The following BBS are Ratsoft support sites :-

Rodent Laboratories (Author's) 19094811927
Ad Lib (UK) 441913702659
Thunder Hold (USA) 18017562901

You may also write to :-

Roden Laboratories Software
P.O. Box 391, Alta Loma,
CA. 91701

The author Steve Hughey's internet address is :-

s.hughey1@genie.geis.com

```
////////////////////////////////////////////////////////////////////////
) ___ _ Singapore _ ___ ___ ____ Lee Chin Lim (
( / _ ( ) _____ (_)______ / _ )/ _ )/ __/ leecl@singnet.com.sg )
) / // // |/ / _ \/ / __/ -_) / _ / _ |\ \ leecl@miqas2.fidonet.org(
( /____/ |___/\___/_/\__/\__/ /____/____/___/ D'voice Atari - RatSoft )
) 6:600/15@fidonet.org 90:17/0@nest.ftn Datel - 065-474-5586 (
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
```

5257. Re: What Happened to Gadgets by Small

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: Mathieu Petrovic <oxo@iprolink.ch>
Message-ID: <3sq8cd$d80@badboy.iprolink.ch>
Source record: 163191

Hello,

Dave Small working in new version of SPECTRE GCR 3.1.
It's sole information for the moment.

5258. Re: Junior Office (was re: sending faxes)

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: Dennis Remmer <dennis@dstc.edu.au>
Message-ID: <3sqa7l$hao@azure.dstc.edu.au>
Source record: 163192

efac001@alpha.qmw.ac.uk (D.Bhabuta) wrote:
>On dennis@dstc.edu.au, Dennis Remmer (dennis@dstc.edu.au) typed away:
>: Yes BUT WHEN WILL WE SEE the English version of Junior Office???
>: I've been checking hensa for months.
>
>The latest translation had a bug in it.. and we don't know why.. so we
>went back to the last one and are working from there. If no one is
>bothered by a little bit of German left in the program right now, I'll
>upload to hensa..

Probably depends on the context of 'a little bit', but as a transition
it would be far more useful than the German version. As long as the
menu options and messages are English, we should be able to cope.

(Famous last words)

DR

Dennis Remmer dennis@dstc.edu.au
Research Scientist, Business Development Ph: +61-7-3657564
Distributed Systems Technology CRC Fx: +61-7-3654311

5259. Re: Wizztronic

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: nat@zumdick.rhein-main.de
Message-ID: <FF3BFFEEUP@zumdick.rhein-main.de>
Source record: 163193

In <macdonald.234.000D7E97@cfcsc.dnd.ca> wrote:

>>From: obryan@gumby.cc.wmich.edu (Joan O'Bryan)
>>Takashi Watanabe <tks@st.rim.or.jp> wrote:
>>> >Can anybody give me Wizztronics address? Thanks in advance.
>>> I don't have their e-mail address. Anybody?
>>It's S.Cohen27@Genie.geis.com
>I also have radomski@ix.netcom.com
>as a contact
>-ken
What's the word on the Barracuda ? Was supposed to ready in
May, they said they were waiting for some supplier!

The Afterburner... delayed (incompetence)
The Barracuda... parts missing (supposedly)
The FX... parts missing (...)
Rayman... delayed till end of summer (if ever)
Ultra Vortek delayed till (???)

Man I am fairly pissed off by all these delays...

Nat!

------------------"Bang that bit that doesn't bang"---------------

And I love to talk philosophy / but I gotta take a piss
Man, that philosophy / runs right thru you

David Lee Roth

5260. Re: MagicMac questions

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: tt@muc.de
Message-ID: <tt-2806950050090001@tempel.muc.de>
Source record: 163194

In article <DAtJtw.202@ridgecrest.ca.us>, michael grove
<mgrove@owens.ridgecrest.ca.us> wrote:

> tt@muc.de (Thomas Tempelmann) wrote:
> >
> >Actually, NVDI for MagiCMac is available and supports 16 and 24 bit
> modes, too.
> >
> >Thomas
>
> Can you be more specific as to which NVDI works with MagicCMac.
> There are several versions for different video cards and I am
> a bit confused. I have tried NVDI 3 and MagicCMac crashes.
> I did get Image Copy 3.5 to work by selecting the Matrix or
> Crazy Dots driver, but only in 256 color. This is on a Quadra
> 630 w/32megs ram.

You need a special version of NVDI that runs on MagiCMac. Contact B&B directly.

Thomas

5261. keyboard wanted for 1040ST / users in Seattle,WA?

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: Christian Bantzer <bantzer@atmos.washington.edu>
Message-ID: <3sq90p$1af@nntp5.u.washington.edu>
Source record: 163195
Cross-posted to: comp.sys.atari.st,seattle.general

Hi,
The keyboard of my 1040ST got crushed on the way here. And I was wondering if there are users in the Seattle area who might know about a source for Atari hardware around here.
My hardware knowledge is pretty limited and this may be a stupid question, but would it be possible to just replace the whole keyboard unit with some other keyboard and just plug it in, where the original was plugged in?
--
Christian Bantzer INTERNET: bantzer@atmos.washington.edu

University of Washington
JISAO, GJ-40
Seattle, WA 98195
(206) 616-1578
fax (206) 685 3397

5262. Re: What Happened to Gadgets by Small

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: gaglenn@ix.netcom.com
Message-ID: <3sqnv7$jqd@ixnews3.ix.netcom.com>
Source record: 163196

In <3smqni$7c@qns2.qns.com> valega@qns2.qns.com (Dan Valega) writes:
>
>What lawsuit was lost by Dave Small ? Please fill me in, I did not
know of any
>lawsuit. Thanks..... Dan Valega
>

My understanding is that DS, as part of his 030 accelerator project for the Mega ST ordered a bunch of RAM chips from a supplier. When he did not pay for them, he was sued. He countered that some of the chips were bad causing a delay in his development of the accelerator. He lost and with the cost of attorney fees, paying the judgment, and the vanishing Atari market and all that he was put out of business. A real shame because he had some good products. If only he came out with 3.1 of the Spectre software, ST users could use the Mac internet software that requires System 7.0.

Gordon

5263. Re: Chimera--no RAM

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: sasmesba@kingcong.uwaterloo.ca
Message-ID: <DAw5J7.Fu6@watserv3.uwaterloo.ca>
Source record: 163197
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

In article <3sq9j9$52g@duke.cs.duke.edu>, Scott Bigham <dsb@cs.duke.edu> wrote:
>-----BEGIN PGP SIGNED MESSAGE-----
>
>- From the Holy Book of <DAsEqy.FCA@watserv3.uwaterloo.ca>
> as spake by sasmesba@kingcong.uwaterloo.ca (Samy Mesbah) :
>
>>Are you conencting with the option on the menu? ie. Don't run an xterm
>>or anything right from boot up - connected with the menu option and wait
>>for the ppp to kick in - then choose chimera from the menu - if you
>>have run a shell/xterm(or xvt) in a session you probably have some fragmented
>>memory - it is best to run chimera from a 'clean' system.
>
>Also, what window manager comes on the TAF disk? If it's twm, you can
>save some memory by switching to a smaller one --- fvwm and 9wm come to
>mind.
It is FVWM, I tried to save as much memory as possible :-)

>
>>PS. If you have a remotwer host that can run X netscape or Xmosaic, you can
>>use this and set the DISPLAY variable to your atari's ppp assigned address
>>and this will require almost no extra RAM. This is the preferred way to
>>do things - nowadays I run Netscape remotely and it is much faster
>>and better than Chimera.
>
><blink> That will certainly work, but I don't know if I'd call it the
>preferred method. I've had occasion to run both Netscape (slap, slap)
>and Mosaic remotely, and even over a 28k8 connection, it's slooooooow.
>We're talking five-second lag time just to display a pull-down menu.
>And the "busy downloading" graphics are shooting down the line right
>alongside the useful data. A local browser will almost always be much
>faster than one running remotely.
I generally run netscape even though I have no memory problems. At 14.4
I find it fast enough. Especially since all the data goes from the
outside to my school's system and a ridiculous speed (compared to a 14.4
modem). All I get is pre-dithered graphics and text - it is very fast
in that sense. Once in a while there is a delay going to the menu (generally
while a page is still being loaded - but its certainly acceptable)
The other nice aspect is I can still ftp something directly to my TT
while running a remote WEB browser and have it work at a reasonable speed -
since all the big data (256 color gif/jpeg) transfers are handled by my school
connection and it is cut down by a factor of 8 before it is even sent
over the modem! Chimera tends to tie of the modem when it is retrieving
a page (not to mention hogging a lot of memory). For people with 4

megs I would think running a remote netscape would be a better option.

BTW, to the person who asked about the TAF disks being put on GENIE, yes
everything on the disks is PD/free. You ordered from the TAF PD library
where the money is used to cover disk cost, administration/librarian
, duplication, etc. Just like all places that sell PD disks for a nominal
fee (I think TAF normally sells disks for $5, in this case you get
7 disks for $25)

Sam

5264. Re: Enviroment variables

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: "J.D.Coleman" <J.D.Coleman@ncl.ac.uk>
Message-ID: <3srpp4$nbd@whitbeck.ncl.ac.uk>
Source record: 163198

CALLUM LERWICK (CALLUM.LERWICK@f47.n282.z1.fidonet.org) wrote:
: Anyone know of a simple program for setting enviroment variables? I'd like
: a small auto folder program that would read a text file called maybe
: VARIABLE.INF which just contains a bunch of line like SET TEMP=D:\TEMP\ ...

There is a program called environ.prg that reads a text file (environ.dat)
to set environment variables. I used it with no problems at all before I
bought MultiTOS. You can find environ at :

micros.hensa.ac.uk:/micros/atari/tos/m/m123/environ.arc

and probably atari.archive.umich.edu/src.doc.ic.ac.uk too.

J

--
Core files are like Aero bars, you see.

5265. Re: Color emulator for MSTE?

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: Jens Andreasen <jens-and@dsv.su.se>
Message-ID: <Pine.ULT.3.91.950628194953.9459B-100000@mars>
Source record: 163199

On Mon, 26 Jun 1995, Jim Boulton wrote:

> In article: <Pine.ULT.3.91.950626195421.22184A-100000@mars> Jens Andreasen
<jens-and@dsv.su.se>
> writes:
> >
> > Is there any coloremulator around that runs on a MegaSTE. I have a
> > monochrome monitor and no TV set, and needs to know if the code I'm
> > writing now makes sense. Speed doesn't matter.
>
> Yes there is. Unfortunately I've got no idea where to get it from! :(
> I think basicly all PD libraries will have a screen emulators disk...

OK, I finally found one that didn't bomb out. Its called "coloremu.lzh"
There were no docs accompaning but low resolution works pretty good, with
a preference of computerspeed rather than screen update. Medium resolution
works *not*. The authors e-mail adress is shown when you run the program
(No I can't run it now :-). He's norwegian though.

// Jens M Andreasen

5266. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: cfaehl@mamba.cs.unm.edu
Message-ID: <DAvvso.9q2@mamba.cs.unm.edu>
Source record: 163200

In article <469181603wnr@jimbee.demon.co.uk>,
Jim Boulton <jim@jimbee.demon.co.uk> wrote:
>In article: <3snjnc$mco@sphinx.Gsu.EDU> gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo)
writes:
>
>> Why should we care? ST is yesterday, other Atari-compatibles are here
>> with us. More power, more possibilities. ST has done more than its share;
>> few computers have survived 10 years, still remaining useful!
>
>Whats the problem with having ST 'WAREZ' FTP sites if the machine is
>'yesterday' and no-one uses it?

Because you still have no rights to distribute software without the
developer's permission. That the ST is tits up has no bearing at all on
the 'rightness' of distributing someone else's lifeblood.

>--Jim

Chris Faehl
cfaehl@cs.unm.edu

--
Chris Faehl
cfaehl@cs.unm.edu

5267. Re: Save Your Computer!

Newsgroup: comp.sys.atari.st
Date: 1995-06-28 00:00:00 UTC
From: numa150@inf.ethz.ch
Message-ID: <3sraqn$fu@g5.ethz.ch>
Source record: 163201

I was wondering how I could flame that compony for posting their garbage in
this group, but didn't manage find which address the mail would have to go to.
(Newbie question I know).
Any help is appreciated.

Daniel

5268. Re: New Pure C version ???

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: seimet@rhrk.uni-kl.de
Message-ID: <1995Jun29.065308.25425@rhrk.uni-kl.de>
Source record: 163052

"J.L. van Almkerk" <j_l_v_almkerk@ns-nl.att.com> writes:

>I have heard a rumour about a new Pure C version being available in Germany.
>Is this true ?

No, this is just a rumour. There is no new version in sight.

>AFAIK the latest version is 1.1

Yes, 1.1 is the current version.

```
*************************************************************************
* Uwe Seimet | I really hate this damned machine, *
* | I wish that they would sell it. *
* Internet: seimet@chemie.uni-kl.de | It never does that what I mean *
* MausNet: Uwe Seimet @ KA2 | but only what I tell it. *
*************************************************************************
```

5269. Re: Top 5 Essential PD Software - Your Lists?

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: alpldbia@lyra.zrz.TU-Berlin.DE
Message-ID: <3strbb$2hg@brachio.zrz.TU-Berlin.DE>
Source record: 163053

In article <3stpik$14q@brachio.zrz.tu-berlin.de>,
Andre Leistner <alpldbia@lyra.zrz.TU-Berlin.DE> wrote:

>Actually, WINX 2.3beta is only available from Martin Osieka's home-bbs
>"Maus OF2" in binary section WINX. However, it seems that it's on the
>net already.

Self-comment... I just found it on ftp.uni-kl.de in
pub/atari/gem_uti/winx23g.*

Andre

--
Andre Leistner -- Materials Science/Polymer Physics student
UseNet: alpldbia@w255zrz.zrz.tu-berlin.de MausNet: Andre Leistner @ B

5270. Search program needed!

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: msh@mserv1.dl.ac.uk
Message-ID: <3su05g$bjj@mserv1.dl.ac.uk>
Source record: 163054

What I'm looking for is a program that can search through my Falcon hard disk for matches of a filename or wildcard and upon finding matches to be able to change all matches attributes. I need to be able using a wildcard to change the Read/Write, and Read Only status of files, as well as to toggle them hidden/unhidden.

I've used the file searcher by Alex Nicholls which does the job but if you hide files with this although marked hidden they are still visible. I'm not sure if this is a Falcon only problem.

Any help would be appreciated.

++
+ Mark Stephen Smith : msh@dl.ac.uk or dlms@nessie.mcc.ac.uk +
+ Atari Web Pages : http://www.mcc.ac.uk/~dlms/atari.html +
+ +
+==+
+ Atari FTP List maintainer, Atari Web Page creator and maintainer. +
+ Member and writer for CAIN (Central Atari Information Network) +
+ Atari 1040STF, 4Mb Falcon 127Mb HD, Atari Jaguar, Atari Lynx +
++

5271. POPULOUSE & the STE...

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3su2ku$cu9@golem.wcc.govt.nz>
Source record: 163055

**** THE STE AND POPULOUSE ****

Well any of you that have the ST version of Populous,
the Populous.tos file size is 107k and the STE version yes
is 102k....

So if you wish to update your ST disk, you could delete the 107k tos
file and replace it with the 102k file...

ST disk code is E09731XL and the STE is E09731XD, printed on the disk..

If you like I can e-mail this file to those that ask,it packs
to 39k as a Zip file...

Please NOTE: this does not break any Copy right laws in NZ,
so you Copyright twits please don't jump on me, better
people that all of you have tried and failed...

NOTE: the Populous disk is copy protected, if you have to copy
the disk you will have to use a Happy or the Synchro Express/Blitz
type copy thing....

P.S. I have not tried deleting the ST Populouse.tos file and replacing
it with the STE version, I do not see a problem but I will try this out
on Friday and post the results here....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5272. Re: Top 5 Essential PD Software - Your Lists?

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: matija@sirius.ijs.si
Message-ID: <1995Jun29.123600.2015@cathy.ijs.si>
Source record: 163056

LEt's go over the things I've registered:
Connect - essential if you want to modem around.

CoMa - great for sending and receiving faxes. I use it as an answering machine because I have a ZyXEL modem. Part of the reason to buy ZyXEL, BTW, was knowledge of what CoMA can do with it.

GemView - if you need to look at any pictures, you KNOW this one will understand the format

Kivi - Of all the QWK readers I've seen, I like this one the best.

Freedom - A file selector on steroids.

Everest - a great GEM based editor with shortcuts.

SYSMON - when you just can't figure out where the damn thing wants it's configuration file, fire up this baby, and you'll se where it is looking.

Turbo Blanker - I don't need stars flying through my screen, I prefer my monitor to switch to powersaving mode. Doesn't work when TTP is active under single TOS, so I run it together with Turbo Veile.

Registered without paying: StZip, Thing

Other great PD stuff:
Nethack, the above mentioned Turbo Veile, Perl, GnuPlot, CSTex, LHA 3.10 (even though "test archive" doesn't work), HSMOD, CKBD with it's mouse accelerator, LEDpanel (because I have more HDs than led diodes).

There are more, but that's all I can think of offhand.

--
"My name is Not Important. Not to friends.But you can call me mister Important"
- Not J. Important
Matija.Grabnar@ijs.si A Slovenian and a Falcon Atarian
Josef Stefan Inst. Ljubljana Stefan's law: the highest power in the Universe

5273. Re: AtariInfoPages (AIP) (was: [Q] Where can I find ST-G)

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: e80097@pbhrzx.uni-paderborn.de
Message-ID: <3stoj3$am8@news.uni-paderborn.de>
Source record: 163057

Hi Patrick,

In article <3sr6t8$44i@fbi-news.informatik.uni-dortmund.de>,
Patrick Koehne <koehne@ls10.informatik.uni-dortmund.de> wrote:

Thanx for your little advertisement for our AIP ;-)

>They're just in German but that should be no problem.

It will be no no problem to translate some words into English and
to distribute an English version of the AIP if there's a need for them
outside Germany.

>It's a list of a lot of shareware and freeware programms with their latest
>versions and the contect addresses!!

It's true that most of the listed programs and authors come from Germany.
So it would be quite useful for you to know what's going on here. ;-)

>It should be very useful and it's updated regulary.

If anybody is interested in an English version, just send me an email
to dh@mk2.maus.sauerland.de (not to e80097@..., because i'm on holiday
in a few weeks!). Then Manfred Ssykor and I will look what's possible.

Ciao, Dirk

SnailNet: In der Esmecke 9, D-59846 Sundern
MausNet: Dirk Hagedorn @ MK2 (no mails > 16kb)
Internet: dh@mk2.maus.sauerland.de (no mails > 16kb)
e80097@pbhrzx.uni-paderborn.de (big stuff)

5274. Re: Jaguar games for PC - not Falcon ?!

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: geoffc@eve.adam.com.au
Message-ID: <3suiq8$2fb@eden.adam.com.au>
Source record: 163058

Tommi Pekka Hietavuo (gs01tph@panther.Gsu.EDU) wrote:
: Some of you may already know, that ATARI will convert some JAGUAR games
: for IBM PC-compatibles...

: I don't like it at all - and why not? Because this _underlines_ the fact
: that Atari today prefers its old arch-enemies, PCs, over their own
: "children", especially FALCON. I think, some kind of a conversion of
: e.g. Tempest 2000 for Falcon could be possible. And for someone like
: Jeff Minter, even more possible.. But, of course, Atari can't afford to
: think its computer users; big MONEY is somewhere else...

: To put it nicely, folks: sometimes business stinks.

: There are two kinds of Doom's Day Prophets here: some of them say: "it's
: not profitable to program anything for Atari-compatibles, so why do it?"
: - and the others say: "It can't be done on Falcon... It can't, can't,
: can't!". But, fortunately, every now and then someone is either stupid
: enough, or clever enough, to make this "impossible" possible. And then
: we can see things like APEX MEDIA...

And let's not forget Rainbow II MultiMedia - also a very nice programme
that does all sorts of nice things with the DSP. Put these two programmes
on your falcon and you have a very nice Graphics station (let alone the
muli-media aspects of rainbow).

: My heart breaks, when/if I see some Jag-stuff running on PC, reminding us
: of that Atari has abandoned us. I wish that they'd still have some sense
: of honor, to support those who supported them so long - even if
: supporting Falcon gave them more warm thanks than money..

: TH

Hey, how about we all show our displeasure by mailing the original
article to Mr. Sam Tremail at 75300.3443@compuserve.com - thanks to ST
Format for the address.

Geoff

5275. Re: vt-100 for ST?

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3sumi6$4k4@news.fsu.edu>
Source record: 163059

John Kardel (kardelj@haven.ios.com) wrote:
> I have been using my pc to play on the internet because I don't have a
> vt-100 comm program for my ST. I have an old 1040st(f) with 1 meg. and no
> hard drive. Can anyone tell me if there is a good program availible for
> my ST.

IMHO, the best comm program for your particular setup is Uniterm. Presuming that you use a fast modem (9600 baud or above), you also want the HSMODEM serial patch programs. Both of these packages are available from atari.archive.umich.edu and its mirrors (/Telecomm and /Utilities/Tosfixes).

My reasons for recommending Uniterm:
Fits on a floppy
Has built-in screen acceleration
Excellent vt100 emulation
Free

Connect is my personal favorite comm program, but it really requires a 16mHz 68k processor or above to compete with Uniterm's speed.

> Also, is it possible to link my ST to the pc and use the ps's
> hard drive? If there is a program for the St somewhere on-line on the
> net, could you please describe in detail how to get to it and get it. I
> am very new to this inet stuff.

Check out Ghostlink, also on atari.archive (in /Network, I believe).

--
****
* Mickey Boyd * Office Phone: (904)644-7167 *
* Systems Administrator * Digital Pager: (904)657-6425 *
* Florida State University * FAX: (904)644-4053 *
* Mathematics Department * http://www.math.fsu.edu/~boyd *
****

5276. Re: Papyrus Question

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: ai063@FreeNet.Carleton.CA
Message-ID: <DAxyLC.3KB@freenet.carleton.ca>
Source record: 163060

I recommend Arnor's Protext v6.5. It has all the bells and whistles
you may need. Now distributed by Compo@cix.compulink.co.uk or
Compo, Unit 3, Green Farm, Abbots Ripton, Huntingdon, Cambs,PE17
2PF.
Walter A. Cole ai063@freenet.carleton.ca

--
Walter A. Cole
ai063@freenet.carleton.ca

5277. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: diehl@wink.io.org
Message-ID: <3stkjf$6p1@ionews.io.org>
Source record: 163061

Jim Boulton (jim@jimbee.demon.co.uk) wrote:

: Yes, your right. I should have added that! :) Also some programmers are
: giving away the source to their old games with emulators!! I heard that
: Stormlord (the base CPC game ever?) and source code is to be given away
: with an Amstrad CPC emulator! ;)

Interesting! I think I have the Speccy version of Stormlord, though I will have to check. Giving away the source is an interesting thing, too... sort of nostalgic for Speccy programmers I suppose. :-) (I've never owned or programmed a Speccy; I sort of got into it VIA the emulator) It's still quite fun, though, and nostalgic to rummage through the old days when games were imaginative, programmers skilled in the art of overcoming the machine's limits, and things were just generally fun. :-)

: --Jim

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

5278. STAssembler is closing down.

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: Sim <py4sdh@bath.ac.uk>
Message-ID: <Pine.SUN.3.91.950629192350.25925A-100000@ss1.bath.ac.uk>
Source record: 163062

Hi folks,

Well this academic year is over, so I'm going home for the
summer. Apparently our computer dept. will be purging the file store over
summer so STAssembler will dissappear some time during the next 3 months.
As I've not had much feedback from the online ST community I don't think
I'm going to waste any more of my time, and account space on the home page,
so it will not be put back up next October. If you desperate want to try
and change my mind you've got till Sat 10:00 am (31st june/1st july ??)
to email me coz I won't be here after that.

See you all again in October, Sim

____ ____ _ _ _ Simon Hammett - py4sdh@bath.ac.uk _ _ _ ____ ____
| Part time programmer and maintainer of the STAssembler Homepage |
| http://www.bath.ac.uk/~py4sdh/index.html |

5279. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: Jim Boulton <jim@jimbee.demon.co.uk>
Message-ID: <8813257wnr@jimbee.demon.co.uk>
Source record: 163063

In article: <3sq7ba$1u7@gti.gti.net> azog@gti.gti.net (azog) writes:

> : The PC is a joy to use with Windows
>
> Ack! Let me pick my liver up off the floor, after spitting out after
> reading that statement...

Are you trying to day that MiNT or other Atari related desktops are
better equiped for multitasking or have a better interface than
windows?
Have you ever used BOTH operating systems and in a position to even
comment?

5280. Re: Atari and PC (was: ATARI ST PIRATE WAREZ SITES)

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: Jim Boulton <jim@jimbee.demon.co.uk>
Message-ID: <537334120wnr@jimbee.demon.co.uk>
Source record: 163064

In article: <3sqn5p$s2t@sphinx.Gsu.EDU> gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo) writes:

> : Most people have ST's becuase that was their machine before they bought
> : their shiny new PC. I have an ST simply because I baught one about 6 years
> : ago and have great memories of the machine and would like to replay some
> : of the old games!
>
> It would be interesting to know, how many ST-users have abandoned the
> platform - and how many have stayed.. Considering the problems with Atari
> Corp. as a whole, we have surprisingly many loyal people left. And more
> may well come, because of MagiCMac... If not Eagle and Falcon-040.

Well, If you're taking a poll, I abandoned my ST quite a while ago! ;)

> : I'd like a Falcon... I wouldnt pay the current going price for one though
> : considering the user base and market support.. :(
>
> So, if I pay for my Falcon as much as someone pays for a Pentium PC - and
> I'm happier with my choice, isn't Falcon then well worth even a high
> price? It isn't a PC; you just can't compare the two very well.

Each to his own. If you prefer the machine you've perchased then good for you! ;)

> : Machines you love to *program* perhaps. The PC is a joy to use with Windows
> : but the assembly is... basicly.. cack... :(
> : 68K machines are lovely... ;)
>
> Joy to use..?? Hardly ;-) But then again, my opinions are only my

In my oppinion... Many think it's crap! ;>

> opinions! And 68K machine language gives me as much hallucinations and
> headaches as Intel's assembler... Still, as so many people say it's
> easier, then I guess it is..

Again, each to his own. But the reason I love 68K is you've got so many registers (16 32 bit regs) and such a good set of opcodes! Intel has 4 registers... :(

> : At twice the price of the PC...
>
> No, not anymore... Since Falcon, Atari world has become much more
> compatible with PC-side. As a result, today it's pretty easy to use cheap
> IDE CD-ROMS with even a humble ST, and most other components are standard

How much is an ST->IDE adaptor? I didnt thingk you could get them... And SCSI is EXPENSIVE in comparison.

--Jim

5281. Re: Jaguar games for PC - not Falcon ?!

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: diehl@wink.io.org
Message-ID: <3stl5o$6p1@ionews.io.org>
Source record: 163065

Tommi Pekka Hietavuo (gs01tph@panther.Gsu.EDU) wrote:
: Some of you may already know, that ATARI will convert some JAGUAR games
: for IBM PC-compatibles...

: I don't like it at all - and why not? Because this _underlines_ the fact
: that Atari today prefers its old arch-enemies, PCs, over their own
: "children", especially FALCON. I think, some kind of a conversion of
: e.g. Tempest 2000 for Falcon could be possible. And for someone like
: Jeff Minter, even more possible.. But, of course, Atari can't afford to
: think its computer users; big MONEY is somewhere else...

: To put it nicely, folks: sometimes business stinks.

: There are two kinds of Doom's Day Prophets here: some of them say: "it's
: not profitable to program anything for Atari-compatibles, so why do it?"
: - and the others say: "It can't be done on Falcon... It can't, can't,
: can't!". But, fortunately, every now and then someone is either stupid
: enough, or clever enough, to make this "impossible" possible. And then
: we can see things like APEX MEDIA...

: My heart breaks, when/if I see some Jag-stuff running on PC, reminding us
: of that Atari has abandoned us. I wish that they'd still have some sense
: of honor, to support those who supported them so long - even if
: supporting Falcon gave them more warm thanks than money..

You may be pleased to know that someone who is currently working on a
Jaguar game for Virgin Games, will also be doing a PC version, and if he
has the time, will also be doing a version for the Falcon030. The game
is called Battlestar, incidentally... it's sort of a Battlesphere-style
game, and from what he's told me it sounds just fantastic.

: TH

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

5282. Keyboard Wanted For 1040S

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: Stuart.Lyster@miramax.yonet.org
Message-ID: <cca_9506291203@miramax.yonet.org>
Source record: 163066

CB> The keyboard of my 1040ST got crushed on the way here. And I
CB> was wondering if there are users in the Seattle area who might
CB> know about a source for Atari hardware around here. My
CB> hardware knowledge is pretty limited and this may be a stupid
CB> question, but would it be possible to just replace the whole
CB> keyboard unit with some other keyboard and just plug it in,
CB> where the original was plugged in?

CB> Christian Bantzer INTERNET: bantzer@atmos.washington.edu

The is a very good Atari retailer in Vancouver - actually in New Westminister, B.C. Falcon Systems - call Graham at (604)522-2915. It is 3 1/2 hours north of Seattle... I5 to the border at Blaine/Douglas, then continue on Hwy #99 until turning north on Hwy #91 to New Westminster acorss the Alex Fraser Bridge.

Falcon Systems (and its predecessors) have been in business since 1988, and run a very good store with a good variety of Atari software on site. The do repairs and order in equipment.

Stuart

... Pierre Trudeau: God's gift to Canada. Just ask him.
___ Mountain Reader II - #00000096

--
|Fidonet: Stuart Lyster 1:153/7091
|Internet: Stuart.Lyster@miramax.yonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

5283. Mint-net

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: Doug.Byfield@miramax.yonet.org
Message-ID: <ccb_9506291203@miramax.yonet.org>
Source record: 163067

DB> After seeing your announcement about the TAF Chimera/Mint Web
DB> Browser, I sent of a money order for $25 as requested. Last
DB> week the files were on Genie-FOR FREE! Can you please tell me
DB> if the disks are now PD? I think that I deserve an explanation
DB> as to why I shouldn't receive a refund.

BH> Doug, pull your head out! Those files were always available,
BH> without charge. The $25 fee is to cover collecting, putting in
BH> usable form, copying to disk and sending all those files to
BH> you. By the way, I would like to know how to get FREE files
BH> from GEnie. I have always had to pay for my connect time on
BH> GEnie.

You have a blatent grasp of the bloody obvious. Of course I knew
these files were already available! **<Sheesh>** Give me some credit.

I wasn't argueing about the $25 fee. For 7 disks that are more or
less fully configured, that price is a bargain. OBVIOUSLY that's why
I sent for them. I also like the idea of helping support the Toronto
Atari Federation, considering that they are one of the strongest
Atari User groups and have been doing some nice stuff for
Atari computers. (The recent ACE show, the Mint/XWindows disks, etc).

I was objecting to the fact that the full package (including install
program) was uploaded by parties unknown to Genie and is now
available on local BBS's. Tell me how this helps TAF in any way?
Doesn't it reduce the number of paying customers? Presumably some of
the $25 was to be used as a fund raiser for TAF. How much are they
going to raise now? And why go through all the hassle of taking
orders if it HAD been an official upload from TAF?

Genie and all the other pay services don't charge for files-they
charge you for your connect time. You contradicted and answered your
own statement in the next sentence. Also, most popular files on
Genie are downloaded and distributed to local Atari bbs's. Every
down load of the TAF disks is not from Genie.

If you had bothered to read my whole message, I specifically stated
that it was NOT a flame-I merely wanted an explanation of what was
going on, and figured that TAF members might have heard something.
Next time, read for comprehension as well as speed!

___ Mountain Reader II - #Demo 001

--
|Fidonet: Doug Byfield 1:153/7091
|Internet: Doug.Byfield@miramax.yonet.org

|
| Standard disclaimer: The views of this user are strictly his own.

5284. Taf Web Browser Disks

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: Doug.Byfield@miramax.yonet.org
Message-ID: <ccc_9506291203@miramax.yonet.org>
Source record: 163068

```
D > All programs in the disk set are PD, and have always been. You
D > ordered the disks from TAF as you would have done from a PD
D > library... you pay the PD library for disks with PD software
D > onn, don't you... even though that software is freely
D > available on the internet! That said, I am taking orders for
D > the disks too, in the UK. The 7-disk set is available from me
D > for 15 UKPounds + 2 pounds P+P.

I realize all this, but please read my reply to Bill Halman.
Thanks.

___ Mountain Reader II - #Demo 001

--
|Fidonet: Doug Byfield 1:153/7091
|Internet: Doug.Byfield@miramax.yonet.org
|
| Standard disclaimer: The views of this user are strictly his own.
```

5285. Speedo Caches Optimum size?

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <DAy5qE.CsH@freenet.carleton.ca>
Source record: 163069

I'm just wondering what users are finding the "optimum" size for Speedo version 5 caches? I'm running a 4 meg megs ste, with Hard disk, so memory is not a big issue.

--
Mark Montreuil (ai066@freenet.carleton.ca)
World Wide Web (WWW) page creation/consultation and posting
Cost effective solutions for Small and Medium-sized businesses

5286. Works and RTF files

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <DAy5t9.CwG@freenet.carleton.ca>
Source record: 163070

I tried exporting some RTF's from WP 6 to import on my Atariworks, and Works coughed and died. When I tried exporting rtf's from Works to WP, WP did not like them either! Is Papyrus better at handliong RTF's than Works? Has anyone tried inter-platform file swapping through RTF's?

Thanks!

--
Mark Montreuil (ai066@freenet.carleton.ca)
World Wide Web (WWW) page creation/consultation and posting
Cost effective solutions for Small and Medium-sized businesses

5287. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: royb@tezcat.com
Message-ID: <3sv0r0$obm@xochi.tezcat.com>
Source record: 163071

Jim Boulton <jim@jimbee.demon.co.uk> writes:
>In article: <3sq7ba$1u7@gti.gti.net> azog@gti.gti.net (azog) writes:

>> : The PC is a joy to use with Windows
>>
>> Ack! Let me pick my liver up off the floor, after spitting out after
>> reading that statement...

>Are you trying to day that MiNT or other Atari related desktops are
>better equiped for multitasking or have a better interface than
>windows?
>Have you ever used BOTH operating systems and in a position to even
>comment?

This kind of stuff really belongs in the advocacy/computer
religion/flame groups, so I've adjusted the followups accordingly.
But, yes, I've used both and I feel much more comfortable with the
Atari. It crashes much less frequently than an equivalent PC running
Windblows or an equivalent Mac.

Roy
royb@tezcat.com

5288. atari -> ibm

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: Vlad
Message-ID: <3st07a$rso@manuel.anu.edu.au>
Source record: 163072

Hi Atari users,

I need a way of getting atari files converted into
ibm format.

Any ideas please email.

Thanks

--

____
Vlad.Fridkin@anu.edu.au || ||| || ||| || ||| || |||
http://wwwmaths.anu/~vxf661/Vlad_Fridkin.html

5289. Re: Dallas Atari Show

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: sirsmedley@delphi.com
Message-ID: <5e48vCF.sirsmedley@delphi.com>
Source record: 163073

OK, the Dallas Atari Show now has an official date - October 7th.
Also, I'd like to mention that Branch Always Software will debut
the GEMulator 4.0 at the show.

5290. Re: atari -> ibm

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <3stb8m$22u@golem.wcc.govt.nz>
Source record: 163074

] I need a way of getting atari files converted into
] ibm format.
]
] Any ideas please email.
]
] Thanks

Email to "Vlad"!? Yeah, that'll get really far along the net :)

If you mean onto a disk an IBM can read. Format the disk on the IBM,
then both the Atari and IBM can read & write to it.

To change text file format, save "as ASCII" then import them into the
software.

It's not possible to run atari programs on the PC (without paying lots of
money for an emulator), but converting text files around isn't too tricky.

WELLS_S@IX.WCC.GOVT.NZ I am in no way affiliated with the Government or City
Steve Wells. Council! - Maintainer of the Generation-X Comics FAQ!

5291. FS: Turbo 1040ST, hard disk, and accessories.

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: stuart@ee.fit.edu
Message-ID: <stuart.804389111@ee.fit.edu>
Source record: 163075
Cross-posted to: fl.forsale,misc.forsale.computers.other.systems,comp.sys.atari.st

For Sale: From stuart@rtfm.mlb.fl.us

Atari ST and accessories:

1040 STf SUPERCHARGED:

- EARLY Motherboard; this is the good model.

- Z-RAM 3D/4Meg fully populated. No pingrid! Soldered in.
Power to original 1meg has been cut to conserve power.

- AdSPEED 16 MHz 68000 accelerator. Socketed. Speed switch on
back of computer for hardware switching. Includes QuickST II
software. Bugger really flys! Microsoft Sucks!

- TOS 1.04. Six chip set.

- 38400 Baud harware mod. Soldered in. Switch on back.

- Z-Keys hardware IBM remote keyboard interface. Not installed
now, but can be done in ten minutes.

- All UNDER THE RF SHIELD! It all fits. I had to do some
modification, but it is clean. NO heat problems.

- Includes left-handed mouse, all original manuals, and assorted
other stuff that came with it.

All for $250

Other stuff:

AdSCSI HD controller and Seagate ST-296N in custom pizza-box $150
case. Built out of old Wyse PC. 100 Watt power supply.
Room for two 5.25 inch and one 3.25 drives. Includes all
cables. Professionally assembled. No bad sectors.

SM-1224 Color Monitor. No burns. Reliable Goldstar model. $100

SM-124 Mono Monitor. Video comes and mostly goes.Goldstar.AS-IS $15

Astra SW-2 Monitor switch. This is the GOOD one that switches $30
the POWER and video. Front switch for power. Also a
switch for audio. Audio out jack. Video out jack for
STFM's.

Spectre GCR with some software and ROMS. Versions 1.9F and 3.0 $100
Will throw in DataPacific Translator One for free if
you need a door stop ;-) Version 1.9f can use it. W/manuals

UIS III V. 3.0 and II v. 2.0 Universal Item Selector. W/manuals $10

Flight Sim II Color. With Manuals. $10

STart magazine Disks. Spring '87 through May '91. No mags B.O.

140 or so blank Sony 720K bulk disks. Mostly low or no usage. $30

TERMS: You pay shipping.
Items are guaranteed against DOA unless otherwise noted.
Prepay or COD. Other arrangements possible.
Better deals if you buy the whole mess.

I have to move before the end of July, so speed is of the essence...

Thanks for your time.

- Bill
stuart@rtfm.mlb.fl.us
407-951-0340

5292. Search LINUX fast serial and graphic drivers for TT

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: Mathieu Petrovic <oxo@iprolink.ch>
Message-ID: <3sv0kl$13ue@badboy.iprolink.ch>
Source record: 163076

I search a LINUX drivers for ATARI TT serial port (38400Bds or better)
and a driver for VME graphic card (NOVA ATI 64 or other).

Thanks for Email Reply.

5293. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: abstract@wam.umd.edu
Message-ID: <3sv49q$r6q@cville-srv.wam.umd.edu>
Source record: 163077

Jim Boulton (jim@jimbee.demon.co.uk) wrote:
: In article: <3sq7ba$1u7@gti.gti.net> azog@gti.gti.net (azog) writes:

: > : The PC is a joy to use with Windows
: >
: > Ack! Let me pick my liver up off the floor, after spitting out after
: > reading that statement...

: Are you trying to day that MiNT or other Atari related desktops are
: better equiped for multitasking or have a better interface than
: windows?

Windows is *not* multitasking...

Also, the interface was invented a long time ago, and the PC
world is still about 5 years behind for development of environment
software... Please, I originally didn't want a little battle of opinions
on PCs and Ataris... This was about the thief (seemingly supported!)
wanting to break the law and hurt people, and asking others to help him
in his mission...

--LuNATiC

5294. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506292109.AA03685@ilmen.lanl.gov>
Source record: 163078

In a previous message, johnmoon@connexus.apana.org.au (John Moon) wrote:

> Hmm.... it seems to me as though the general consensus is quiet approval!

Ha! I hardly think so, John.

The guy's obviously a flaming twit undeserving of intelligent response.

-Hutch-

5295. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: scruggs@cis.ohio-state.edu
Message-ID: <3sv5eiINNh3k@brain.cis.ohio-state.edu>
Source record: 163079

In article <126023645wnr@jimbee.demon.co.uk> jim@jimbee.demon.co.uk writes:
>In article: <ab7_9506272100@miramax.yonet.org> Doug.Byfield@miramax.yonet.org (Doug Byfield)
|writes:
|
|| And in some respects, it is exactly these ST huggers being too cheap
|| to upgrade to a Falcon that caused Atari to stop making computers.
|| The price never comes down if no one buys the product!
|
|Dont be a wanker! The reasons people havent upgraded from an ST to a
|Falcon are as follows:
|
|No software support
|Small user base
|No technical support
|Dificult to buy over the counter (in the UK at least)
|Difficult to find anywhere!
|Overpriced for the base model
It is difficult to justify a Falcon when it costs more
than a similarly equipped Mac and twice as much as a low
end 486 (and that was 18mos ago). Not to mention cost
and availability of upgrades and software.

If one wants to burn money, they can just do it in a more
direct fashion.

5296. Re: Wizztronic

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506292124.AA03700@ilmen.lanl.gov>
Source record: 163080

In a previous article, pbenson@user1.channel1.com (P. K.Benson) wrote:

> Boy, am I ever happy I sold all my Atari stuff and bought a Mac!

Then what in the world are you doing back here in the Atari newsgroups,
then? If you leave... stay gone (unless you have something worthwhile
to contribute which obviously, you don't).

-Hutch- @ Fair Dinkum Tech

5297. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: scruggs@cis.ohio-state.edu
Message-ID: <3sv5lbINNhhv@brain.cis.ohio-state.edu>
Source record: 163081

In article <8813257wnr@jimbee.demon.co.uk> jim@jimbee.demon.co.uk writes:
|In article: <3sq7ba$1u7@gti.gti.net| azog@gti.gti.net (azog) writes:
|
|| : The PC is a joy to use with Windows
||
|| Ack! Let me pick my liver up off the floor, after spitting out after
|| reading that statement...
|
|Are you trying to day that MiNT or other Atari related desktops are
|better equiped for multitasking or have a better interface than
|windows?
|Have you ever used BOTH operating systems and in a position to even
|comment?
MS-Windows is the GUI DOG. Not only is GEM a better interface but,
so is everything else. Finder/X11/OpenWin/PIM.

Why do you think the new version of windoze is moving to imitate
OS/2-PIM and Finder?

5298. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: d2cg@dtek.chalmers.se
Message-ID: <3sv7m3$jg6@nyheter.chalmers.se>
Source record: 163082

In article <8813257wnr@jimbee.demon.co.uk>,
Jim Boulton <jim@jimbee.demon.co.uk> wrote:
>In article: <3sq7ba$1u7@gti.gti.net> azog@gti.gti.net (azog) writes:
>
>> : The PC is a joy to use with Windows
>>
>> Ack! Let me pick my liver up off the floor, after spitting out after
>> reading that statement...
>
>Are you trying to day that MiNT or other Atari related desktops are
>better equiped for multitasking or have a better interface than
>windows?
>Have you ever used BOTH operating systems and in a position to even
>comment?

I have used both, and I prefer gem+mint over windows. There is something
about windows that just doesn't feel logical at all. This is what I feel and
are just my opinions; you do allow me to have opinions, or...?

Btw. MiNT is _NO_ desktop. Are you in a position to compare windows to it and
even comment? Now could we take this to advocacy?

Regards, Christer
--
Chalmers	USENET: d2cg@dtek.chalmers.se	"Today I've started
University	SNAIL: Christer Gustavsson	earning my second
of	Hasselvagen 6	million. The first
Technology	S-430 91 H&#65533;N&#65533;	one failed."

5299. Re: DA Render Kit??

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: Lexicor@world.std.com
Message-ID: <DAyFtF.594@world.std.com>
Source record: 163083

>>A few months ago I saw an announcement for something from Lexicor called
>>DA Render Kit, which was supposed to be a package of utilities for
>>playing back and making movies/animations, (I remember it supported .MOV
>and
>>MPEG, among others).
>>
>>Since then I haven't heard anything about it and its not in the new Toad
>>catalog. Is it still available? If anyone has it, what do you think of
>>it?
>>
>>Thanks
>>--chris
>
>I spoke to Lexicor a while back and was told the animation utilities
>were included in any of the DA'S packages. So I purchased DA'S Vector
>and guess what. No players. I really wanted the GIF to FLI converter
>that was suppose to be included. Then again, the complete package,aside
>from the manual, is in German and mabey I have overlooked something.
>
>Mike
>

It depends entirely where the package was bought from as well, because
DA REnder Kit is a fairly new package whereas DA Vector Pro is not. And it
is included in the DA Pro no DA Vector 1.20.

The render kit can play back MOV files and has MPEG players, FLI/FLM converters
and can incorporate single frames with snd sound files or associate them
with certain frame length and sizes.

If you want to have any more information just email info@lexicor.com

Thanks

Yat @ Lexicor

.

5300. Re: Web browser for ST yet?

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: The only truth in life is Pain <chrishinds@delphi.com>
Message-ID: <Ze7+fKX.chrishinds@delphi.com>
Source record: 163084

Arno Welzel <aw@zaphot.augusta.de> writes:

>Did you ever see 'UPoint'? This is a nice GEM based newsreader/mailreader
>based on UUCP for the Atari. You will only need an external text editor
>for writing messages - thats all. UUEncode/Decode etc. is already
>included.
>
>UPoint is fully GEM based - even UUCP transfers are running in a GEM
>window. And it works fine with Single-TOS, MagiC or MultiTOS.

So I take it one needs a UUCP connection?

What about a SLIP/PPP newsreader?

--chris

5301. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506292140.AA03708@ilmen.lanl.gov>
Source record: 163085

In a previous article, Jim Boulton (jim@jimbee.demon.co.uk) wrote:

> The PC is a joy to use with Windows

Yeh, and I suppose you LIKE being whacked in the head with a 2x4?

Man, you just lost what little credibility you had left with this audience, belive me. :)

-Hutch- @ Fair Dinkum Tech

5302. Re: FOR SALE: Programming Items

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506292145.AA03722@ilmen.lanl.gov>
Source record: 163086

In a previous message, ducky@enterprise.america.com (Ducky) wrote:

> Atari TOS Developer's Kit - This is THE item to have for all
> SERIOUS programmers. [...] Get it before
> it's history at only $95.00 .

Interesting. Before we Atari registered developers could buy a DevKit
we had to sign a non-disclosure agreement which prevented us from
legally selling the kit to someone else. Now nobody seems to care.

BTW, Ducky, your prices are too high, IMHO. Quack, quack.

-Hutch- @ Fair Dinkum Tech

5303. Re: Top 5 Essential PD Software - Your Lists?

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: erichall@io.org
Message-ID: <3sta6e$jfu@ionews.io.org>
Source record: 163087

Okay, I'll keep it short, but typically opinionated ;-) My favorite (can't live without 'em) five or so SW/PD proggies are:

(in alphabetical order to avoid any favoritism...)

1) IdeaList 3.6 - ShareWare - 20 DM - Christoph Bartholme
- without exception the _ultimate_ print utility
(if you own a printer, you _need_ this!)

2) SilkBoot 2e - FreeWare - Mark Slagell
- monitors ACSI 0, boots as soon as HD is up to speed

3) SilkMouse 3.2 - FreeWare/Donation Ware - Mark Slagell
- formerly SW 10 US, now accepted, but not solicited
- IMHO the _best_ mouse accelerator & screen saver

4) Storm - ShareWare - 25 Cdn - Alan Page
- no debate please! IMHO the best comms proggie ever
(with apologies to all you "Connect"ed folks ;-)

5) SuperBoot - ShareWare - 25 US - Gordon Moore
- great full-featured boot manager

6) Two-in-One - ShareWare - 20 DM - Gregor Duchalski
- complete, trivial to use, drag&drop Archive shell

(and yes Hutch, they're all registered... don't want to start 'im going!)

an endless number of smilies are implied after that last comment ;-)))))))

5304. Re: Jaguar games for PC - not Falcon ?!

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <95180.184617STIRRE31@MAINE.MAINE.EDU>
Source record: 163088

Eric,
About the company that is thinking of doing a Falcon version of a game- is there an e-mail address that perhaps some of us could write to in show of support? This might help.
-scott tirrell

5305. icd micro scsi!

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: ikirwin@nest.demon.co.uk
Message-ID: <1830ikirwin@nest.demon.co.uk>
Source record: 163089

Hi All!

Just a quickie to say that I have an ICD Micro SCSI host adaptor for sale.
This will only work on a MEGA ST or MEGA STE. I'm looking for about 25
quid, but open to offers. If interested, you can get hold of me at the
addresses below, and leave a phone no. where I can reach ya.

Fidonet 2:250/237
NeST 90:107/0
Internet ikirwin@nest.demon.co.uk

Cheers

Ian ikirwin@nest.demon.co.uk

--

5306. Re: Works and RTF files

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3svkn1$gfb@gti.gti.net>
Source record: 163090

Mark Montreuil (ai066@FreeNet.Carleton.CA) wrote:
: I tried exporting some RTF's from WP 6 to import on my Atariworks, and
: Works coughed and died. When I tried exporting rtf's from Works to WP, WP
: did not like them either! Is Papyrus better at handliong RTF's than
: Works? Has anyone tried inter-platform file swapping through RTF's?

I've tried it with varied success. I wrote my resume on AtariWorks
at home, saved it as RTF and pulled it into WordPerfect for Windows
(version 6.1) almost fine. The fonts were incorrect, but that
was easy to fix.

However, the reverse didn't work! After I finished formatting my
resume in WordPerfect, I saved it as RTF and tried to read it into
AtariWorks, and it just gives me an error reading file. The file is
good, but I think it can't handle some of the font mappings and other
stuff that WP seems to have inserted in the RTF...

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

5307. Strange keyboard mapping in X11

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3svkfm$g8s@gti.gti.net>
Source record: 163091

I've been puttering around with MiNT + X, and am having some strange characters come across when running an Xterm. Pressing some of the "special" characters, like ' and " return not what is expected. I don't recall what comes out, but I've pressed every key and some characters are missing! (like the square brackets). When I press these, I get umlated a's and u's.

Where is this coming from? is it from Xterm or from the kbd scan code driver that needs to be installed?

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

5308. re: i need a hi-rez monitor!!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1828rcain@nest.demon.co.uk>
Source record: 163092

```
On 28 Jun 95 Ii wrote:
I> From: ibkeegan@tcd.ie (II)
I> can anyone help me locate a hi-rez monitor
I> as most shops here in ireland are unwilling to
I> order one in for me ...
```

Why don't you look in Micro Mart (Thursdays 60p) which often has a few SM124 second hand for around £50. Or maybe you have a local "adverts" newspaper (in UK there is one known as "Loot"). There are quite a few used ones on the market.

If you want a new one your best bet is to ring Systems Solutions (01753-832212) who do one at £129.95 (without sound) or £149.95 (with sound). Ladbroke (01772-203116) do one at £99.99.

```
Roger
rcain@nest.demon.co.uk

--
```

5309. Re: Pirating Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: George.Kotsopoulos@balmybeach.gryn.org
Message-ID: <0f4_9506300043@tor250.org>
Source record: 163093

```
-> here; Atari isn't among us anymore. Those guys in Germany, USA, etc.
-> know better what they're doing - and they have the skills. MagiCMac

And then, reality sets in...

Face it, those guys in USA don't have a clue.
--
| Fidonet: George Kotsopoulos 1:250/422
| Internet: George.Kotsopoulos@balmybeach.gryn.org
```

5310. Chimera--no Ram

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: Doug.Byfield@miramax.yonet.org
Message-ID: <de1_9506300130@miramax.yonet.org>
Source record: 163094

SM> BTW, to the person who asked about the TAF disks being put on
SM> GENIE, yes everything on the disks is PD/free. You ordered
SM> from the TAF PD library where the money is used to cover disk
SM> cost, administration/librarian , duplication, etc. Just like
SM> all places that sell PD disks for a nominal fee (I think TAF
SM> normally sells disks for $5, in this case you get 7 disks for
SM> $25)

I was the one who posted that message. So in other words, because I was a sucker and paid $25 to your bogus deal instead of waiting 2 weeks for the disks to be posted on Genie, I pay and others ride for free? Gee, that sounds REAL fair! If that's the case, why don't I just upload the disks to all local bbs's and encourage others to do so too? That way we can be sure that no one else gets burned. I notice that TAF didn't make much effort to inform folks that it would shortly be available for free! As we all know, files posted on Genie are soon distributed to local bbs's. If I had been informed that this package with install file was to be uploaded for FREE, I never would have sent the money.
I am well aware that these files are PD-I thought the idea was to raise a little money for TAF, cover the cost of the disks, and in return get an easy to install Mint/Xwindows package. Instead, I get burned and made to feel like a sucker for supporting TAF.

___ Mountain Reader II - #Demo 001

--
|Fidonet: Doug Byfield 1:153/7091
|Internet: Doug.Byfield@miramax.yonet.org
|
| Standard disclaimer: The views of this user are strictly his own.

5311. PORTFOLIO NEWS

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: sedlakj@dec59.ruk.cuni.cz
Message-ID: <3sudue$sdh@dec59.ruk.cuni.cz>
Source record: 163095

```
**************************************
* *
* P O R T F O L I O N E W S *
* *
* Internet newsletter for *
* Atari Portfolio users and fans *
* *
**************************************
No 3 June 20, 1995

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the only English PF magazine still exists
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**************************************
CD - ROM disk with PF soft in fall (autumn)

> Yesterday (8.VI.1995) we received information
> about the permission to place up to 60 MB of
> Portfolio soft on a CD ROM disk that will
> be published in fall.
>
```

> Now we are looking for all PF fans who want to
> share in this project and are willing to make
> some soft for PF and place it on the disk.

Do you want to join this project? 60 MB is enough
place for your soft and ideas. Please e-mail as soon
as possible to get more info.

****
> EMAIL ADDRESS
>
> use this address
>
> sedlakj@dec59.ruk.cuni.cz
>
> other addresses seem not to work from some servers.
>
> If any e-mail trouble, be persistant. We do exist.
>
> FAX NUMBER:
>
> if any trouble with connection use: this FAX number:
> + 42 2 29 51 86
> please indicate that it is a fax for PORTFOLIO CLUB
>
> or phone
> + 42 2 99 61 894 (also answering machine)
>

****
* URGENT! - SUPPORT RE:PORT

THE RE:PORT MAGAZINE STILL EXISTS !
It is the only paper magazine for Portfolio in English
that has survived. 17 issues has been published.

Here is what the publisher DAVE STEWARD has sent us:

I am offering back issues for US $10 (US funds only!) each.
Here is the
information, which you may feel free to pass on to others.
I hope your
Portfolio club goes on for a long time!

Any of these issues can be had for US $10 each (check or
money order only)
from:

Re:Port
c/o David Stewart
1504 Winterset Parkway
Marietta, GA 30067

Each issue comes with a 3.5" IBM DD disk, which can be read by the Atari ST computers as well as Macintosh computers with SmartDrives (and of course by any IBM-PC compatible computer).

Just indicate the volume/issue numbers that you want. Please allow four to six weeks for shipping.

If you have any questions about the issues or programs that you'd like, please send email to 73770,2021 on CompuServe or DAVESTEW@NETCOM.COM on the Internet.

NOTE: Please place your order as soon as possible! Re:Port is stopping publication soon. This offer may not last!

Please SUPPORT DAVE STEWARD - he needs encouragement and encouragement!!!

- send him e-mail and subscribe to this magazine
- the Re:port is a unigue source of programs for Portfolio
- send him texts and files to be published

****
THE RE:PORT INDEX

Here is the list (index) of the issues published:

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Gleason on PBasic (PBASIC)
>From the Editor: 60View instructions (60VIEW)
Editorial: Non-disclosure policy slows Port development
DOS Tips
Backup and restore C: drive with batch files (BACKUP.BAT, RESTORE.BAT)
Editor: Macro puts text in date, documents (MACRO)
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Quick Tip: Battery watching
Industry News: HyperList, music program, RAM card replacement cases
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Online Services (Complete text listings of CompuServe
and GEnie library areas. Since then, we have
published only bimonthly additions)
Backup/restore (BR)
Book Review: Abacus Port guide
Bug RePort: Macro update (MACRO)
Tip on hiding files
Mailbox

Volume 1, Issue 3

Program Reviews: Finance, Terminator 2 File Manager, PowerBASIC,
Business Contacts and Information Manager
Editor: Getting .HOO files to work
Industry news: Port memory, Util compiler, shareware disks
Checkbook program with link to Quicken (CHECK)
Settings program (SETTINGS)
Piano program (PIANO)
Gleason on PBasic
Online Services (LISTINGS, BANNER, CGASHOW, CODE, DIAL, ESHOW, LAUNCH,
MAC, MUTE, PGCUNIT, SCRMODE, SECURE, TRIG)
Ordering information
Mailbox (UPDATE.COM, ANSI.SYS)

Volume 1, Issue 4

Updated Launch program (LAUNCH)
Industry News: 512K cards, APB book, graphics service
Gleason on PBasic
Worksheet tip
Review: Instant Speller
Battery monitor program (BAT)
Jeopardy helper program (JEO)
Beginner's column: Dropping File Manager
Online Services (LISTINGS)
Advanced column: Graphics
Looking ahead: Port in space
DOS to Port: Adventure games
Services: Fast shipping, custom programming

Volume 1, Issue 5

Worksheet: Plot graphics (SEEWORK)
Port uses: Police work
Industry News: Hard drives, carrying cases, European software
Review: HyperList
Gleason on PBasic (PREAD)
Graphics programs (PDRAW, PGCVIEW, ANIMATIONS)
Solitaire game (SOL)
Beginner's column: Getting files from the desktop to your Port
Port problems: How to install a PC Card Drive
Quick tip: Faxing
Advanced programming: Graphics routines in Turbo Pascal
User-to-User: Get things done

Volume 1, Issue 6

Communications (PORTCOM)
>From the Editor: Moving to Iowa
Industry News: Port demo, movie star, RAM cards
Gleason on PBasic

Pacman-like game (PORTMAN)
Windows graphics on the Port (WINPGC)
Editor/Diary: To-do program (TODO)
Voice synthesis (HELP, BIRTHDAY)
Best sellers
Beginner's column: Tips!
Communications routines
Online services (LISTINGS)

Volume 2, Issue 1

News on 1/2/4 meg cards
Industry News: Carrying case, more sound, British newsletter
PowerBASIC column
Snake game (SNAKE)
Bug RePort (TODO)
Editor: Delete utility (DELETE.HOO)
Review: DOS Utilities Card (feature complete list of card contents)
More on editor hooks
How to write hooks
Online services (LISTINGS)

Volume 2, Issue 2

Universal Interface announced
Back issue list
1/2/4 meg cards unavailable
PBASIC memory
Terminal+ review
Copy protection
Custom alarms
Simon game
60Hook
Resize C: drive
Double disk space
DOS help
TSR programming

Volume 2, Issue 3

Universal Interface review
1993 Port Tips
524K FlashCards
Screen fader
Address Book
Concentration game
Custom alarms
Error messages
Special Port ports

Volume 2, Issue 4

FlashCards available
Lynx available
CD-ROM
New PBASIC
Grocery shopper
Skiing game
DOS programs
Dealing with archives
Input controls

Volume 2, Issue 5

PBASE review
Move to Atlanta
Atari & IBM
Reading .WKS files in PBASIC
SuperPrint utility
Peg game
Memory and storage space
Online help
Making hook files work

Volume 2, Issue 6

Optrol delivers 1, 2, 4 megs cards
Review of Autobyte TimerKeeper ROM card
BSE drops Universal Interface
Atari release Jaguar game system
Minefield game
Program to adding quick meetings to diary file
Updated WINPGC program
Beginners: Understanding disk drives
Advanced: The .DRY file format
Mailbox

Volume 3, Issue 1

Port upgrade guide
CONFIG.SYS configuration can save memory
Port CD-ROM available
TIPI programming language
Punk Jr. game
FIND program seeks our Port files
Review of desktop versions of Port programs
Beginners: Battery usage
Advanced: Scrolling on the Port screen
Mailbox

Volume 3, Issue 2

How to find Port info on the Internet
Optrol drops 524K card
FILTER program organizes address books
HEADACHE solitaire game
Beginners: Using the Port online
Advanced: The .ADR file format
Mailbox

Volume 3, Issue 3

The Perfect Palmtop
ZModem on the Port
WIPEINFO ensures deleted data stays gone
POKER game deals fun
Beginners: Year-end Port tips
Advanced: Object-oriented Port library?

Volume 3, Issue 4

Re:Port announces that it is stopping publication
Bon Voyage to PBASIC creator BJ Gleason
ADR utility finds any name in any .ADR file fast
CRYPTO game offers hours of puzzling fun
Re:Port reader takes you on his travels
Review of World Clock program

Volume 3, Issue 5

Re:Port's last issue, not yet to press
Should be available by Aug. 1, 1995.

==========
REAL LIFE : David E. Stewart
INTERNET : davestew@netcom.com
COMPUSERVE: 73770,2021
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* HOW TO GET IN TOUCH WITH PF USERS

Many of the PF users will never get in touch with Internet.
And if they do, search engines for WWW and NET usually produce
no information about Portfolio.

We can help PF users in the outer world (and we are obliged
to do so, they are our computer friends). Experience shows
that they are glad if they learn that PF has not died.

Here are three tips how to help other PF users:

1. where to find them
2. what to offer them
3. run a local club

1. Where to find PF users (in your country):

* read private advertisements in PC magazines. You can find people selling PF. Try to touch them. They will be surprised and they usually say that they would not sell PF it there were more new things. There are new things but they do not know about them. And will not know UNLESS YOU TELL THEM.

* read private advertisements in city FREE-AD newspapers. There are usually columns for computers and people can place an AD for PF here for nothing (those who sell PF usually do not want to spend any extra many).

* in many countries there are strong groups of Atari ST users. Often ATARI ST users have Portfolio. Get in touch with them.

* dealers - some dealers of Atari stuff have addresses of people who bought things from them.

* if you want - place your own advertisement in PC magazine, or FREE-AD newspaper. (Well, it proved not to be too efficient)

2. What to offer to a newly found PF user

* Prepare a diskette with some files that you yourself use and add things from internet or other sources. You can offer such a diskette for some price (5 USD or so).

* Write some short summary of what is available for Portfolio. And there are many things. (E.g. print this issue of Portfolio News on your printer and distribute it.)

* Inform the PF users that there is RE:PORT magazine and Portfolio News (you are just reading) available and that you can get him a copy. (again you can ask for some money)

What is available for Portfolio - a brief list
(information for any PF fans especially outside the internet)

- new Portfolios still sold
- many countries (many old dealers) still support Portfolio
- parallel, serial inteface avaialble
- parallel intefaces, RAM cards are produced by our Portfolio club
- FDD 1.44 MB unit for Portfolio (completely new product for all PF users)
- 1 MB RAM cards still sold (only a few PF users outside the USA know about the 1 MB RAM cards)
- Re:port Magazine still published
- Portfolio News published in Czech on paper and in English on the net
- old soft and new soft

****
* History of Portfolio club in CZ (Czech Republic)
(written by JS)

First Portfolios arrived in CZ in 1989. There were some
activities at that time, something like a club, but
everybody relied on Atari dealers. In 1993 the Atari died in
Europe and so did the dealers in CZ.

Many (cca 3000) Portfolios have been sold in CZ since 1989.
The greatest problem was the national version of Portfolio.
Atari dealers told everybody that it was not possible to
make PF "speak" Czech unless chips inside PF were changed.
This "operation" increased the price of PF by 1/3.

I bought a second hand PF in fall 1993. Soon I learned that
without PC or a RAM card my data were always lost. Then, in
Jan 1994, I finally saved some money and bought a RAM Card.
I happened to get a diskette with BJ Gleasons PBASIC 4.91
and I learned it is possible to work in graphics with
a speed of up to 20 screens per second.

This gave me the idea that national version can be achieved.
I wrote a simple text editor running in graphics using
PBASIC. And it worked. I became sure that if somebody wrote
the same in assembler it would be as fast as the text mode.
I looked for someone to do this job. I did not find anybody
so I wrote an assembler editor (called Czech editor) by
myself.

But later I found two brothers (Martin and Milan Hrdlicka)
who were making soft for Portfolio and they completed
resident driver for screen and keyboard.

So the first goal - national version has been achieved. We
started to sell the Czech editor and the national version.
Thus we got in touch with other PF users. We saw the need to
produce hardware - so we started - RAM Cards, parallel
interfaces, FDD unit, PortWalk and software.

****
Atari Portfolio on the Net and in different countries

Here is a list of some places that have Portfolio
information. Please check them out and send us back your
findings. Or compile list of things really available.

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UNITED KINGDOM:

Atari Web Pages Latest News
Version 1.0 Date 6/6/95
by Mark Stephen Smith

Hello and welcome to the news item on the Atari Web pages.
This document
will describe the Atari Web pages as provided by Mark
Stephen Smith and will
inlcude a list of the latest updates for the month. Each
month I hope to update
this text with the very latest additions and news on the
Atari Web pages.

Hopefully these pages will provide an invaluable service to
their users, but
they are still at an early stage and developing all the
time. As such any
feedback and support you may have for these pages is more
than welcome, it is
infact encouraged. The more input I get from its users the
better, as then I
will know what is good and bad about these pages and can
change them
approproately in the hope of increasing their value to their
readers.

Where do I find the Atari Web page?
~~~~~ ~~ ~ ~~~~ ~~~ ~~~~~ ~~~ ~~~~
>From your Web browser choose to open URL and enter the following address:

http://www.mcc.ac.uk/~dlms/atari.html

If you can store a hotlist of addresses or something similar on your browser
then it may be worth including this address for quick access in the future.

Once you've done that you should see my main page so I hope you enjoy it, and
don't forget to write with your thoughts.

(*NOTE*: This is the new site for the Atari Web pages, take note of it!)

Newsgroups
~~~~~~~~~~
Atari related newsgroups. Send updates. The currently supported news are:

comp.binaries.atari.st
comp.sys.atari.advocacy
comp.sys.atari.announce
comp.sys.atari.st
comp.sys.atari.st.tech
comp.sys.atari.programmer
rec.games.video.atari
alt.games.lynx

What to expect in the future
~~~~ ~~ ~~~~~~ ~~ ~~~ ~~~~~~
..... In the near future I will be adding a Portfolio section to cover the portable
computer by Atari called the Portfolio. This area will be supported by the Portfolio club.
~~~~

Thank you and see you with the updates to these pages next month!

Mark Stephen Smith : msh@dl.ac.uk or dlms@nessie.mcc.ac.uk
Atari Web Pages : http://www.mcc.ac.uk/~dlms/atari.html

****
GERMANY:

I am searching for Portfolio-Stuff on the net... Pages, Software, etc.
Do you know some places for it? I've already put some Portfolio-Info's
in my Homepage (rzserv2.fh-lueneburg.de:1701/u1/wwg28/www/acf.html).

greetings,
Wolf

From: wwg28@rzserv4.fh-lueneburg.de (Wolf-Rainer-Gross)

****
GERMANY:

Hallo,

A german company in Hannover still sells portfolios for 130 DM.

The address of the Hannover company is:

Digital Data Deicke, Nordring 9, D-30163 Hannover, Tel.: +49-511-6370-54 (-55).
FAX-number I don't have.

Best greetings

Rolf (henze@hrz.uni-kassel.de)

****
SWEDEN:

I live in Sweden and have looked at a portfolio at a shop in Stockholm. Since I am an ST owner, I would love to have a Portfolio as
things from you I will definitely consider a Portfolio.

Regards

Mikael Hillborg,
Computer Scientist,
Sweden

Email: Mikael.Hillborg@eua.ericsson.se

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THE UNITED STATES

Portfolio Support Area - Fred Horvat

Well a couple issues back I mentioned I would give a list of
dealers that supported our favorite palmtop. Well below is a list of
places that either have hardware, software, or both for the
Portfolio. Besides the listed dealers a great source of information

and software is online. The larger bulletin boards services like Compuserve and Genie have file directories just for the Portfolio. I also believe under the Atari file archives you can still request files from the Portfolio directory. Besides the files, online there is a wealth of information about the Portfolio and palmtop computing in general. Beside bulletin boards as a source for public domain an shareware software is from public domain librarians. For a list of commercial software vendors check out the book that came with every Portfolio called "APB" which stands for Accessories, Peripherals, Bulletin. Besides having commercial software available it has tips and other use full information. The version I have is Volume 2, Number 1. I believe this was the last one printed. If you don't have a copy of the "APB" contact Atari, the cost listed on the cover is $1.00. Last but not least let us not forget our local user groups and Atari dealers that have been there all these years for us.

Atari Computer Corporation
1196 Borregas Avenue
Sunnyvale, CA 94089-1302
408-745-2000

Services Available : Atari Portfolio purchases, exchanges, APB software purchases (if available).

B&C ComputerVisions
1725 De La Cruz Blvd. #7
Santa Clara, CA 95050-3011
Phone : 408-986-9960
Fax : 408-986-9968

Services Available : Full service Atari dealer. Sells Portfolio, software, Hardware, flashcards, and more for the Portfolio.

BRE Software
352 W. Bedford Ave
Suite 104
Fresno, CA 93711
Orders : 800-347-6760
Information : 209-432-3072

Services Available : Portfolio public domain and shareware software.

Dayton Discount & Sound
Hwy. 92
Belleville, WI 53508
Phone 608-424-6111 Tues-Sat 1:00 PM to 5:00 PM

Services Available : Atari dealer. Sells Porftolio, Software, and more.

D&P Computer
P.O. Box 811

Elyria, OH 44036
Orders : 800-535-4290
Information : 216-926-3842

Services Available : Full service Atari dealer. Sells Portfolio,
software, hardware, flashcards, and more for the Portfolio.

It's All Relative
2233 Keeven Lane
Florissant, MO 63031
Phone : 314-831-9482

Services Available : CD-ROM and software dealer. Some Atari CD-ROMS
have Portfolio public domain and shareware software.

Toad Computers
570-F Ritchie Highway
Severna Park, MD 21146
Orders : 800-448-8623
Information : 410-544-6943
Fax : 410-544-1329
BBS : 410-544-6999

The hotest info:

New PF $200
1MB RAM/FLASH CARD $179
PC Card drive $79
110V AC adapter $10
Portfolio Books $17

Contact:

David Troy [toad@charm.net]
Toad Computers, Inc. (800) 448-8623 Orders
America's Atari Source (410) 544-6943 Info
http://www.charm.net/~toad/ (410) 544-1329 FAX
ftp://ftp.charm.net/pub/home/toad/ (410) 544-6999 BBS
Pushing for a GEM Web Browser! (410) 544-0098 FAX-Back

There is a WEB page for Portfolio!!!

Services Available : Full service Atari dealer. Sells Portfolio,
software, hardware, memorycards, CD-ROMS, and more for the Portfolio.

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THE UNITED STATES

Hello again,

>There are some arichves that have PF files.
>There is CAIN who has Portfolio Corner.

I have taken all the files from archive.umich,edu, and am looking through them. Cain carries only a little bit of info, I will send them some when my pages are ready.

I am putting together WWW page, I have the FAW, and and putting up anything else I can about the Portfolio, please sen me any info you have, and I'll put it on a special page. you can MIME enclose it in a message here, or you can ftp stuff to:
donna.umd.edu in the /pub/incoming dir.

Andrew Diller |

dillera@is-next.umd.edu
andy@rasputin.umd.edu

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THE UNITED STATES

Hi.

I have an old Atari Portfolio collecting dust -- what kind of activities are you aware of on the net for Port users?

I have a few Atari Portfolio programs that I wrote on phxmedia.com in the /pub/coolstuff/ directory. Check them out! (Games mostly)

Jay Vaughan > MAIL - jay@phxmedia.com
Phoenix Media Labs > WEB - http://phxmedia.com

****
FRANCE

The company TURTLE BAY INFORMATIQUE sells Portfolio and peripherals. They have ordered some products from our Portfolio club. This means that PF users in France can buy the products in their own country.

Here is the address:

Turtle Bay Informatique
90, rue massena
69006 Lyon
tel: 72 75 92 84
fax: 72 74 49 85
e-mail: 100616.3455@compuserve.com

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ITALY

An Atari dealer from Italy has just contacted us. More information in next issue or upon request.

****
HELP CORNER

This part of Portfolio News is designed to bring your
questions, troubles and worries to the public.

If you have any suggestions that may help send your help to
the person asking for help and send also a copy to Portfolio
News. All PF users may benefit from it.

Let us start:

You might be able to help me with a problem.

I recently bought the serial link which came with a card (Slave+ ver 2.5)
and software for my PC (Master PC ver 1.0) but I am having trouble with them.

I know that I have things configured properly because the PC lists the
directory of the Portfolio upon starting the software. But when I attempt
to transfer a file from the Portfolio to the PC the program eventually times
out with a message that the Portfolio is not responding. Then I find a zero
length file on my PC so at least I know an attempt was made and that the
connection is good.

Any ideas what would cause this program to lock up when attempting to
transfer files. I am finding it very frustrating not being able to download
the interesting software I have found for the Portfolio. I also need a way
to back up the data I have on the Portfolio.

Take care...

Darrell Burkey +61 6 295 6820 (work)
dburkey@pcug.org.au 041 110 6172 (mobile)
Try "http://www.pcug.org.au/~dburkey"

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SOFTWARE PACKET No 2

This issue of Portfolio news comes with a packet of software for Portfolio. Here is a list:

ACOM.EXE a communication program for serial interface
ACOM.DOC text to the file

60COLS.EXE 60*10 characters on PF screen a demo by Dave Steward
60COLS.DOC text to the file
CHARDATA.DAT character set for 60COLS.EXE

PSHELL simple shell commander for COM and EXE files on Portfolio

How to get the files:

1. Save the e-mail message into a file. In ELM mailer press
s) option and enter a name of the file. I think it is good
to name the file SOFT2.

2. Then quit your e-mail program. You will be at the unix
prompt.

3. Use the UUDECODE command to convert the SOFT2 mail file
into data file.

Enter following:

UUDECODE SOFT2

The result should be a file "soft2.arj" 26898 bytes long.

(Be careful about small and capital letters - unix makes
difference between them)

4. The "soft2.arj" is a normal ARJ file. You must tranmit
this file from your unix directory to the local (DOS)
directory. You fill use the FTP programme.

5. The soft2.arj can be extracted by arj.exe file.

6. Here is the result:

60COLS EXE 9,419 04-27-91 3:36a
60COLS DOC 1,805 04-27-91 3:39a
CHARDATA DAT 168 04-27-91 1:51a
ACOM DOC 13,177 08-21-91 10:37a
ACOM EXE 9,955 08-21-91 10:37a
PSHELL EXE 1,563 09-09-91 10:25p

7. If you have any problems ask your internet supervisor or
send e-mail to our club.

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SERIAL COMMUNICATION - ACOM
Finally a serial software that works

I have come across a few programs for serial communication.
The only that worked is the ACOM.EXE

More info about the program (the complete documentation is
in the ACOM.DOC file)

ACOM is a communications program written for the Atari
Portfolio. However, it will run on IBM PC compatibles as well.
Its purpose is to provide enhanced terminal emulation and file
transferring capabilities for the Portfolio. It can copy the
conents of a 128k ramcard from the Portfolio to a PC in a minute
and a half. ACOM requires approximately 32k of memory for all code and
buffers.

ACOM can be used as a terminal emulation program, as a file
transfer program, and as a host control program. It is able to
determine whether it is running on a Portfolio or a PC, and setup
its interrupt handling accordingly.

Regarding the speed of the Portfolio com port, it seems that
38400 baud may be the highest feasible transfer speed. This is
about the point that other factors influence the transfer rate

more than the raw communications port speed. This speed also
works satisfactorily on most other PC's I have tested.

A fair amount of time and money has been spent developing
this program. If ACOM proves useful, your comments and bug
reports will be appreciated. Should you wish to compensate the
author, get on our mailing list, and receive the latest copy of
ACOM, please specify your disk size and send $25 to

Roudley Associates, Inc.
PO Box 608
Owings Mills, MD 21117

If you use the program, and do not wish to compensate the author,
please be generous to those in need and increase your donation to
your favorite charity or church.

Charles Cook

71370,1025

****
Portfolio Products available from Portfolio Club

So it is possible now to get all the things we have for PF

Here is the list:

CODE description price in CZC note
****
HPC 010 new PF 128k RAM 5800
HPC 011 new PF 512k RAM 8200
HPC 102 Atari serial interface 1900
HPC 202 Atari 64k RAM card 1900
HPC 104 256k Memory expansion+ 2900
HPC 301 PC card reader 2800

HPD 300 parallel interface 1400
HPD 400 128KB RAM card 2300
HPD 500 FDD unit 1,44 MB 5800
+ 25pin par. interface
+ 32 KB RAM card with software
HPD 600 PortWalk tape recorder 700
interface
HPD 103 Leather case for PF 500
HPD 200 Portfolio Tech. Guide 400
120pgs, English + diskette
HPD 203 Portfolio Programmier Praxis 400
345pgs, German + diskette
HPD 700 Upgrade your RAM to 512 KB 3500
HPD 801 60 pin PF BUS connector 300
HPD 803 hardware adaptation for 700
permanent NiCd usage

****
How to order the products

1. Decide what you want to get. It seems better to find
some PF friends and share the expenditures on charges
for sending the stuff.

2. Send us your "order"

by e-mail to sedlakj@dec59.ruk.cuni.cz
by fax to + 42 2 29 51 86

3. We will contact you back, telling if the products are
currently available and stating the total price in CZ.
(total price + shipping charges).
Current rate: 1 USD makes 25.30 - 26.30 CZ crowns

4. Send the money in USD or DEM to our bank account

account no. 770252-028/0800
at Ceska Sporitelna Praha 2

5. After receiving a note from bank, we will send the ordered
things directly to you.

Note: The HPD 700 is internal upgrade of your Portfolio RAM.
You must send your Portfolio to us. The replacement takes
5 days.

****
MORE INFO ON THE 1 MB RAM CARDS

For the technical specifications, I will quote from the booklet supplied
with the RAM card itself. "The FMAP 1 fits in the Atari Portfolio memory
card slot like 128K RAM card and has 8 ti;mes the file storage capacity.
The memory is organized in 64K blocks. It offers over 10 year data
retention without any batteries or any other power source. Data bits are
retained as static charges on electrodes encased in nearly perfect
insulator. This is essentially the same mechanism as that used in EPROM.
Unlike EPROM, flash memory can be erased (flashed) and rewritten while still
plugged into the Portfolio. The flash memory card data is also safe from
magnetic fields that can corrupt data in ordinary magnetic storage media.
The cards add only baout 3% to the load on the Portfolio's batteries when it
is turned on and no load when the Portfolio is turned off. The card can
safely be left inserted continuously."

****

THE 1.44 MB FDD UNIT for Portfolio

In 1993 one Portfolio fan succeeded in connecting a 5.25"
unit (360 KB) to Portfolio. Later the connection to 3.5" FDD
unit (1.44 MB) was realized. The purpose of this was to
replace the expansive RAM cards by a cheap device with
multi-fold storing capacity. The cost of the unit is lower

than the price of two Atari RAM 128 KB Cards.

In the end a special 3.5" FDD unit for ultra light notebooks has been utilized. This unit also solves the problem of power supply. The ordinary FDD units require 12 Volts supplies. The ultra light FDD made by TEAC requires only 5 Volts and is only 12.5 mm high.

The idea was to create a device smaller than the Portfolio itself and the idea was realized. The circuits has been place under the FDD drive so that the total height do not exceed 20 mm. There is no comparable device in the world market.

The unit also includes a parallel interface fully compatible with the Portfolio interface. This means that the internal applications and file transfer software can communicate through the interface without any difference. The built-in interface is fully "transparent" - this means that you can read from the diskette and at the same time print the data through the parallel interface.

The FDD unit is able to read and write 3.5" diskettes both of the 1.44 MB and 720 KB capacity. The IBM PC standard is fully supported.

Another important part of the unit is the software driver that installs the FDD as another drive of your Portfolio (Unless other drives already installed, the FDD will appear to be the drive D:). The driver is a 3 KB long resident program that is loaded via CONFIG.SYS command DEVICE. You can use the new drive (D:) as any other drive you are used to.

The greatest problem to solve was the power supply. The FDD unit requires at least 5 Volts and Portfolio can give 4.5 V at its maximum. (If NiCds are used only 3.6 V). The problem was also increased by the fact that the motor of the FDD needs 600 mAh at its start and this power "shock" may destroy some Portfolio circuits.

The solution was found in an additional NiCd battery pack (7V, 750 mAh) that is connected into the FDD unit from the back side. If fully charged, Portfolio can work with the unit for 4 to 5 hours. The battery pack is charged automatically if original Atari AC adapter is connected to Portfolio. The original Atari adapter must be used as it gives the accurate voltage for recharging the NiCd pack. (The universal AC adapters are usually weak and if they are connected to the 750 mAh pack their output vo ltage goes down.)

Other unique qualities of the FDD unit

* Cash utility

If you install the driver by means of the DEVICE command in CONFIG.SYS the driver creates a CASH memory area that buffers data. It is necessary to make the unit work.

The reason is following: Portfolio has a bit simpler BIOS than PC. And it is not designed to work with large quantities of data. If Portfolio reads from a disk device it reads always one sector only. And if two following sectors are to be read from the diskette, the BIOS has no time to work with the data. This causes big delays. (The diskettes rotates 6 times a second and thus reading 18 sectors (one track, that is 18*512 bytes) takes 3 seconds. So for example to read 43 KB PBASIC from the diskette would take 15 seconds.

The algorithm of the cash is the same used in Pentium processor : Write-Through and Write-Back. This enables to read one track at once (9 or 18 sectors during one rotation) and then the BIOS reads the data in its slow way from the cash.

The same problem is when writing data back to the disk. The cash solves it again. All data are written down into the virtual sectors in the cash and when the output operation is finished the data are written to the diskette at once.

* The Portfolio speed

The slow speed of the Portfolio allows only 720 KB diskettes to be processed. If standard rutines are used for reading 1.44 diskettes, every third byte is lost. This has been solved by a special hardware solution that locks up the clock cycle of CPU bus and thanks to a special rutine that is two instructions shorter than the standard rutines.

* ROM error

Yet another problem remained. There is some error in Portfolio BIOS that causes the failure of MkDir (INT 21H, Fn 39H) function with 3.5" 720 KB diskettes. If you use the MkDir command with 720 KB diskette Portfolio will crash. The data on diskette are lost and FAT is damaged.

Even this problem has been solved and the driver also takes care of the MkDir function and if the user attempts to make a new directory the driver replaces the bad rutine in ROM by its code.

About the designer of the FDD

The FDD is a result of one persons efforts. "I spent the whole 1993 on the FDD development", says Tomas Dusek the father of the unit. "I think it was worth while. I learned

the very details of PC BIOS and I made something that nobody
else has made. After the PortWalk (tape recorder interface)
it was my second peripheral for Portfolio. The crazy thing
is that I developed the unit in my free time, ..., and it
was mainly sponsored by money from my full time job. At day
I worked in one computer comp any, in the evenings I used to
solder. When I started to produce more units I had to make
the business legal - I had registered a private company
"Sunny-Soft". It is not a big company - in fact just me. But
it works."

BUY THE FDD UNIT NOW

The 1.44 MB FDD unit and more at the price of just two Atari
128 KB RAM Cards!!!
The FDD units opens the data world to you and your
Portfolio. Now you can read the data from diskettes directly
without any cable and file transfer software. You can save
the results of your work on the diskettes and work with it
in your desktop PC in almost no time.

SPECIAL OFFER:

1.44 MB FolioDrive FDD UNIT
25 pin parallel interface on board
7 Volts NiCd battery pack
+ parallel cable
+ software on diskette included
!!! + 32 KB RAM CARD with installed driver

This all just for 5800 CZC. Where else in the world can you
get so much for your money?

****
* What we are looking for:

- any PF fans that want to join us

- any PF users who are able to develop new soft

- information about: Re:Port, Portfolio Connection Newsletter, etc.

- any kind of emotional, mental and other support

- any dealer that is willing to go on with
PF stuff and wants to sell our products

****
This issue of Portfolio News was published on May 15, 1995.
****
Special greetings to:

Don Messerli - for his soft and graphics
BJ Gleason - for PBASIC and tons of other things

S. Spoelstra - for his BASIC, and others
Tomas Dusek - Go on developing the hardware!
Martin & Milan Hrdlicka - the authors of new graphic BIOS
Dave Steward - Re:Port is the only that has survived, and that is
your work, thank you

and to other PF friends who support us

5312. re: stf, what kind of memory?

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: Peter_Missel@ll.maus.de
Message-ID: <199506292324.a447@ll.maus.de>
Source record: 163096

>AM> Are there simm memorys or "ordinary" memorys in an STf?

> Ordinary. They are 256Kbit chips. 16 in a 520, 32 in a 1040.

...or eight chips 256KBitx4 in later 1040s.

5313. Re: Chimera--no RAM

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: Cliff Cook <ccook@icis.on.ca>
Message-ID: <DAx1F5.1t6@icis.on.ca>
Source record: 163143
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech

I seem to be running out of memory on a 4 meg Falcon too. Chimera consistently folds up on certain gif's. For example, every attempt to connect to Toad seems to be going OK, Chimera says its loading the main gif, and then closes it's window and drops me back to the desktop.

Can I configure Chimera to read newsgroups? How do I tell it the name of the newsgroup server? How about mail?

Cliff

5314. Re: Top 5 Essential PD Software - Your Lists?

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FF4AFDAJUP@zaphot.augusta.de>
Source record: 163144

In <3sp38a$3f8@whitbeck.ncl.ac.uk> "Craig. Graham" wrote:

>1) Thing - Essential PD desktop. The latest version with tab'd dialogs
> and Group icons is amazing. Better than gemini in almost every respect
> (apart from the console window not being as good).

Thanks :) BTW: The latest version is always available via FTP at

ftp.augusta.de /pub/sys/atari/thinXXXe.lzh (english version)
thinXXXd.lzh (german version)

The current version is 0.44 (thin044e.lzh), but the next release 0.50
with colour support for the console window, much faster directory
reading in text mode etc. will come soon. (i hope i can release it
next week).

>2) ST-Guide - Mr Weets' wonderful hypertext viewer.

Yep - it's really a nice peace of software. IMHO the standard hypertext
system for Atari.

>3) FalconScreen - the most compatible screen expander for the falcon (even
> works with X11R5).
>4) WinX 2.3beta - Wonderful....cann't wait for MiNA to hit the streets.
>5) Fsearch - Fantastic (and simple to use) file finder & grep accessory.

Did you ever try ParaFin? It can search/grep etc. in background running
parallel to the desktop and supports the AV protocol (very nice to
use this with Thing or Gemini).

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

5315. PGP AND PGPSHELL - HELP !

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <06291995.224539@empyr.dircon.co.uk>
Source record: 163145

Hi,

I'm trying to use PGP26UIB (v2.6 Unofficial International), and Randy Hoekstra's 'PGP Shell' (v 0.9).

Has anyone used this before ? I can't seem to understand how to get it to produce an ascii public key for me, and how to sign this key myself.

I'm not altogether sure what a 'keyfile' is !

Do I need to change any of the default settings in the config.txt file ?

HELP !

Cheers,

Kev.

/// ReJoinDer v1.1f
VQWK 6.20 [Rev H - 04/04/94]

5316. CALAMUS BJ200EX DRIVER ??

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: kevan@empyr.dircon.co.uk
Message-ID: <06291995.224541@empyr.dircon.co.uk>
Source record: 163146

Hi, anyone know of a Canon BJ200EX driver for Calamus ?

Ta.

/// ReJoinDer v1.1f
VQWK 6.20 [Rev H - 04/04/94]

5317. question RE:FALCON/CUBASE (FDI)

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3svu85$ai8@ccnet3.ccnet.com>
Source record: 163147

[Article crossposted from alt.music.midi]
[Author was selah]
[Posted on 29 Jun 1995 21:19:35 -0700]

CAN ANYONE TELL ME IF THE FALCON DIGITAL INTERFACE WILL
WORK OUTSIDE OF CUBASE AUDIO?
YOU SEE.. I HAVE THE F.D.I. BUT HAVEN'T GOT CUBASE AUDIO YET.
ALSO...
MY FRIED TELLS ME THERE ARE SOME MODIFICATIONS TO BE DONE ON THE FALCON
FOR
1. DSP/CPU CLOCK RESOLVING (SYNCING)
2. BASS BOOST CUT ON THE AUDIO OUTPUT
3. I FORGOT THE OTHER
HOW IMPORTANT ARE THESE?
DOES ANYONE KNOW A RESOURCE GUIDE TO DOING THESE MODS ... AS I'M AN
ELECTRONICS HOBBIST.
THANK YOU KINDLY FOR RESPONDING..EXCUSE THE UPPER CASE,
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
--

^^^^^^^^^^ ^^^^^^^^^
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~~~
selah @ccnet.com

5318. re: st-guide

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: rcain@nest.demon.co.uk
Message-ID: <1827rcain@nest.demon.co.uk>
Source record: 163148

On 28 Jun 95 Steve wrote:
SW> From: wells_s@ix.wcc.govt.nz (Steve Wells)
SW> The latest version of ST-Guide is dated 19.04.95 and the archive
SW> name version is 13e. It's available on micros.hensa.ac.uk (the
SW> support site for ST-Guide). Just use the search feature on hensa to
SW> find it :)

I'm sure you are right, Steve, but there is also a version floating around
known as 14e. From what I can see this is an EARLIER version than 13e!!

Roger
rcain@nest.demon.co.uk

--

5319. Re: Top 5 Essential PD Software - Your Lists?

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: alpldbia@lyra.zrz.TU-Berlin.DE
Message-ID: <3stpik$14q@brachio.zrz.TU-Berlin.DE>
Source record: 163149

In article <3spvj7$mqa@gti.gti.net>, azog <azog@gti.gti.net> wrote:

>: 4) WinX 2.3beta - Wonderful....cann't wait for MiNA to hit the streets.
>
>Ok, so enlighten me. Where can I get WinX 2.3? I think WinX is indeed
>essential, and can only hope that a new release is only so much better.

Actually, WINX 2.3beta is only available from Martin Osieka's home-bbs
"Maus OF2" in binary section WINX. However, it seems that it's on the
net already.

WINX 2.3 offers WindowShade, Backdrop, seperate (proportional) fonts
for window gadgets, configurable size of window gadgets...

Martin Osieka (author of WINX) has stopped developing WINX and started
programming MiNA (=MiNA is Not AES) which is a replacement mutlitasking
AES for MiNT. I.e. this will be something like MultiTOS' gem.sys but
hopefully faster. Of course, all features of WINX will be available in
MiNA as well.

Martin started programming earlier this year but due to his job he hasn't
got a lot of time for it.

Andre

--
Andre Leistner -- Materials Science/Polymer Physics student
UseNet: alpldbia@w255zrz.zrz.tu-berlin.de MausNet: Andre Leistner @ B

5320. Re: Keyboards...

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: bericd@bri.hp.com
Message-ID: <DAxApw.CoI@bri.hp.com>
Source record: 163150

Dirk Hagedorn (e80097@pbhrzx.uni-paderborn.de) wrote:
: In article <335321027wnr@jimbee.demon.co.uk>,
: Jim Boulton <jim@jimbee.demon.co.uk> wrote:

: >Anyone know if it possible to hack up the ST keyboard and attatch a PC
: >keyboard in it's place?

: I use an interface called "Perfect Keys", developed by a German company
: called Galactic. Just plug it into your MegaST/STE/TT and use an AT-keyboard.
: It works fine and you don't have to install any software or drivers!

: They also deliver solutions for ST's and Falcon's and further more PC-keyboards
: with a built-in interface.

How do either of these solutions cope with mouse support?

--
Beric Dunn (Hewlett-Packard Computer Peripherals Bristol)

The views stated here are entirely my own and are not necessarily
shared by my employers.

5321. Re: atari -> ibm

Newsgroup: comp.sys.atari.st
Date: 1995-06-29 00:00:00 UTC
From: sheppard_r@ix.wcc.govt.nz
Message-ID: <3ste68$2f5@golem.wcc.govt.nz>
Source record: 163151

In article <3st07a$rso@manuel.anu.edu.au>, Vlad writes:
>Hi Atari users,
>
>I need a way of getting atari files converted into
>ibm format.

Very Very simple, use THE DC FORMAT program to make your disk IBM compatible..

and you don't need to reformat them....

Mind you I have been told that IBM clones etc, don't like 10 sector or
twisted format disks....

DC FORMAT 3.3 sould be on most sites, its very very usefull in more ways than
one...!!!!!!

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5322. Re: Search program needed!

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: petefagc@w214zrz.zrz.TU-Berlin.DE
Message-ID: <1995Jun30.095146@w214zrz.zrz.TU-Berlin.DE>
Source record: 163002

Yes, Jetfind is excellent and extremely fast. However, Mark Smith is looking for
a finder that allows him to change certain flags; AFAIK Jetfind can't do that..

Regards, Peter--
****

Peter Kellogg Phone/Fax: 49 30 622 5371
Mail: kellogg@ftsu09.ee.tu-berlin.de
OR
petefagc@w206zrz.zrz.tu-berlin.de
****

5323. Local? (was: Re: Keyboard Wanted For 1040S)

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: wongck@ti.com
Message-ID: <wongck.225.0010CA0B@ti.com>
Source record: 163003

In article <1995Jun30.085533.337@genrad.co.uk> hillsp@genrad.co.uk (Paul Hills) writes:

>>The is a very good Atari retailer in Vancouver - actually in New
>>Westminister, B.C. Falcon Systems - call Graham at (604)522-2915.
>>It is 3 1/2 hours north of Seattle... I5 to the border at
>>Blaine/Douglas, then continue on Hwy #99 until turning north on Hwy
>>#91 to New Westminster acorss the Alex Fraser Bridge.
>
> This makes me laugh. Here in Britain we complain there is no
>local computer shop selling Atari stuff. When we mean local we mean
>around 30 miles. Three and a half hours away?! You could drive half
>the length of England! That means Gasteiner is local to me in Chester!

Here in Singapore, we have to mail order Atari stuff from US & UK. You guys
should be happy when it's only 3 and a half hours away. It took me half a
year just to get all the correct parts for my 4 meg memory upgrade.

William

,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,._.,-*~'`^`'~*-,
William Wong --- ST user in Singapore | ||| 520ST/4Mb/Tos2.06/44M HDD/14.4Kbps
| ||| 486DX33/8Mb/210M+850M HDD/WFW3.11
Internet Email: wongck@ti.com |/ | \
"I can't quite make a PC sing, but roll over and play dead is easy!"
,-*~'`^`'~*-,._.,-*~'`^`'~*- Disclaimer: What I say here is my own view `'~*-,

5324. ST-News ST-News ST-News....!!!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3t0fji$hdv@golem.wcc.govt.nz>
Source record: 163004

STE_NEWS 93....

Can some one place a working copy of this Disk Mag on a Gopher
accessible sites..

Thanks....

The one on Hensa is stuffed, and Please NOTE, MSA files are not accessible
on most sites when using Gopher or Lynx, Please try and pack it with a ZIP/LZH

Danny if you can read this Please remove your copy of ST-News 93, it unpacks
ok, but has problems when running it, some parts are corrupted...

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5325. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3t0gkf$hdv@golem.wcc.govt.nz>
Source record: 163005

In article <1995Jun30.084649.336@genrad.co.uk>, hillsp@genrad.co.uk (Paul Hills) writes:
>In article <126023645wnr@jimbee.demon.co.uk>,
> Jim Boulton <jim@jimbee.demon.co.uk> writes:
>
>>In article: <ab7_9506272100@miramax.yonet.org> Doug.Byfield writes:
>>> And in some respects, it is exactly these ST huggers being too cheap
>>> to upgrade to a Falcon that caused Atari to stop making computers.
>>> The price never comes down if no one buys the product!
>Whether the Jaguar is a waste of money or not is irrelevent to this
>argument. All the Falcon really needed was a marketing campaign. All it
>got was a couple of rave reviews in low circulation magazines.

My 10c worth...

Price was far to hight for what it was....

Software compatibilty was very poor...

Need for 2 Colour monitors...

No Software support...

Too many BUGs and delays....

Hard Drive is to small..

Unable to upgrade to a built in Hard Drive...

No The Falcon is a Dog, it only sold when Atari dumpt
them at dumpt prices....

These are real facts that no one can deny....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5326. Re: Search program needed!

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: sheppard_r@kosmos.wcc.govt.nz
Message-ID: <3t0gpp$hdv@golem.wcc.govt.nz>
Source record: 163006

In article <1995Jun30.095146@w214zrz.zrz.TU-Berlin.DE>, petefagc@w214zrz.zrz.TU-Berlin.DE (Peter Kellogg) writes:
>Yes, Jetfind is excellent and extremely fast. However, Mark Smith is looking for
>a finder that allows him to change certain flags; AFAIK Jetfind can't do that..

I think MAXI- FILE III can do this, thier is a Demo on the net,
worth a try....

MAXI File by CodeHead of USA....

****
* R. W. Sheppard Internet sheppard_r@kosmos.wcc.govt.nz *
* +64-4298-7249 GEnie r.sheppard5@genie.geis.com *
****

5327. Re: 520STfm memory upgrade

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: h9104374@hkuxa.hku.hk
Message-ID: <DAypu2.9nt@hkuxb.hku.hk>
Source record: 163007

CALLUM LERWICK (CALLUM.LERWICK@f47.n282.z1.fidonet.org) wrote:
: I have an 8088 XT clone motherboard sitting here with 640k (I think it
: really is 1mb), there are 36 RAM chips on this thing, and I was wondering
: if I could steal 512k off of it and put them in this 520STfm. When I
: opened it up it had two banks of RAM, one was unfilled. Where can I get a
: text file detaling how to do this type of upgrade? And a memory check
: program to see if it works when I'm done...
:

I would also want to upgrade my 520Stfm too, could anyone please give me
some details also? Thanks.

Regards,

William

--


```
_ ___ _____
| | / (_) / (_)___ _____ ___
| | /| / / / / / / __ `/ __ `__ \ Email : h9104374@hkuxa.hku.hk
| |/ |/ / / / / / /_/ / / / / / / h9104374@hkusub.hku.hk
|__/|__/_/_/_/_/\__,_/_/ /_/ /_/
```

5328. Re: PGP AND PGPSHELL - HELP !

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: msy@lafp.tng.oche.de
Message-ID: <FF5WDJAOUP@lafp.tng.oche.de>
Source record: 163008

In <3t0qk8$12la@rs18.hrz.th-darmstadt.de> Thomas Binder wrote:

>Hi!
>
>In article <06291995.224539@empyr.dircon.co.uk>, kevan@empyr.dircon.co.uk (Kevan Winch)
writes:
>> I'm trying to use PGP26UIB (v2.6 Unofficial International), and Randy
>> Hoekstra's 'PGP Shell' (v 0.9).
>>
>> Has anyone used this before ? I can't seem to understand how to get it to
>> produce an ascii public key for me, and how to sign this key myself.
>>
>> I'm not altogether sure what a 'keyfile' is !
>>
>> Do I need to change any of the default settings in the config.txt file ?
>
>I can't help you with that particular problem, but I suggest you should
>read the PGP-docs and give Easy-PGP a try (should be at Hensa).

Thanx ;)

Yes, it must be there... Filename could be: ezpgp023.*

```
.::::.
:(o o):
---ooO--(_)--Ooo---
```
Regards, M. Ssykor

```
--
/~~~
```

5329. Re: PGP AND PGPSHELL - HELP !

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: binder@rbg.informatik.th-darmstadt.de
Message-ID: <3t0qk8$12la@rs18.hrz.th-darmstadt.de>
Source record: 163009

Hi!

In article <06291995.224539@empyr.dircon.co.uk>, kevan@empyr.dircon.co.uk (Kevan Winch) writes:
> I'm trying to use PGP26UIB (v2.6 Unofficial International), and Randy
> Hoekstra's 'PGP Shell' (v 0.9).
>
> Has anyone used this before ? I can't seem to understand how to get it to
> produce an ascii public key for me, and how to sign this key myself.
>
> I'm not altogether sure what a 'keyfile' is !
>
> Do I need to change any of the default settings in the config.txt file ?
I can't help you with that particular problem, but I suggest you should
read the PGP-docs and give Easy-PGP a try (should be at Hensa).

Ciao

Thomas

--
/--\
Thomas Binder (IRCNick: Gryf)	"Quick to judge, quick to
Johann-Valentin-May-Strasse 7	anger, slow to understand,
64665 Alsbach-Haehnlein	ignorance, prejudice and
Germany	fear walk hand in hand."
Email: binder@rbg.informatik.th-darmstadt.de	Rush
\--/

5330. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: whitema@klingon.cig.mot.com
Message-ID: <3t0rr6$5n5@newdelph.cig.mot.com>
Source record: 163010

In article <8813257wnr@jimbee.demon.co.uk> jim@jimbee.demon.co.uk writes:
>In article: <3sq7ba$1u7@gti.gti.net> azog@gti.gti.net (azog) writes:
>
>> : The PC is a joy to use with Windows
>>
>> Ack! Let me pick my liver up off the floor, after spitting out after
>> reading that statement...
>
>Are you trying to day that MiNT or other Atari related desktops are
>better equiped for multitasking or have a better interface than
>windows?

Yes and yes (to answer for azog). Just gotta love that file selector
in Windows. And I've yet to see anyone successfully multitask programs
better than even my ST on a Windows environment. I can run my mod player,
my compiler, a word processor, and do a tape drive back up at the same
time - without bombs!

>Have you ever used BOTH operating systems and in a position to even
>comment?

Yes, I'm sometimes stuck using Windows at work. Using it is like using
a shoe that is too tight.

Mike
whitema@cig.mot.com

5331. Re: Taf Web Browser Disks

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: leslieh@warpcon.ersys.edmonton.ab.ca
Message-ID: <FF5OCFURUP@warpcon.ersys.edmonton.ab.ca>
Source record: 163011

On Doug.Byfield@miramax.yonet.org, Doug Byfield (Doug.Byfield@miramax.yonet.org) typed away:

> After seeing your announcement about the TAF Chimera/Mint Web
> Browser, I sent of a money order for $25 as requested. Last week the
> files were on Genie-FOR FREE! Can you please tell me if the disks
> are now PD? Either they were an unauthorized upload, or if they are
> now PD, I think that I deserve an explanation as to why I shouldn't
> receive a refund. BTW-still waiting for the disks. This isn't meant
> as a flame-just want to find out what is going on.

As far as I can figure, the GEnie uploads are corrupted. They won't work for me. I have also lost the info needed to order the disk package from TAF, so if someone could send the info to me, I'd be appreciative.

Leslie

5332. Re: Search program needed!

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: petefagc@w228zrz.zrz.TU-Berlin.DE
Message-ID: <1995Jun30.154000@w228zrz.zrz.TU-Berlin.DE>
Source record: 163012

Hi again,

|>I think MAXI- FILE III can do this, thier is a Demo on the net,
|>worth a try....

Don't know this soft, but Parafin (shareware I think) is excellent. It's a background finder, though not quite as fast as Jetfind. Works as ACC, under TOS, MultiTOS a.s.o.

Til then.
Regards, Peter

****

Peter Kellogg Phone/Fax: 49 30 622 5371
Mail: kellogg@ftsu09.ee.tu-berlin.de
OR
petefagc@w206zrz.zrz.tu-berlin.de
****

5333. Re: Useful life of floppy

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: Alan Gauton <ag@spd.eee.strath.ac.uk>
Message-ID: <Pine.SOL.3.91.950630143558.29783A-100000-100000@humpback>
Source record: 163013

On 26 Jun 1995, Jeff Thomas wrote:

> CL> > >NEVER EVER USE HD disks on a Standard 720k disk drive, they will
> CL> Fail...
> CL> > What? I've never had any such problem, and all I have is an
> CL> external
> CL> > 720K disk drive. The disk I purchase are all 1.44M disks, which are
> CL> > preformatted.
> CL> Hmmm, I've used 1.44 disks as 720k disks on both my Atari and on an
> CL> Apple
> CL> IIgs, both of which had severe data corruption problems, I've long
> CL> since
> CL> stopped that practice...
>
> I've used unformatted HD disks for years as 720K Atari disks. I've never had
> a problem with data corruption.
>
> The real trouble I get is when I try to use a pre-formatted HD disk. If
> I try and re-format the HD disk down to 720K, then I get all sorts of
> problems. Unfortunately there aren't disks being sold in an unformated state
> anymore.

I've had problems even just trying to format high-density to double
density. And as far as buying HD unformatted, they exist in plentitude in
the UK from store such as Argos, Index, John Menzies, Silica Systems,
Dixons, PC World etc.....

AG

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University of Strathclyde, Glasgow G1 1XQ.| http://www.eee.strath.ac.uk/~ag/

5334. Re: Top 5 Essential PD Software - Your Lists?

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506301441.AA03851@ilmen.lanl.gov>
Source record: 163014

In a previous article, erichall@io.org (Eric Hall) wrote:

> (and yes Hutch, they're all registered... don't want to start 'im going!)

I only use one of the shareware titles from your list (Superboot). And yes,
it's registered, too.

> an endless number of smilies are implied after that last comment ;-)))))))

You had better. :)

-Hutch- @ Fair Dinkum Tech

5335. Re: question RE:FALCON/CUBASE (FDI)

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: petefagc@w228zrz.zrz.TU-Berlin.DE
Message-ID: <1995Jun30.152527@w228zrz.zrz.TU-Berlin.DE>
Source record: 163015

Hello Selah,

1) If you use the FDI, you will have to have some sort of external device sending a clock signal; something like a DAT or CD player. Without external clock/sync the FDI won't be of much use to you, that is to say the Falcon syncs itself (some odd clock values...)

2) Yes, you can remove the bass boost on the audio output (or was it input??). Anyhow, contact the maus.sys.atari.hardware newsgroup. The folks there know *much*!!

3) errrr ???

Regards, Peter
****

Peter Kellogg Phone/Fax: 49 30 622 5371
Mail: kellogg@ftsu09.ee.tu-berlin.de
OR
petefagc@w206zrz.zrz.tu-berlin.de
****

5336. Re: Mint-Net

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506301447.AA03864@ilmen.lanl.gov>
Source record: 163016

In a previous article, Doug.Byfield@miramax.yonet.org (Doug Byfield) wrote:

> If you had bothered to read my whole message, I specifically stated
> that it was NOT a flame-I merely wanted an explanation of what was
> going on, and figured that TAF members might have heard something.
> Next time, read for comprehension as well as speed!

Well, as a disinterested party in this debate, let me add that your
post most certainly read like a flame to me, regardless of your intent.
It was a pointed accusation that could have been answered in email.

A rose by any other name...

-Hutch- @ Fair Dinkum Tech

5337. Piracy = Crowbar Hotel

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9506301447.AA03867@ilmen.lanl.gov>
Source record: 163017

In a previous article, Dan.Dreibelbis@balmybeach.gryn.org (Dan Dreibelbis) wrote:

> Piracy makes me SICK - and is NOT an appropriate subject for
> aiding and abbetting in this newsgroup.

Bravo! Encore! Applause!

Well said, Dan.

-Hutch- @ Fair Dinkum Tech

5338. Re: MagicMac questions

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: Bill Yung <billyung@megaweb.com>
Message-ID: <3t13or$5mo@news-e1a.megaweb.com>
Source record: 163018

After having the opportunity to toy with the English/PPC compatible version of the MagiCMac demo, I would like to congratulate you on a truly amazing product. I do have a few questions and concerns that I would like addressed before purchasing your product.

Firstly, I've had a lot of trouble with the serial port. I would really like to be able to run STalker which is my favortie ST program. I found that deselecting the checkbox for "Modem sets DCD properly" and "Drop DTR on Hangup" eliminated the crashes I was experiencing from trying to access the hardware directly but two issues still remain unresolved.

The first issue is the patch programs that come with your demo for the serial port cause no characters to be received. Typed characters are sent to the modem but I get nothing back in the terminal window. Without the patch, I get characters but flow control goes to hell. I don't think the port would work reliably above 2400 without the patches. The second issue I have is GDOS. Whenever I use a GDOS font with STalker, the terminal window fills with garbage instantly. I've tried Atari GDOS 1.x and G_Plus with the same result.

I've also noticed that in the Communication Port setting dialog a TT/MSTe serial port is detected but trying to switch to it will cause a crash. Can we expect serial port speeds of more than 19200 using MagiCMac. 38400 is really a MINIMUM requirement these days.

Secondly, I'd like to run some games. How can I get into ST-Low resolution and possibly boot from a floppy disk?

Thirdly, I really NEED Neodesk. So far I've had no success with running it in place of, or on top of Ease. Can that be done?

I also have a question on sound. Does it work? I haven't had a chance to try it beyond the normal beeps and keyclicks. Do mod players work? Does DMA sound stuff like an STe type thing happen?

I really would appreciate any info you can provide. If this isn't the right place to inquire, please re-direct me.

Thanks

Bill

5339. Re: The old Populous Game

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: ade@adesamm.demon.co.uk
Message-ID: <804534302snz@adesamm.demon.co.uk>
Source record: 163019

In article <d9e_9506290110@flight.org>
CALLUM.LERWICK@f47.n282.z1.fidonet.org "CALLUM LERWICK" writes:

> I'm wondering, could it be that >2mb RAM bug? If you have 4mb RAM, you
> might try using a RAM disk to cut it down to about 1-2mb...

No can't be this, I have a 4Meg machine...
--

Ade@adesamm.demon.co.uk

(ASL) Luton Air Scouts, Lea Valley, Luton, Bedfordshire, England.

(??!/?//@/)

5340. xhost for MiNT X?

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: azog@gti.gti.net
Message-ID: <3t2d79$fgc@gti.gti.net>
Source record: 163020

I want to run some X clients remotely, but there doesn't seem
to be an xhost (yet?) for MiNT X. Is there any way around this?

--
Billy D'Augustine
azog@gti.gti.net
http://www.gti.net/azog/

5341. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: scruggs@cis.ohio-state.edu
Message-ID: <3t16g5INNgv6@scapula.cis.ohio-state.edu>
Source record: 163021

In article <28061995123632SACHA@aslan.en.open.de> sacha@aslan.en.open.de (Sacha Moufarrege) writes:
>Jim Boulton (jim@jimbee.demon.co.uk) writes:
|
|| Perhaps because THE ST IS DEAD. How many games have been released in the
|| last year for the ST? One? Maybe even as many as five!!
|
|First of all that isn't true. There were more than that (at least for
|the Falcon).
|
|| How about commercial products? How many? Maybe as many as 10!! The
|| ST is surely thriving...
|
|At least in Germany there you'll still find more than one or two
|companies that live on sales for Atari computers. There are still
|thousands of users who still spend money on software for their
|machines.

THE WHOLE WORLD DOES NOT LIVE IN GERMANY!

|
|| Personaly I dont think having the old games available from FTP sites would
|| hurt the ST. It would probably increase peoples interest for nostalgas sake.
|
|Bull.
|
|| I think the ST may have a year left in it maximum before it finaly bites the
|| dust... :(
|
|If ppl think as you do you're probably right. If not there will be
|a small ST user community whose members are still satisfied with the
|excellent software that exists for their machines.
|
|Sacha

5342. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: scruggs@cis.ohio-state.edu
Message-ID: <3t16kkINNh35@scapula.cis.ohio-state.edu>
Source record: 163022

In article <DAvvso.9q2@mamba.cs.unm.edu> cfaehl@mamba.cs.unm.edu (Chris Faehl) writes:
|In article <469181603wnr@jimbee.demon.co.uk|,
|Jim Boulton <jim@jimbee.demon.co.uk| wrote:
||In article: <3snjnc$mco@sphinx.Gsu.EDU| gs01tph@panther.Gsu.EDU (Tommi Pekka Hietavuo)
writes:
||
||| Why should we care? ST is yesterday, other Atari-compatibles are here
||| with us. More power, more possibilities. ST has done more than its share;
||| few computers have survived 10 years, still remaining useful!
||
||Whats the problem with having ST 'WAREZ' FTP sites if the machine is
||'yesterday' and no-one uses it?
|
|Because you still have no rights to distribute software without the
|developer's permission. That the ST is tits up has no bearing at all on
|the 'rightness' of distributing someone else's lifeblood.
If a person's lifeblood is software sales to an orphaned
computer, they're going to be dead soon (author). As a tort
ST warez site would be about meaningless and only would serve
to give those who are obsessed with rules something to whine
about.

5343. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: scruggs@cis.ohio-state.edu
Message-ID: <3t170tINNh42@scapula.cis.ohio-state.edu>
Source record: 163023

```
In article <1995Jun30.084649.336@genrad.co.uk> hillsp@genrad.co.uk writes:
|In article <126023645wnr@jimbee.demon.co.uk|,
| Jim Boulton <jim@jimbee.demon.co.uk| writes:
|
||In article: <ab7_9506272100@miramax.yonet.org| Doug.Byfield writes:
||| And in some respects, it is exactly these ST huggers being too cheap
||| to upgrade to a Falcon that caused Atari to stop making computers.
||| The price never comes down if no one buys the product!
||
||Dont be a wanker!
|
| There's no need for that.
|
||The reasons people havent upgraded from an ST to a
||Falcon are as follows:
|| No software support
|| Small user base
|| No technical support
|| Dificult to buy over the counter (in the UK at least)
|| Difficult to find anywhere!
|| Overpriced for the base model
|
| I agree with your third point, but your other points are just
|consequences of other reasons why the Falcon did not sell.
|
||Peple just buy a PC. You can get far better and more professional
||software on a PC and get better support...
|
| You've just said people won't buy a Falcon because it's overpriced at
|500 quid, then said people will go out and buy a PC, which will cost them a
|lot more than 500 pounds. Your argument about software "professionality" is
I dont know about your side of the pond,but over here one can get
a decently equipped, mid-range 486 with multimedia for less than 1000. Might
not be able to include a decent monitor for under 1K tho.
486DX/2
2x CD
16bit sound
4Megs
500Meg HD... more or less...

and as far as other 'costs'. Well, I will admit that with no less
than 12 places in town that sell PC/Mac computer components
it is really easy to blow money on my system.
|certainly suspect, and not worth considering here.
```

| The reason people never bought Falcons was largely as Doug stated:
|"Atari doesn't advertise-we all know that."
|Bear in mind a large majority of computer purchasers in the 90's are
|computer illiterate. If the shop assistant recommends a model within
|their price range, they will probably buy it. As long as they, and the
|shop assistant remain ignorant of the existance of other machines, how
|can they be expected to choose that model?
| The price of the Falcon probably was a little too high to start with,
|but I don't think it was the price that put the average computer buyer
|off. It may have deterred games-playing ST owners....
It did. Most of the local ST gamerz went to low end clones.
How can you expect a consumer to buy a machine that is not
given the neccessary marketing. If Atari wont appears to
not care, why should us as consumers gamble our money?
PC's are dull tedious machines that I will still agree are
more work than fun (vs my ST that I still have fond memories
of may it rest in peace) but some practical considerations
need to be met.
|
||I've had a Jag for about two years, what a waste of money that was.
||That sort of broke my faith in Atari...
|
| ....like you from buying a Falcon.
|Whether the Jaguar is a waste of money or not is irrelevent to this
|argument. All the Falcon really needed was a marketing campaign. All it
|got was a couple of rave reviews in low circulation magazines.
|
| Paul

5344. Re: Pirating Software

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: scruggs@cis.ohio-state.edu
Message-ID: <3t176sINNhj7@scapula.cis.ohio-state.edu>
Source record: 163024

In article <0f4_9506300043@tor250.org> George.Kotsopoulos@balmybeach.gryn.org (George Kotsopoulos) writes:
|-| here; Atari isn't among us anymore. Those guys in Germany, USA, etc.
|-| know better what they're doing - and they have the skills. MagiCMac
|
|And then, reality sets in...
|
|Face it, those guys in USA don't have a clue.
Well, considering most of them bought PC's as game machines,
I would say that's a fair assessment...
|--
|| Fidonet: George Kotsopoulos 1:250/422
|| Internet: George.Kotsopoulos@balmybeach.gryn.org

5345. Re: i need a hi-rez monitor!!!

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: dba@jet.uk
Message-ID: <dba.804528430@YE>
Source record: 163025

rcain@nest.demon.co.uk (Roger Cain) writes:

>On 28 Jun 95 Ii wrote:
> I> From: ibkeegan@tcd.ie (II)
> I> can anyone help me locate a hi-rez monitor
> I> as most shops here in ireland are unwilling to
> I> order one in for me ...

>Why don't you look in Micro Mart (Thursdays 60p) which often has a few
>SM124 second hand for around £50. Or maybe you have a local "adverts"
>newspaper (in UK there is one known as "Loot"). There are quite a few used
>ones on the market.

>If you want a new one your best bet is to ring Systems Solutions
>(01753-832212) who do one at £129.95 (without sound) or £149.95 (with
>sound). Ladbroke (01772-203116) do one at £99.99.

You may also like to consider the purchase of a svga colour monitor. If
you get one with the right spec you could use it in all three ST resolutions.

This has the advantage that if you upgade or change computing platforms the
monitor can still be used.
Systems Solutions sell a switch box which will let you do this. I use
an Eiso Flexscan monitor which works well on the ST and TT.

regards dennis
--
| Dennis Armstrong, CODAS division Joint European Torus
| Abingdon, Oxfordshire, OX14 3EA, UK
| tel ++44 1235 464871
| dba@jet.uk

==========
The above article is the personal view of the poster and should not be
considered as an official comment from the JET Joint Undertaking
==========

5346. Re: Wizztronic

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: pbenson@user1.channel1.com
Message-ID: <pbenson-3006951232400001@192.0.2.1>
Source record: 163026

In article <9506292124.AA03700@ilmen.lanl.gov>, hutch@ilmen.lanl.gov (Hutch) wrote:

>
> Then what in the world are you doing back here in the Atari newsgroups,
> then? If you leave... stay gone (unless you have something worthwhile
> to contribute which obviously, you don't).

Ouch! Chill out Hutch!
I sometimes get nostalgic when I harken back to those old Atari days :-)
After all I was on the atari platform for 8 or 9 years. I 'm sorry to see that things haven't gotten any better for the old gang.......
hugs and kisses, pkb

5347. Brother HL-630

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: richard goldstein <rg185@math.albany.edu>
Message-ID: <3t13sv$pfo@rebecca.albany.edu>
Source record: 163027

I recently upgraded my trusty Panasonic 1124 dot matrix to a laser
printer, the Brother HL630. None of the software I use, LDW,First word
plus, Printmaster or Stalker, prints correctly with the new printer.
I assume I need a printer driver for First Word Plus, does anypne know
if there is an FTP site for such drivers. On LDW the problem is that I
have
to print the second document before I get a copy of the first. There is
also a problem in that the second spreadsheet starts at the end of the
first. Any suggestions would be appreciated.
----Richard

5348. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <3t1a9h$3r@studioweb.com>
Source record: 163028

Hey Hutch!

: Ha! I hardly think so, John.

It seems as tho more people are coming down on him now, as compared to
the first lot of etching's that were posted up.

--

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__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/
```

johnmoon@connexus.apana.org.au

WWW Home Page http://connexus.apana.org.au/~johnmoon

5349. Re: Taf Web Browser Disks

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: johnmoon@connexus.apana.org.au
Message-ID: <3t1af5$3r@studioweb.com>
Source record: 163029

```
: Did I get this muddled or weren't you originally going to post this package
: on Hensa. I've been patiently waiting but haven't seen any sign of it.....

Not to mention the rest of the world as well! 8-)

--

__ __ __ ___
__ / /__ / / ___ / |/ /__ ___ ___
/ // / _ \/ _ \/ _ \ / /|_/ / _ \/ _ \/ _ \
\___/\___/_//_/_//_/ /_/ /_/\___/\___/_//_/

johnmoon@connexus.apana.org.au

WWW Home Page http://connexus.apana.org.au/~johnmoon
```

5350. FS: Falcon!

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: Carolyn Glass <isp@teleport.com>
Message-ID: <3t1da8$269@maureen.teleport.com>
Source record: 163030

SYSTEM FOR SALE:

Hardware:
Atari Falcon030
4MB RAM
85MB Hard Drive, partitioned for Falcon Speed
Motorola 68882 FPU
Falcon Speed 6.2 DOS Emulation Daughtercard w/ software
Supra 2400 Modem w/ cable
SCSI-2 Cable to attach an external drive
VGA & RGB Video Cable Adapters
Latest CPU Mod
Mouse
CPU & mouse covers
Surge Protector

LOTS of software -- almost 100 floppiesï¿½ worth -- such as:
Truepaint (painting/drawing)
Ishar (game)
AtariWorks (word processor / database / spreadsheet)
Lattice C (programming)
Chaos Strikes Back (game)
Castles (game)
STalker 3.04 (telecommunications / modem software)
STeno 2.11 (text editor)
DOS / Windows 3.1 installed on hard drive
and more....

Comes with all necessary cables and original system disks. Asking $1299
OBO, but make me an offer! Please respond via email.

5351. FS: 1040STf System

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: Carolyn Glass <isp@teleport.com>
Message-ID: <3t1e6j$2ef@maureen.teleport.com>
Source record: 163031

COMPLETE COMPUTER SYSTEM FOR SALE!

Atari 1040STf -- 1MB RAM, Internal Floppy Drive, Mouse
Atari SC1224 Color Monitor w/ Speaker
Star NX-10 Printer -- with extra ribbons, paper & labels
Printer Stand -- adjustable, fits many printers
Weltec Modem -- with power supply & manual
Power supply & cable for external floppy drive (not included)
External clock with software
ICD SCSI Plus hard drive card (hard drive not included)
Extra Mouse
Joystick
Includes all cables, disk boxes, & extra blank floppies

LOTS of software -- almost 200 floppiesï¿½ worth -- such as:

Word Writer ST (word processor)
Data Manager ST (database)
Swift Calc (spreadsheet)
Interlink (telecommunications/modem software)
Degas (drawing)
Dungeon Master (game)
GFA Basic (programming)
Lattice C (programming)
and LOTS more!

Great student computer! $500 OBO, you pay shipping...

5352. label master

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: dkreider@sun1.iusb.edu
Message-ID: <DB01Ix.140@sun2.iusb.indiana.edu>
Source record: 163032

[No readable article body recovered]

5353. Re: Brother HL-630

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: mparrott@SINCOM.COM
Message-ID: <3t1icm$g09@cutter.sincom.com>
Source record: 163033

> On LDW the problem is that I have to print the second document before I
> get a copy of the first.

Check the program to see if it has an option to eject the page using Form Feed; otherwise, instead of printing a second page to eject the first, press the HL-630's SELECT button, then press FF/CONT. This will eject the page for you. Afterwards, simply press SELECT again to place the printer on-line for another page.

> There is also a problem in that the second spreadsheet starts at the end
> of the first. Any suggestions would be appreciated.

Either of the above will fix this problem for you.

- -
Michael Parrott !!! Proudly Using Atari
mparrott@sincom.com (. .) Computers!
mparrott@kendaco.telebyte.com ((v)) TT030@48Mhz/4/16/630
o-----/m-m-----o
'Hyrashio' on FurryMUCK/FurToonia * Artist Wannabe * Guitarist (Kinda)
- -

5354. Re: FS: Atari Mega 2, SC1224

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: jerbil@li.net
Message-ID: <jerbil-3006951605130001@liuser32.li.net>
Source record: 163034

I could be interested. What would $200 Canadian dollars be in USA
currency? What version of TOS is it running under. Is monitor B/W or
Color?

Jeff

In article <3sp46p$76q@capetown.terraport.net>, alansh@terraport.net (Alan
Shen) wrote:

> Hi, I'm selling the following on behalf of a friend:
>
> Atari Mega 2 ST
> SC1224 Monitor
> Atari keyboard and mouse
>
> They computer has been lightly used for 4 years and he is the original owner.
> All manuals are included as well as the original software that shipped with
> the ST. Price: $250, Canadian Dollars.
>
> He prefers to sell to someone in either the Toronto on Montreal area,
but will
> entertain any offers. Buy pays shipping if necessary.
>
> Thanks!
>
> -Alan
>
> ====================
> Alan Shen
> alansh@terraport.net

--
(((((((( )))))))))
//// JeRBil -> Home of the Musical Mouse ////
(((((((( )))))))))

5355. Re: MagicMac. Neat.

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: jerbil@li.net
Message-ID: <jerbil-3006951617010001@liuser32.li.net>
Source record: 163035

Does Magic Mac support MIDI ports (any/or/all). I use all the Dr. T stuff
which supports the E-Magic EXPORT box. If, yes, what does the MagicMac
program cost and where is it available?

Thanks for the help!!

Jeff B. (jerbil@li.net.com)

In article <3s8d9v$6j8@cmcl2.NYU.EDU>, kwd9152@is2.nyu.edu (Kevin W.
Dolorico) wrote:

> Now that I own a Mac, I wonder what I need any ST specific software for.
> My best answer is that I want to run all of those fun European demos(ie
> the Cuddly, TLB's Megasomething or other demo, etc)... Ah, I remember,
> MIDI stuff... then again, I only invested in the "wrong" software
> company. I only have TigerCub and KCS Omega, not exactly the most user
> friendly stuff. Ah well, I remember those days of happy
> sequencing(actually, I still use this stuff on my computer at home...yay).
>
> Oh well. I think this program is a great novelty, though...but I mean,
> once you invest in another brand of computer(Pentium-based or Mac),
> running ST/TT-software really won't seem as important anymore now that
> you're exposed to much bigger software markets. Aigh!
>
> Of course... MagicMac won't switch any Atari Falcon Die-hards...so be it.
>
>
> ____
> Kevin W. Dolorico kwd9152@is2.nyu.edu
> http://www.j51.com/~tmaster/index.html
> "Truly the coolest WWW-site around"
> ____

--
(((((((( )))))))))
//// JeRBil -> Home of the Musical Mouse ////
(((((((( )))))))))

5356. Re: Logic Atari and Quad Studio PC

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: claes.holmerup@p5.dada.ct.se
Message-ID: <ftn_2.200.136.5$fidonet.org_2ff45cac_Claes.Holmerup@p5.dada.ct.se>
Source record: 163036

To: progmon@eden.com

> Turtle Beach's Quad Studio 1.1 works really well syncing
> up to Atari Logic.

Yes, but that's the big problem with most PC systems - You'll have to sync different programs with each other, as the midi and audio parts often can't be handled by the same program. It gets pretty boring when one is about to make a lot of editing, just to find out that one has to jump between two programs all the time! Cubase Audio (together with Session 8 -expensive) and Cubasis Audio (with any sound card thay say -preferably Turtle Beach, since it has a better s/n ratio than most cards) are the only exceptions I know of.

> It gives you the tahiti
> card for your PC which has great audio specs and the Quad program
> which emulates a portastudio with full waveform editing. It syncs to

The cards from Turtle Beach are very good indeed, but I'd rather have yet another real synth or sampler, which is even better and more versatile.

> Logic via MTC with quad as the master and Logic as the slave.

Here we go again... Two computers, two monitors and very little place left, as well as a hell of a time switching position between the computers -not very ergonomic, I'm sure.

> everything the Logic Audio Mac people do with the advantage of having 2
> CPUs.

Mac is completely out of the question because of the horrible price one has to pay, but I think I'll stick to having the advantage of working with an Atari Falcon and Cubase Audio - both midi and audio integrated in the same program is much, much better.
By the way, Logic Audio for Falcon is a mess. I know several people who have really tried to make it work, but without success. It bombs every now and then and even though it says in the manuals that it should be able to play 8 tracks audio at the same time, it seems impossible to get more than 6 tracks, and it still bombs...
I'm sure that Logic Atari without the audio module works fine - I know people that have been using it for years, without problems, but Logic Audio for Falcon doesn't work at all (at least not good enough to work with professionally).
On the other hand, I can play up to 16 tracks audio at the same time with my Cubase Audio - why settle for something that's not as good as that?
Ok, ok, the 16 tracks are managed by compressing data - but it's a kind of compression that is hardly noticed in the sound quality. Cubase does play 8 audio tracks with no problems at all at full DAT qualtiy.
Cubase Audio doesn't bomb at all (anyway, mine hasn't in about 3 months, since

I got the 2.03 version -and I work with it almost every day).

Best regards,

Claes

fidonet 2:200/136.5
e-mail claes@dada.ct.se

5357. FS:WARP,NEODESK,QUICKST,CODEKEYS

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: selah@ccnet.com
Message-ID: <3t1opf$ggu@ccnet3.ccnet.com>
Source record: 163037

SELLING MY SOFTWARE SINCE IM GOING TO FALCONLAND

WARP V3.7 = 18.00 W/MANUAL

NEODESK V3.02=20.00 W/MANUAL

QUICKST= 5.00

CODEKEYS= 15.00 W/MANUAL

KCS 4.0= 30.00 W/MANUAL

XOR V1.12 NO KEY DISK!= 50.00 W/MANUAL
--

^^^^^^^^^^ ^^^^^^^^^
^^^^^^^^^^^^^^^^^^
=========
=======
+++++
~~~
selah @ccnet.com
~~~

5358. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: popemerlin@delphi.com
Message-ID: <BMxcHag.popemerlin@delphi.com>
Source record: 163038

Hi,

This is Merlin, you can order most of the recent games through us and we are able to get many more. If enough people are interested in a single game from yesteryear such as Chaos Engine we can get many copies but it is difficult to come by single copies.

If you like any further information, email us at Popemerlin@delphi.com and we will try to sort you out.

Phineas Pope
Managing Director

5359. 16Mhz ST Machine needed.

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: jeremy@icw.com
Message-ID: <3t1kg7$t4u@news.cc.utah.edu>
Source record: 163039

I'm in need of a 16Mhz ST machine, at least 1mb of RAM...
I do MIDI work on my current 520ST, but it is really too slow in screen redraws and things while working on sequences. I've heard rumors that my MIDI software will not work with a 16Mhz machine due to hardware timing problems... is there truth to this rumor? I'm using MasterTrax Pro.

Anyway - If you are selling a 16Mhz machine with at least 1mb of RAM for a reasonable price, please E-mail me at :

jeremy@icw.com,
or call (801)561-7223

79-codN

5360. --Options for PPP on Atari?

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: Personification of Insanity <chrishinds@delphi.com>
Message-ID: <BSw9Xyg.chrishinds@delphi.com>
Source record: 163040

Hello. I really want to get a PPP connection going on my Falcon, but it doesn't sound that easy. Here's my understanding of the choices:

1. KA9Q/NOS/OASIS - I imagine this is okay for Demon, but more difficult to use with other providers. This isn't helped by its daunting manual written for the PC version. Also, it supports dynamic addressing only with great difficulty, if at all.

2. MiNTnet, X11, etc. Since the TAF collection of files came out, this seems like a good choice. But from what I know, it only supports WWW, ftp, and telnet. What about news and mail? Are they that hard to implement?

3. Linux - I think this is an option, but haven't really investigated it much.

So, what have I left out?
I welcome any helpful info and corrections to any grievous errors I may have made.

Why sould Macs/PeeCees have it so damn easy?!?
--chris
A--[]--A
T ||| F C [] Earth's become sour, stripped & torn, New age of T
A / | \ A O [] man is being born, Infecting pollution never seems A
R / | \ L N [] to stop, Within the womb embryonic tri-clops R
I--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--[]--I
<chrishinds@delphi.com> <quote courtesy BROKEN HOPE>

5361. Re: Jaguar games for PC - not Falcon ?!

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: diehl@twitch.io.org
Message-ID: <3t12l3$km7@ionews.io.org>
Source record: 163041

STIRRE31@MAINE.MAINE.EDU wrote:
: Eric,
: About the company that is thinking of doing a Falcon version of a
: game- is there an e-mail address that perhaps some of us could
: write to in show of support? This might help.
: -scott tirrell

Unfortunately, all I have is most of PureCode's IP address. (He's in my "friend's list" IRC script, but the IRC script only saves the domain name (or number), not the server name, so I don't have his full address. He works for Virgin, however, and pops into the IRC occasionlly. I have made a point of remembering to ask him for his E-Mail address next time I see him in the IRC.

--
dMMMMMP dMMMMMb dMMMMMP -[T]- WWW: http://www.io.org/~diehl/
dMP dMP dMP dMP -[O]- Sinclair Spectrum Page:
dMP dMMMMMP dMMMMMP -[C]- http://www.io.org/~diehl/speccy.html
Eric March @ Tail of the Comet Productions .oOo. diehl@io.org

5362. MiNT Distribution Kit on the Falcon

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: glea0015@maroon.tc.umn.edu
Message-ID: <3t21ka$b56@epx.cis.umn.edu>
Source record: 163042

Okay, I'm kinda new here, so don't flame me if I'm talking about
things that have already been discussed.

Anyway. I'm rather confused. I have recently downloaded the
MiNT Distribution Kit and I'm having some problems.

After I unzooed everything and put it all on disks, I ran Setup
and proceeded to do the things in the instructions. Well, I'm on a
Falcon 030 with 4 megs of memory, and the version of MiNT that comes with
the Distribution Kit (v0.95) doesn't seem to like my computer... :P It
refuses to switch resolutions, past ST Low, and I can't set it up without
at least 80 columns. It tells me it's out of memory when I try to
change. I tried to switch to version 1.12, but that worked even worse.
It got a little past the auto-folder loadup and then crashed outright.

Please help. I'm going nuts here. You can reach me at
glea0015@maroon.tc.umn.edu
Thanks in advance. :)

--
------------ ---- /// -- \\\ | ||||
.sig under construction
glea0015@maroon.tc.umn.edu JT :)
<Hard Hat Area>

5363. Re: Web browser for ST yet?

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FF5RCAARUP@zaphot.augusta.de>
Source record: 163043

In <FF3GFGCJUP@cabal.shnet.org> Thorsten Guenther wrote:

>>UPoint is fully GEM based - even UUCP transfers are running in a GEM
>>window. And it works fine with Single-TOS, MagiC or MultiTOS.
>
>Not to mention that the next version will probably come with an even more
>improved GEM shell, written by the author of above lines (well, at least
>I hope you are working on it, Arno) :-).

I am still waiting for the modules (Caller, News-Manager etc.)
from Stefan Brusch. But he is very busy at the moment in is 'real life
job'.

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

5364. Re: Web browser for ST yet?

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: aw@zaphot.augusta.de
Message-ID: <FF5RCAAUUP@zaphot.augusta.de>
Source record: 163044

In <Ze7+fKX.chrishinds@delphi.com> The only truth in life is Pain wrote:

>Arno Welzel <aw@zaphot.augusta.de> writes:
>
>>UPoint is fully GEM based - even UUCP transfers are running in a GEM
>>window. And it works fine with Single-TOS, MagiC or MultiTOS.
>
>So I take it one needs a UUCP connection?
>
>What about a SLIP/PPP newsreader?

NOS? KAQ9? MiNT-Net?

Ciao...

--
Arno Welzel (aw@zaphot.augusta.de)

5365. Re: ANSI EDITOR FOR FALCON(VGA)

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: kim@dksoft.ping.dk
Message-ID: <FF5AFIURUP@dksoft.ping.dk>
Source record: 163045

In <3spukr$eok@ionews.io.org> Eric March wrote:

>Indeed I am. :-) Fansi is sort of hold at the moment. I've been doing
>a great deal of experimenting and learning in GFA this past while so I'm
>writing a couple of smallish (well, code-wise) games to explore these new
>found tricks ... I've still got plans for Fansi, but I'd like to put
>these new things I've discoverd to some good use. I suppose I could add
>them to Fansi, but they'd serve to practical purpose and would just make
>the program a lot bigger. :-) Actually, these experiments have had an
>impact on Fansi, as I now know how to speed up drawing routines by at
>_least_ 10 times. :-)
>

Glad you're stil with us. Some people just mentioned there was no ANSI
editor for the Falcon. Thats why i mentioned your name and your program.

Greets
Kim

--
/---\
| DK-Soft BBS phone +45 43 71 70 75 | Kim Andersen email kim@dksoft.ping.dk|
\---/

5366. ATARI 1040ST FS

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: galvez@omni.voicenet.com
Message-ID: <galvez-3006952145320001@philly22.voicenet.com>
Source record: 163046

The following items are for sale. I would like to sell them as one package. Notice the system does not have a monitor (it was sold separately). I live in the Philadelphia, PA area and because of the large amount of stuff I would prefer to sell it locally, otherwise you pay the shipping charges.

Books
ATARI ST Internals, ATARI ST Programming, Generic First CAD
Programmers Guide to GEM

Hardware
Atari 1040ST, 5-1/4" Floppy Drive, LogikHron Clock Card, Printer, Gemini-10x
Supra 20 MB HD, Parallel Cable, Serial Cable

Magazines
Various issues of Atari related magazines.
42 Start Magazine & Disks

Software
BASIC Gfa, C Compiler, CP/M, Dac Easy Accounting, Flash (Modem),
Flight Simulator, G+PLUS, HabaSolutions, HabaView, HabaWriter,
Hard Disk Accelator, Hardball, Harrier Strike Mission, Mean 18 & Courses,
Multi_Format, Rings of Zilfin, Sun Dog, Time Bandits, WERCS,
WordUp 2.0 3 disks, various public domain disks.

Best offer takes it all.

Julio Galvez | Voice/Fax 610-354-1370 / 610-354-6016
Lockheed Martin | Internet: galvez@mdso.vf.ge.com
Management & Data Systems | galvez@omni.voicenet.com
P.O. Box 8048 |_____
Philadelphia, PA 19101 | If you can't stand the answer don't ask!

5367. Re: MagicMac questions

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: Oliver_Michalak@bi.maus.de
Message-ID: <199506300711.a44429@bi.maus.de>
Source record: 163047

Hi,

NVDI is now avaliable in a special version for MagiCMac, it then uses the
installed MAC-Fonts and printer-driver (optionally).

ciaou Oliver

5368. Re: Top 5 Essential PD Software - Your Lists?

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: Dennis Remmer <dennis@dstc.edu.au>
Message-ID: <3svr0p$imp@azure.dstc.edu.au>
Source record: 163097

>(yep, I know most of these are Shareware, not PD, but I'm not too picky
>about subject interpretation :-))

I tend to lump everything under the PD banner. Which is wrong of course.
I meant to catch Shareware/Fairware/etc-ware comments as well.

Interesting responses so far, keep em coming...

Dennis

Dennis Remmer dennis@dstc.edu.au
Research Scientist, Business Development Ph: +61-7-3657564
Distributed Systems Technology CRC Fx: +61-7-3654311

5369. Re: Search program needed!

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: julian@connexus.apana.org.au
Message-ID: <3svupm$fr3@studioweb.com>
Source record: 163098

```
I use Jetfind and it works great. Available from Hensa, Umich etc....
--
```

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| | | | |/ | / | /|/| (_ | |/ |/ / _|/`/`|
\|/ V|_/|_/|/V|_/ | |_/ _/ |/|_/|_/_/ | V|_/
(| julian@connexus.apana.org.au |) |)

5370. 1995 AUTO ALMANAC CDROM FOR ATARI

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: aa414@FreeNet.Carleton.CA
Message-ID: <DAyywo.5Fz@freenet.carleton.ca>
Source record: 163099

Homa Systems House is proud to announce a New product, the ATARI CD MASTER (ACM).
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/\/\ Nima Montaser \ /\/\
/\/\ |=> aa414@freenet.carleton.ca /\/\

5371. Re: ATARI ST PIRATE WAREZ SITES

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Jun30.084649.336@genrad.co.uk>
Source record: 163100

In article <126023645wnr@jimbee.demon.co.uk>,
Jim Boulton <jim@jimbee.demon.co.uk> writes:

>In article: <ab7_9506272100@miramax.yonet.org> Doug.Byfield writes:
>> And in some respects, it is exactly these ST huggers being too cheap
>> to upgrade to a Falcon that caused Atari to stop making computers.
>> The price never comes down if no one buys the product!
>
>Dont be a wanker!

There's no need for that.

>The reasons people havent upgraded from an ST to a
>Falcon are as follows:
> No software support
> Small user base
> No technical support
> Dificult to buy over the counter (in the UK at least)
> Difficult to find anywhere!
> Overpriced for the base model

I agree with your third point, but your other points are just
consequences of other reasons why the Falcon did not sell.

>Peple just buy a PC. You can get far better and more professional
>software on a PC and get better support...

You've just said people won't buy a Falcon because it's overpriced at
500 quid, then said people will go out and buy a PC, which will cost them a
lot more than 500 pounds. Your argument about software "professionality" is
certainly suspect, and not worth considering here.
The reason people never bought Falcons was largely as Doug stated:
"Atari doesn't advertise-we all know that."
Bear in mind a large majority of computer purchasers in the 90's are
computer illiterate. If the shop assistant recommends a model within
their price range, they will probably buy it. As long as they, and the
shop assistant remain ignorant of the existance of other machines, how
can they be expected to choose that model?
The price of the Falcon probably was a little too high to start with,
but I don't think it was the price that put the average computer buyer
off. It may have deterred games-playing ST owners....

>I've had a Jag for about two years, what a waste of money that was.
>That sort of broke my faith in Atari...

....like you from buying a Falcon.
Whether the Jaguar is a waste of money or not is irrelevent to this

argument. All the Falcon really needed was a marketing campaign. All it got was a couple of rave reviews in low circulation magazines.

Paul

5372. Re: Keyboard Wanted For 1040S

Newsgroup: comp.sys.atari.st
Date: 1995-06-30 00:00:00 UTC
From: hillsp@genrad.co.uk
Message-ID: <1995Jun30.085533.337@genrad.co.uk>
Source record: 163101

In article <cca_9506291203@miramax.yonet.org>,
Stuart.Lyster@miramax.yonet.org (Stuart Lyster) writes:

>The is a very good Atari retailer in Vancouver - actually in New
>Westminister, B.C. Falcon Systems - call Graham at (604)522-2915.
>It is 3 1/2 hours north of Seattle... I5 to the border at
>Blaine/Douglas, then continue on Hwy #99 until turning north on Hwy
>#91 to New Westminster acorss the Alex Fraser Bridge.

This makes me laugh. Here in Britain we complain there is no
local computer shop selling Atari stuff. When we mean local we mean
around 30 miles. Three and a half hours away?! You could drive half
the length of England! That means Gasteiner is local to me in Chester!

Paul